

Robert E. Howard's

HYBORIAN AGE

An Adaptation for GURPS Fourth Edition

September 13, 2019



Conan of Cimmeria, by McFarlane

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INTRODUCTION

What's This About?

This is a very early and as yet highly incomplete adaptation of Robert E. Howard's "Hyborian Age", for *GURPS Fourth Edition*. It has been several years in the making, and will likely take many more. The goal is to produce an evidence-based work, thoroughly annotated, in the system-agnostic spirit that *GURPS* has traditionally espoused.

Currently housed at *T Bone's Games Diner*, this work will remain free for public consumption. Comments and suggestions are welcome, and assistance will receive fair credit.

Source Material

This project draws solely on the stories created by Robert E. Howard—i.e., no pastiche material or posthumous re-writes. The texts used for reference are the *Wandering Star* and *Del Rey* editions of *The Coming of Conan the Cimmerian*, *The Bloody Crown of Conan*, and *The Conquering Sword of Conan*.

For simplicity of reference, supporting material is grouped with the title to which it refers:

- *Beyond the Black River*
- *Black Colossus*, with synopsis
- *The Black Stranger*, with synopses
- *Cimmeria*
- *The Devil in Iron*
- *The Frost-Giant's Daughter*
- *The God in the Bowl*
- *The Hour of the Dragon*, with notes & synopsis
- *The Hyborian Age*
- "Hyborian Names and Countries"
- *Iron Shadows in the Moon*
- letter to P. Schuyler Miller
- *The Man-Eaters of Zamboula*, with synopsis
- "Notes on Various Peoples of the Hyborian Age"
- *The People of the Black Circle*, with synopses
- *The Phoenix on the Sword*, with draft
- *The Pool of the Black One*
- *Queen of the Black Coast*
- *Red Nails*, with draft
- *Rogues in the House*
- *The Scarlet Citadel*, with synopsis

- *The Servants of Bit-Yakin*
- *The Tower of the Elephant*
- untitled draft (*Amboola awakened slowly...*) and synopsis (*The setting: The city of Shumballa...*)
- untitled draft (*Three men squatted beside the water hole...*) and synopsis (*Amalric, a son of a nobleman...*)
- untitled fragment (*The battlefield stretched silent...*)
- untitled notes (*The Westermarck...*)
- untitled synopsis (*A squad of Zamorian soldiers...*)
- *The Vale of Lost Women*
- *A Witch Shall Be Born*, with synopsis
- *Wolves Beyond the Border* (drafts)
- *Xuthal of the Dusk*

Credits

Robert E. Howard

Robert Ervin Howard (January 22, 1906 – June 11, 1936) was an American author who wrote pulp fiction in a diverse range of genres. He is well known for his character Conan the Barbarian and is regarded as the father of the sword and sorcery subgenre.

Howard was born and raised in Texas. He spent most of his life in the town of Cross Plains, with some time spent in nearby Brownwood. A bookish and intellectual child, he was also a fan of boxing and spent some time in his late teens bodybuilding, eventually taking up amateur boxing. From the age of nine he dreamed of becoming a writer of adventure fiction but did not have real success until he was 23. Thereafter, until his death by suicide at age 30, Howard's writings were published in a wide selection of magazines, journals, and newspapers, and he became proficient in several subgenres. His greatest success occurred after his death.

*Although a Conan novel was nearly published in 1934, Howard's stories were never collected during his lifetime. The main outlet for his stories was *Weird Tales*, where Howard created Conan the Barbarian. With Conan and his other heroes, Howard helped fashion the genre now known as sword and sorcery, spawning many imitators and giving him a large influence in the fantasy field. Howard remains a highly read author, with his best works still reprinted.*

— Wikipedia

Wandering Star, et al.

Special thanks to all the enthusiasts, scholars, and middlemen who contributed to the Howard revival and the consequent publishing of the books used as source material in this project.

T Bone's Games Diner

Thanks to T Bone for hosting this project, as well as for all the advice and encouragement. Thanks, also, to the various forum-goers there who have helped to improve this piece.

CHAPTER ONE

SETTING

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

— *The Nemedian Chronicles*, in *The Phoenix on the Sword*

The political landscape of the Hyborian Age runs the gamut from feudal nations to nomadic tribes. The listings, here, are regions shown on Howard's maps, as well as others clearly delineated in stories, and are presented in a kingdom–province–town structure. (For example, the kingdom of Aquilonia contains, as one of its provinces, the frontier region called Conawaga, which, in turn, is home to the town of Scanaga.)

At each level, details are given that are particular to the region discussed. This includes differences in culture, government, languages, technology, and terrain, as well as a lexicon of names and terminology associated with the region or its inhabitants.

AQUILONIA

But the proudest kingdom of the world was Aquilonia, reigning supreme in the dreaming west.

— *The Nemedian Chronicles*, in *The Phoenix on the Sword*

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Technology: TL 3. Generally medieval—steel weapons, plate armor, mounted knights, feudalism,

etc.¹

Culture: Hyborian.

Language: Aquilonian.

Lexicon: Aquilonia, Aquilonian, Aquilonians, Black Dragons, Black Legion, Conan (king), Epeus the Sword-wielder (king), Namedes/Namedides/Numedides (king), Publius (chancellor), Vilerus (king).

ATTALUS

The people of Attalus boasted the greatest advances in commerce and culture, though the whole level of Aquilonian civilization was enviable.

— “Notes on Various Peoples of the Hyborian Age”

The province of Attalus, in the southeast.

Lexicon: Attalus; Dion (baron); Pallantides.

THE BOSSONIAN MARCHES

Between Aquilonia and the Pictish wilderness lie the Bossonian marches, peopled by descendants of an aboriginal race, conquered by a tribe of Hyborians, early in the first ages of the Hyborian drift. This mixed people never attained the civilization of the purer Hyborians, and was pushed by them to the very fringe of the civilized world. The Bossonians are of medium height and complexion, their eyes brown or grey, and they are mesocephalic. They live mainly by agriculture, in large walled villages, and are part of the Aquilonian kingdom. Their marches extend from the Border kingdom in the north to Zingara in the southwest, forming a bulwark for Aquilonia against both the Cimmerians and the Picts. They are stubborn defensive fighters, and centuries of warfare against northern and western barbarians have caused them to evolve a type of defense almost impregnable against direct attack.

— *The Hyborian Age*

Lexicon: Bossonian, Bossonian marches, Bossonians.

CONAWAGA

“The first wine I’ve drunk since I left Conawaga, by Crom! Those cursed Eagles hunted me so closely through the forest I had hardly time to munch the nuts and roots I found.”

— Conan, in *The Black Stranger*

The frontier province of Conawaga, south of Oriskonie in the Westermarck.

Lexicon: Brocas (baron), Conawaga.

Scanaga

There was a sort of supreme court located in the largest town of Conawaga, Scanaga, presided over by a judge appointed directly by the king of Aquilonia, and it was a defendant’s privilege, under certain circumstances, to appeal to this court.

— untitled notes (*The Westermarck...*)

Lexicon: Scanaga.

GUNDERLAND

Gunderland was once a separate kingdom, but was brought into the larger kingdom, less by conquest than agreement. Its people never considered themselves exactly Aquilonians, and after the fall of the great kingdom, Gunderland existed for several generations in its former state as a separate principality.

— “Notes on Various Peoples of the Hyborian Age”

The province of Gunderland, in the north.

Lexicon: Gunderland, Gunderman, Gundermen.

KORMON

I said naught but was astounded. This was news indeed. For the Baron of Torh was lord of Conawaga, not Schohira, whose patrol was Lord Thasperas of Kormon.

— *Wolves Beyond the Border* (draft B)

Lexicon: Kormon, Thasperas (baron).

ORISKONIE

The frontier province of Oriskonie, northernmost in the Westermarck.

Lexicon: Oriskonie/Oriskony.

PELLIA

He saw looting and rioting, and men-at-arms whose shields bore the insignia of Pellia, manning the towers and swaggering through the markets. Over all, like a fantasmal mirage, he saw the dark, triumphant face of Prince Arpello of Pellia.

— *The Scarlet Citadel*

(It is unclear whether Pellia is a province in Aquilonia, or an external entity.)

Lexicon: Arpello (prince), Pellia, Pellian.

POITAIN

... the smiling sun-washed plains and blue lazy rivers of Poitain, Aquilonia’s southernmost province.

— *The Phoenix on the Sword*

The province of Poitain, in the south.

Lexicon: Poitain, Poitainian, Poitainians, Prospero (captain), Trocero (count).

SCHOHIRA

The frontier province of Schohira, in the Westermarck.

Lexicon: Schohira, Schohiran, Schohirans, Thasperas (baron).

Coyaga

“He [Baron Thasperas] removed his troops from the forts, however, and we manned them with our own foresters. There was some little skirmishing among ourselves, especially in the towns like Coyaga, where dwell the land-holders, for some of them held to Namedides—well, these loyalists either fled away to Conawaga with their retainers, or else surrendered and gave their pledge to remain neutral in their castles, like Lord Valerian of Schondara.”

— Hakon Strom’s son, in *Wolves Beyond the Border* (draft B)

Lexicon: Coyaga.

THE TAURAN

"I've seen good woodsmen from the Tauran. But the Bossonians have sheltered you Aquilonians from the outer wildernesses for too many centuries. You need hardening."

— Conan, in *Beyond the Black River*

Lexicon: The Tauran.

THANDARA

Thandara was the most purely pioneer province. Originally it had only been a fortress by that name, on Warhorse River, built by direct order of the king of Aquilonia, and commanded by royal troops. After the conquest of the province of Conajohara by the Picts, the settlers from that province moved southward and settled the country in the vicinity of the fortress. They held their land by force of arms, and neither received nor needed any patent. They acknowledged no baron as overlord. Their governor was merely a military commander, elected from among themselves, their choice being always submitted to and approved by the king of Aquilonia as a matter of form. No troops were ever sent to Thandara. They built forts, or rather block-houses, and manned them themselves, and formed companies of military bodies called Rangers. They were incessantly at warfare with the Picts.

— untitled notes (*The Westermarck...*)

The frontier province of Thandara, southernmost in the Westermarck, separated from the others by the intervening Little Wilderness.

Lexicon: Thandara, Thandaran.

TORH

...for Brocas was lord of Conawaga...

— *Wolves Beyond the Border* (draft A)

I said naught but was astounded. This was news indeed. For the Baron of Torh was lord of Conawaga, not Schohira, whose patrol was Lord Thasperas of Kormon.

— *Wolves Beyond the Border* (draft B)

Lexicon: Brocas (baron), Torh.

[UNSORTED LOCATIONS]

Schondara

The forest ran to within less than half a mile of the town, which was a handsome one for a frontier village, with neat houses mostly of squared logs, some painted, but also some fine frame buildings which is something we have not in Thandara. But there was not so much as a ditch or a palisade about the village, which was strange to me.

— *Wolves Beyond the Border* (draft B)

Lexicon: Schondara, Valerian.

Galparan

Lexicon: Galparan.

Shamar

Lexicon: Shamar.

Tamar ★

Tall spires and gleaming domes stood up in the mist, and he looked on his own capital of Tamar...

— *The Scarlet Citadel*

In *The Scarlet Citadel*, Tamar is the capital of Aquilonia. Later on, in *The Hour of the Dragon*, the capital is Tarantia. Possible explanations include that Tamar may have been the name of the castle or inner city, that the entire city was renamed, that the kingdom had palaces in more than one city, and that the king's court moved from the former location to the latter. (An examination of the context, especially the descriptions of local terrain, might clarify the issue.)

Lexicon: Tamar.

Tanasul

They came to Tanasul, a small fortified village at the spot where a reef of rocks made a natural bridge across the river, passable always except in times of greatest flood. Scouts brought in the news that Conan had taken up his position in the Goralian hills, which began to rise a few miles beyond the river.

— *The Hour of the Dragon*

Lexicon: Tanasul.

Tarantia ★

...on a river bank where willows and oaks grew thickly, he glimpsed, afar, across the rolling plains dotted with rich groves, the blue and golden towers of Tarantia.

— *The Hour of the Dragon*

In *The Scarlet Citadel*, Tamar is the capital of Aquilonia. Later on, in *The Hour of the Dragon*, the capital is Tarantia. Possible explanations include that Tamar may have been the name of the castle or inner city, that the entire city was renamed, that the kingdom had palaces in more than one city, and that the king's court moved from the former location to the latter. (An examination of the context, especially the descriptions of local terrain, might clarify the issue.)

Lexicon: Tarantia.

THE WESTERMARK

The Westermarck: located between the Bossonian marches and the Pictish wilderness. Provinces: Thandara, Conawaga, Oriskonie, Schohira. Political situation: Oriskonie, Conawaga, and Schohira were ruled by royal patent. Each was under the jurisdiction of a baron of the western marches, which lie just east of the Bossonian marches. These barons were accountable only to the king of Aquilonia. Theoretically they owned the land, and received a certain percentage of the gain. In return they supplied troops to protect the frontier against the Picts, built fortresses and towns, and appointed judges and other officials. Actually their power was not nearly so absolute as it seemed. There was a sort of supreme court located in the largest town of Conawaga, Scanaga, presided over by a judge appointed directly by the king of Aquilonia, and it was a defendant's privilege, under certain circumstances, to appeal to this court. Thandara was the southernmost province, Oriskonie the northernmost, and the most thinly settled. Conawaga lay south of Oriskonie, and south of Conawaga lay Schohira, the smallest of the provinces. Conawaga was the largest, richest and most thickly settled, and the only one in which landed patricians had settled to any extent. Thandara was the most purely pioneer province. Originally it had only been a fortress by that name, on Warhorse River, built by direct order of the king of Aquilonia, and commanded by royal troops. After the conquest of the province of Conajohara by the Picts, the settlers from that province moved southward and settled the country in the vicinity of the fortress. They held their land by force of arms, and neither received nor needed any patent. They acknowledged no baron as overlord. Their governor was merely

a military commander, elected from among themselves, their choice being always submitted to and approved by the king of Aquilonia as a matter of form. No troops were ever sent to Thandara. They built forts, or rather block-houses, and manned them themselves, and formed companies of military bodies called Rangers. They were incessantly at warfare with the Picts. When the word came that Aquilonia was being torn by civil war, and that the Cimmerian Conan was striking for the crown, Thandara instantly declared for Conan, renounced their allegiance to King Namedes and sent word asking Conan to endorse their elected governor, which the Cimmerian instantly did. This enraged the commander of a fort in the Bossonian marches, and he marched with his host to ravage Thandara. But the frontiersmen met him at their borders and gave him a savage defeat, after which there was no attempt to meddle with Thandara. But the province was isolated, separated from Schohira by a stretched of uninhabited wilderness, and behind them lay the Bossonian country, where most of the people were loyalists. The baron of Schohira declared for Conan, and marched to join his army, but asked no levies of Schohira where indeed every man was needed to guard the frontier. But in Conawaga were many loyalists, and the baron of Conawaga rode in person into Scandaga and demanded that the people supply him with a force to ride and aid king Namedes. There was civil war in Conawaga, and the baron planned to crush all other provinces and make himself governor of them all. Meantime, in Oriskonie, the people had driven out the governor appointed by their baron and were savagely fighting such loyalists as skulked among them.

— untitled notes (*The Westermarck...*)

Lexicon: The Westermarck.

ARGOS

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Culture: Hyborian.

Lexicon: Argos, Argosean/Argossean, Argosseans.

Messantia

...all the sea-ports of Argos were cosmopolitan, in strong contrast with the inland provinces, and Messantia was the most polyglot of all. Craft of all the maritime nations rode in its harbor, and refugees and fugitives from many lands gathered there. Laws were lax; for Messantia thrived on the trade of the sea, and her citizens found it profitable to be somewhat blind in their dealings with seamen. It was not only legitimate trade that flowed into Messantia; smugglers and buccaneers played their part. All this Conan knew well, for had he not, in the days of old when he was a Barachan pirate, sailed by night into the harbor of Messantia to discharge strange cargoes?

Most of the pirates of the Barachan Isles—small islands off the southwestern coast of Zingara—were Argossean sailors, and as long as they confined their attentions to the shipping of other nations, the authorities of Argos were

not too strict in their interpretation of sea-laws.

— The Hour of the Dragon

Lexicon: Messantia, Messantian.

THE BORDER KINGDOM

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis,

viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Culture: Hyborian.

Language: ?

Lexicon: The Border Kingdom.

BRYTHUNIA

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis,

viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Culture: Hyborian.

Language: ?

Lexicon: Brythunia, Brythunian, Brythunians.

CIMMERIA

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sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Terrain: Mountain and Woodlands.

Technology: TL 0?2

Population: Search -3.

Culture: Cimmerian.

Language: Cimmerian (Native/None).

Government: Clan/Tribal.

CR: 3 (Corruption 0).

Lexicon: Cimmeria, Cimmerian, Cimmerians.

THE SOUTHERN MARCHES

“They tried to colonize the southern marches of Cimmeria: destroyed a few small clans, built a fort-town, Venarium,—you’ve heard the tale.”

— Conan, in *Beyond the Black River*

Lexicon: The southern marches.

Venarium

“I’ve heard him tell the tale, many a time. The barbarians swept out of the hills in a ravaging horde, without

warning, and stormed Venarium with such fury none could stand before them. Men, women and children were butchered. Venarium was reduced to a mass of charred ruins, as it is to this day. The Aquilonians were driven back across the marches, and have never since tried to colonize the Cimmerian country.”

— Balthus, in *Beyond the Black River*

Lexicon: Venarium.

CORINTHIA

“I am of the opinion that the city was one of the small city-states lying just west of Zamora, and into which Conan had wandered after leaving Zamora.”

— Robert E. Howard, in a letter to P. Schuyler Miller

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Culture: Hyborian.

Language: Corinthian.

Lexicon: Corinthia, Corinthian, Corinthians.

DARFAR

He understood now the mystery of the strangers who had disappeared from the house of Aram Baksh; the riddle of the black drum thrumming out there beyond the palm groves, and of that pit of charred bones—that pit where strange meat might be roasted under the stars, while black beasts squatted about to glut a hideous hunger. The man on the floor was a cannibal slave from Darfar.

— *The Man-Eaters of Zamboula*

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Culture: ?

Language: ?

Lexicon: Darfar, Darfari.

GHULISTAN

Danger breeds caution, and only a wary man lives long in that wild country where the hot Vendhyan plains meet the crags of the Himelians. An hour’s ride westward or northward and one crossed the border and was among the hills where men lived by the law of the knife.

— *The People of the Black Circle*

“... I was a war-chief of the Afghulis who live in the Himelian mountains above the borders of Vendhya.”

— Conan, in *Red Nails*

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Culture: ?

Language: Ghuli.

Lexicon: Afghuli, Afghulis, Afghulistan, Ghuli, Ghulistan.

HYPERBOREA

Another factor has added to the impetus of Hyborian drift. A tribe of that race has discovered the use of stone in building, and the first Hyborian kingdom has come into being—the rude and barbaric kingdom of Hyperborea, which had its beginning in a crude fortress of boulders heaped to repel tribal attack. The people of this tribe soon abandoned their horse-hide tents for stone houses, crudely but mightily built, and thus protected, they grew strong. There are few more dramatic events in history than the rise of the rude, fierce kingdom of Hyperborea, whose people turned abruptly from their nomadic life to rear dwellings of naked stone, surrounded by cyclopean walls—a race scarcely emerged from the polished stone age, who had by a freak of chance, learned the first rude principles of architecture.

— *The Hyborian Age*

The blond savages of the far north have grown in power and numbers so that the northern Hyborian tribes move southward, driving their kindred clans before them. The ancient kingdom of Hyperborea is overthrown by one of these northern tribes, which, however, retains the old name.

— *The Hyborian Age*

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Culture: Hyborian.

Language: ?

Lexicon: Hyperborea, Hyperborean, Hyperboreans, Tomar.

HYRKANIA

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Technology: TL 2.³

Culture: Hyrkanian.

Language: Hyrkanian.

Lexicon: Hyrcanian, Hyrkania, Hyrkanians.

Khorusun/Khurusun

A city in Hyrkanian territory, but controlled by Turan.

Lexicon: Khorusun/Khurusun.

IRANISTAN

"Few of us are what we seem. I, whom the Kshatriyas know as Kerim Shah, a prince from Iranistan, am no greater a masquerader than most men.

— Kerim Shah, in *The People of the Black Circle*

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(There are no stories detailing Iranistani cities *per se*, but there is a potential clue, in the form of an unnamed city present in Howard's other work, as explained by Dale Rippke in his article "The Blue East".)

Culture: ?

Language: ?

Lexicon: Iranistan.

KESHAN

Keshan was a barbaric kingdom lying in the eastern hinterlands of Kush where the broad grass lands merge with the forests that roll up from the south. The people were a mixed race, a dusky nobility ruling a population that was largely pure negro. The rulers—princes and high priests—claimed descent from a white race which, in a mythical age, had ruled a kingdom whose capital city was Alkmeenon. Conflicting legends sought to explain the reason for that race's eventual downfall, and the abandonment of the city by the survivors. Equally nebulous were the tales of the Teeth of Gwahlur, the treasure of Alkmeenon. But these misty legends had been enough to bring Conan to Keshan, over vast distances of plain, river-laced jungle, and mountains.

— *The Servants of Bit-Yakin*

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Culture: ?

Language: ?

Lexicon: Keshan, Keshani.

Alkmeenon ☼

It was no myth, then; below him lay the fabulous and deserted palace of Alkmeenon.

— *The Servants of Bit-Yakin*

Lexicon: Alkmeenon.

Keshia

Lexicon: Keshia.

THE KHARAMUN DESERT

... but the people went their way, flaunting their myriad colors in the streets, bargaining, disputing, gambling, swilling, loving, as the people of Zamboula have done for all the centuries its towers and minarets have lifted over the sands of the Kharamun.

— *The Man-Eaters of Zamboula*

Lexicon: The Kharamun.

Zamboula

They stood in a corner of the Sword-Makers' Bazaar, and on either side of them flowed past the many-tongued, many-colored stream of the Zamboula streets, which is exotic, hybrid, flamboyant and clamorous.

— *The Man-Eaters of Zamboula*

A city built by the Stygians on their eastern frontier, Zamboula was later captured by the Turianians.
Lexicon: Zamboula, Zamboulan.

KHAURAN

“... Khauran is a kingdom of no great size, one of the many principalities which at one time formed the eastern part of the empire of Koth, and which later regained the independence which was theirs at a still earlier age.

“Khauran is the most southeasterly of these principalities, bordering on the very deserts of eastern Shem.”

— Astreas, in *A Witch Shall Be Born*

Lexicon: Askhaurian, Khauran, Khaurani.

Khauran ✪

“The city of Khauran is the only city of any magnitude in the realm, and stands within sight of the river

which separates the grasslands from the sandy desert, like a watch-tower to guard the fertile meadows behind it. The land is so rich that it yields three and four crops a year, and the plains north and west of the city are dotted with villages. To one accustomed to the great plantations and stock-farms of the west, it is strange to see these tiny fields and vineyards; yet wealth in grain and fruit pours from them as from a horn of plenty.”

— Astreas, in *A Witch Shall Be Born*

Lexicon: Khauran, Khaurani.

KHITAI

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Lexicon: Khitai, Khitan, Khitans.

Paikang

“He was a magician from far Khitai, returning to his native kingdom after a journey to Stygia. He took me with him to purple-towered Paikang, its minarets rising amid the vine-festooned jungles of bamboo...”

— Salome, in *A Witch Shall Be Born*

Lexicon: Paikang.

KHORAJA

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Lexicon: Khoraja, Khoraji, Khorajis.

KOSALA

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Culture: 'Eastern'?⁴

Lexicon: Kosala, Kosalan, Kosalans.

KOTH

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Technology: TL 1.⁵

Culture: Hyborian.⁶

Language: Kothic.

Lexicon: Koth, Kothian, Kothians, Kothic.

Khorshemish ⚔

Before midnight they crossed the Ophirean border and at dawn the spires of Khorshemish stood up gleaming and rose-tinted on the south-eastern horizon, the slim towers overawed by the grim scarlet citadel that at a distance was like a splash of bright blood in the sky. That was the castle of Tsotha. Only one narrow street, paved with marble and guarded by heavy iron gates, led up to it, where it crowned the hill dominating the city. The

sides of that hill were too sheer to be climbed elsewhere. From the walls of the citadel one could look down on the broad white streets of the city, on minaretted mosques, shops, temples, mansions, and markets. One could look down, too, on the palaces of the king, set in broad gardens, high-walled, luxurious riots of fruit trees and blossoms, through which artificial streams murmured, and silvery fountains rippled incessantly. Over all brooded the citadel, like a condor stooping above its prey, intent on its own dark meditations.

— *The Scarlet Citadel*

Lexicon: Khorshemish.

Khrosha

Lexicon: Khrosha.

Kuthchemes

On every hand rose the grim relics of another, forgotten age: huge broken pillars, thrusting up their jagged pinnacles into the sky; long wavering lines of crumbling walls; fallen cyclopean blocks of stone; shattered images, whose horrific features the corroding winds and dust-storms had half erased. From horizon to horizon no sign of life: only the sheer breath-taking sweep of the naked desert, bisected by the wandering line of a long-dry river-course; in the midst of that vastness the glimmering fangs of the ruins, the columns standing up like broken masts of sunken ships—all dominated by the towering ivory dome before which Shevatas stood trembling.

— *Black Colossus*

Lexicon: Kuthchemes.

KUSH

Behind these came a motley array of wild men on half-wild horses—the warriors of Kush, the first of the great black kingdoms of the grasslands south of Stygia. They were shining ebony, supple and lithe, riding stark naked and without saddle or bridle.

— *Black Colossus*

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Technology: TL 0.⁷

Culture: Black.

Language: ?

Lexicon: Kush, Kushite, Kushites.

Gazal

This desert, seemingly empty of life, never the less contained some of the fiercest tribes on earth—the Ghanatas, who ranged far to the east; the masked Tibu, whom he believed dwelt further to the south; and somewhere off to the southwest lay the semi-mythical empire of Tombalku, ruled by a wild and barbaric race.

— untitled draft (*Three men squatted beside the water hole...*)

“Long ago they came into the desert and built this city over a great oasis which was in reality only a series of springs. The stone they took from the ruins of a much older city—only the red tower—” her voice dropped and she glanced nervously at the star-framed windows—“only the red tower stood there. It was empty—then.”

— Lissa, in untitled draft (*Three men squatted beside the water hole...*)

Gazal is located in the desert, somewhere in or near Kush. It is not a Kushite city, though, having been founded by the Gazali, who were outcasts from southern Koth. Almost as soon as the city was built, its Shemitish slave population revolted and fled into the desert. Since that day, Gazal has been avoided by outsiders, and its people remain ignorant of what has passed during the intervening centuries.

Lexicon: Gazal, Gazali.

Shumballa 🌟

Looking over the parapet, he saw below him the silent streets of the inner city of Shumballa, the palaces and gardens, and the great square, into which, at an instant’s notice, a thousand black horsemen could ride, from the courts of adjoining barracks.

Looking further, he saw the great bronze gates, and beyond them, the outer city that men called Punt, to distinguish it from El Shebbeh, the inner city. Shumballa stood in the midst 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, touched the straggling edges of the city. El Shebbeh was separated from Punt by a tall and massive wall, which enclosed the palaces of the ruling caste, descendants of those Stygians who centuries ago had come southward to hack out a black empire, and to mix their proud blood with the blood of their dusky subjects. El Shebbeh was well laid out, with regular streets and squares, stone buildings and gardens; Punt was a sprawling wilderness of mud huts; the streets straggled into squares that were squares in name only. The black people of Kush, the Gallahs, the original inhabitants of the country, lived in Punt; none but the ruling caste, the Chagas, dwelt in El Shebbeh, except for their servants, and the black horsemen who served as their guardsmen.

— untitled draft (*Amboola awakened slowly...*)

Lexicon: Chaga, Chagas, El Shebbeh, Gallah, Gallahs, Punt*, Red Tower, Shumballa.

Zabhela

“I jumped overboard one night and swam ashore when we were anchored off the Kushite coast. Off Zabhela, it was.”

— Valeria, in *Red Nails*

Lexicon: Zabhela.

NEMEDIA

*Not to be confused with Punt, the kingdom.

“Howbeit,” answered Orastes, tracing with his forefinger, “here is Belverus, the capital of Nemediā, in which we now are. Here run the boundaries of the land of Nemediā. To the south and southeast are Ophir and Corinthia, to the east Brythunia, to the west Aquilonia.”

— *The Hour of the Dragon*

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“Who are you to swear by Ymir?” she mocked. “What know you of the gods of ice and snow, you who have come up from the south to adventure among an alien people?”

— *The Frost-Giant’s Daughter*

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Technology: TL 1.⁸

Culture: Nordic.

Language: Nordheimr.

Lexicon: Nordheim, Nordheimer/Nordheimr, Nordic, Nordics.

Wolraven

Culture: Hyborian.

Language: Nemedian.

Lexicon: Nemediā, Nemedian, Nemedians, Numa.

Belverus ★

Of that long ride in the chariot of Xaltotun, Conan knew nothing. He lay like a dead man while the bronze wheels clashed over the stones of mountain roads and swished through the deep grass of fertile valleys, and finally dropping down from the rugged heights, rumbled rhythmically along the broad white road that winds through the rich meadowlands to the walls of Belverus.

— *The Hour of the Dragon*

Lexicon: Belverus.

Numalia

... and he fled, nor did he slacken his headlong flight until the spires of Numalia faded into the dawn behind him.

— *The Hour of the Dragon*

Lexicon: Numalia, Numalian.

NORDHEIM

“Myself when a boy I saw her, when I lay half-slain on the bloody field of Wolraven.”

— Gorm, in *The Frost-Giant’s Daughter*

The exact location of Wolraven was not mentioned.

Lexicon: Wolraven.

ASGARD

“Though I am not of the golden haired Æsir, none has been more forward in sword-play! This day I have seen four score men fall, and I alone have survived the field where Wulfhere’s reavers met the wolves of Bragi.”

— *The Frost-Giant’s Daughter*

The eastern half of Nordheim, home to the blond-haired Æsir.

Lexicon: Æsir, Asgard, Tyr, Wulfhere.

VANAHEIM

“Man,” said he, “tell me your name, so that my brothers in Vanaheim may know who was the last of Wulfhere’s band to fall before the sword of Heimdul.”

— *The Frost-Giant’s Daughter*

The western half of Nordheim, home to the red-haired Vanir.

Lexicon: Heimdul, Horsa, Vanaheim, Vanir.

OPHIR

That day Conan, king of Aquilonia, had seen the pick of his chivalry cut to pieces, smashed and hammered to bits, and swept into eternity. With five thousand knights he had crossed the south-eastern border of Aquilonia and ridden into the grassy meadowlands of Ophir, to find his former ally, King Amalrus of Ophir, drawn up against him with the hosts of Strabonus, king of Koth. Too late he had seen the trap. All that a man might do he had done with his five thousand cavalrymen against the thirty thousand knights, archers and spearmen of the conspirators.

— *The Scarlet Citadel*

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tique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Technology: TL 2.⁹

Terrain: Plains.¹⁰

Culture: Hyborian.

Language: Ophirean.

Lexicon: Ophir, Ophirean, Ophireans.

THE PICTISH WILDERNESS

"I don't know how far away that village is—but as soon as they learn of this murder, they'll come through the forest like starving wolves. That's the worst insult possible to a Pict—kill a man not in war-paint and stick his head up in a tree for the vultures to eat. Damn peculiar things going on along this coast. But that's always the way when civilized men come into the wilderness. They're all crazy as hell. Come on."

— Conan, in *The Black Stranger*

Technology: TL 0.¹¹

Culture: Pict.

Language: Pictish.

Lexicon: Pict, Pictdom, Pictish, Pictish Islands, Picts.

ALLIGATOR LANDS

...for there was never peace between us and our savage neighbors, the wild Panther, Alligator and Otter tribes of Picts.

— *Wolves Beyond the Border* (draft B)

Lexicon: Alligator.

CONAJOHARA

Conan pointed to a creek which flowed into Black River from the east, a few hundred yards below them.

"That's South Creek; it's ten miles from its mouth to the fort. It's the southern boundary of Conajohara. Marshes miles wide south of it. No danger of a raid from

across them. Nine miles above the fort North Creek forms the other boundary. Marshes beyond that, too. That's why an attack must come from the west, across Black River. Conajohara's just like a spear, with a point nineteen miles wide, thrust into the Pictish wilderness."

— *Beyond the Black River*

Lexicon: Conajohara.

Fort Tuscelan

Fort Tuscelan stood on the eastern bank of Black River, the tides of which washed the foot of the stockade. The latter was of logs, as were all the buildings within, including the donjon, to dignify it by that appellation, in which were the governor's quarters, overlooking the stockade and the sullen river. Beyond that river lay a huge forest, which approached jungle-like density along the spongy shores. Men paced the runways along the log parapet day and night, watching that dense green wall. Seldom a menacing figure appeared, but the sentries knew that they too were watched, fiercely, hungrily, with the mercilessness of ancient hate. The forest beyond the river might seem desolate and vacant of life to the ignorant eye, but life teemed there, not alone of bird and beast and reptile, but also of men, the fiercest of all the hunting beasts.

There, at the fort, civilization ended.

— *Beyond the Black River*

This inroad into Pictish territory benefits from a higher TL than that of the Pictish Wilderness, though perhaps not quite as advanced as its sponsor, Aquilonia.

Lexicon: Fort Tuscelan.

Gwawela

"You have penetrated the unknown deeper than any other man in the fort; you know where Gwawela stands, and something of the forest trails across the river."

— Valannus, in *Beyond the Black River*

Gwawela is the nearest Pict village across the river from Fort Tuscelan. (Though it's in Pictish territory, it is listed here for ease of categorization.)

Lexicon: Gwawela.

Velitrium

...and their huts had risen where now stood the fields and log-cabins of fair-haired settlers, back beyond Velitrium, that raw, turbulent frontier town on the banks of Thunder River...

— *Beyond the Black River*

Velitrium is a frontier town, situated on the banks of Thunder River.

Lexicon: Velitrium.

CORMORANT LANDS

"If I read the prints of their moccasins right, they were Cormorants."

— *The Black Stranger*

Lexicon: Cormorants.

EAGLE LANDS

They were the men of the Eagle, whose villages lay far to the east, adjoining the country of the Wolf-Picts.

— *The Black Stranger*

"The Eagles carried me nearly a hundred miles westward to burn me in their chief village..."

— Conan, in *The Black Stranger*

Lexicon: Eagle clan, Eagle-men, Eagle-Picts, Eagles, Men of the Eagle.

HAWK LANDS

By the hawk feathers in their thick black manes, I knew them to be of the Hawk Clan, or Skondaga.

— *Wolves Beyond the Border* (draft A)

By the hawk feathers in their thick black manes, I knew them to be of the Hawk Clan, or Onayaga.

— *Wolves Beyond the Border* (draft B)

Lexicon: Hawk Clan (Skondaga/Onayaga), Hawk Country, Hawkmen, Hawk-Pict, Hawks.

OTTER LANDS

...for there was never peace between us and our savage neighbors, the wild Panther, Alligator and Otter tribes of Picts.

— *Wolves Beyond the Border* (draft B)

Lexicon: Otter, Ottermen.

PANTHER LANDS

...for there was never peace between us and our savage neighbors, the wild Panther, Alligator and Otter tribes of Picts.

— *Wolves Beyond the Border* (draft B)

Lexicon: Panther, Panther Picts.

RAVEN LANDS

...the Raven Clan, with whom the Hawkmen were ever at war.

— *Wolves Beyond the Border* (draft B)

Lexicon: Raven, Raven Clan.

TOUCAN LANDS

From the thick limb of a tree that overhung the trail a head grinned down at them—a dark painted face, framed in thick black hair, in which a toucan feather drooped over the left ear.

"I took that head down and hid it in the bushes," growled Conan, scanning the woods about them narrowly. "What fool could have stuck it back up there? It looks as if somebody was trying his damndest to bring the Picts down on the settlement."

— *The Black Stranger*

Lexicon: Toucans.

Korvela Bay

There was no harbor town to the north, though one sailed to the ultimate shores of ice; and the nearest port to the south was a thousand miles away. What brought this stranger to lonely Korvela Bay?

— *The Black Stranger*

(In *The Black Stranger*, there is circumstantial evidence to suggest that Korvela Bay was located in or near Toucan lands: The Toucan Pict who was murdered was probably alone in familiar territory, whereas the group of Cormorant Picts who discovered his head were likely traveling as a party because they were further from home.)

Lexicon: Korvela Bay.

SEA-FALCON LANDS

Toucan feathers waved in black manes, and the feathers of the cormorant and the sea-falcon. A few warriors, the wildest and most barbaric of them all, wore shark's teeth woven in their tangled locks. The sea-land tribes had gathered from up and down the coast in all directions to rid their country of the white-skinned invaders.

— *The Black Stranger*

Lexicon: Sea-falcon.

TURTLE LANDS

"The Hawks, Wildcats and Turtles listen when Valerian speaks, and he has even visited the towns of the Wolf Picts and come away alive."

— Hakon Strom's son, in *Wolves Beyond the Border*

Lexicon: Turtles.

WILDCAT LANDS

"The Hawks, Wildcats and Turtles listen when Valerian speaks, and he has even visited the towns of the Wolf Picts and come away alive."

— Hakon Strom's son, in *Wolves Beyond the Border*

Lexicon: Wildcats.

WOLF LANDS

They were the men of the Eagle, whose villages lay far to the east, adjoining the country of the Wolf-Picts.

It was the Wolves who had captured him, in a foray against the Aquilonian settlements along Thunder River, and they had given him to the Eagles in return for a captured Wolf chief.

— *The Black Stranger*

Lexicon: Wolf, Wolfmen, Wolf-Picts, the Wolves.

PUNT

Thutmekri likewise had a proposition to make to the king of Keshan, and it also concerned the conquest of Punt—which kingdom, incidentally, lying east of Keshan, had recently expelled the Zembabwan traders and burned their fortresses.

— *The Servants of Bit-Yakin*

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tique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Lexicon: Punt*, Puntan, Puntish.

THE LANDS OF SHEM

After these rolled a horde that seemed to encompass all the desert. Thousands on thousands of the war-like Sons of Shem: ranks of horsemen in scale-mail corselets and cylindrical helmets—the asshuri of Nippr, Shumir, and Eruk and their sister cities; wild white-robed hordes—the nomad clans.

— *Black Colossus*

Soon the character of the coastline changed. No longer they sailed past steep cliffs with blue hills marching behind them. Now the shore was the edge of broad meadowlands which barely rose above the water's edge and swept away and away into the hazy distance. Here were few harbors and fewer ports, but the green plain was dotted with

the cities of the Shemites; green sea, lapping the rim of the green plains, and the zikkurats of the cities gleaming whitely in the sun, some small in the distance.

Through the grazing-lands moved the herds of cattle, and squat, broad riders with cylindrical helmets and curled blue-black beards, with bows in their hands. This was the shore of the lands of Shem, where there was no law save as each city-state could enforce its own. Far to the eastward, Conan knew, the meadowlands gave way to desert, where there were no cities and the nomadic tribes roamed unhindered.

— *The Hour of the Dragon*

"At present there is some possibility of invasion

*Not to be confused with Punt, the outer district of the city of Shumballa.

from the desert, which is inhabited by tribes of Shemitish nomads. The mercenaries of Constantius are men from the Shemitish cities of the west, Pelishtim, Anakim, Akkharim, and are ardently hated by the Zuagirs and other wandering tribes. As you know, good Alcemides, the countries of these barbarians are divided into the western meadowlands which stretch to the distant ocean, and in which rise the cities of the town-dwellers, and the eastern deserts, where the lean nomads hold sway; there is incessant warfare between the dwellers of the cities and the dwellers of the desert."

— Astreas, in *A Witch Shall Be Born*

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Technology: TL 1.¹²

Culture: Shemite.

Language: Shemitish or Pelishtim?

Lexicon: Lands of Shem, Shem, Shemite, Shemites, Shemitish, Sons of Shem.

EASTERN DESERTS

Lexicon: ?

WESTERN MEADOWLANDS

Lexicon: ?

Akbitana

Lexicon: Akbatana/Akbitana.

Akkharim

Lexicon: Akkharim.

Anakim

Lexicon: Anakim.

Asgalun

Lexicon: Asgalun/Askalon.

Eruk

Lexicon: Eruk.

Nippr

Lexicon: Nippr.

Pelishtim

Lexicon: Pelishtim.

Shumir

Lexicon: Shumir.

Shushan

The Shemites bowed to his [Yezdigerd's] rule as far west as Shushan.

— *The Devil in Iron*

The Shemite soul finds a bright drunkenness in riches and material splendor, and the sight of this treasure might have shaken the soul of a sated emperor of Shushan.

— *Queen of the Black Coast*

Lexicon: Shushan.

STYGIA

The Stygians are tall and well-made, dusky, straight-featured—at least the ruling classes are of that type. The lower classes are a down-trodden, mongrel horde, a mixture of negroid, Stygian, Shemitish, even Hyborian bloods.

— *The Hyborian Age*

First was a long line of chariots, drawn by the great fierce horses of Stygia, with plumes on their heads—snorting and rearing as each naked driver leaned back, bracing his powerful legs, his dusky arms knotted with muscles. The fighting-men in the chariots were tall fig-

ures, their hawk-like faces set off by bronze helmets crested with a crescent supporting a golden ball. Heavy bows were in their hands. No common archers, these, but nobles of the South, bred to war and the hunt, who were accustomed to bringing down lions with their arrows.

— *Black Colossus*

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tique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Technology: TL 1.¹³

Culture: Stygian.

Language: Stygian.

Lexicon: Stygia, Stygian, Stygians.

Author's Aside: Finding Karnath

Karnath is a city that keeps popping up in game supplements, but the canonical reference for it remains elusive. In his article "Hyborian Names", L. Sprague de Camp noted the source as being the first draft of *The Hour of the Dragon*, but I have not yet found a copy of said text in order to substantiate the claim. Until that changes, I must treat Karnath as being apocryphal.

Khemi

Khemi was Stygia's greatest port, and at that time her most important city. The king dwelt at more ancient Luxur, but in Khemi reigned the priest-craft; though men said the center of their dark religion lay far inland, in a mysterious, deserted city near the bank of the Styx.

— *Queen of the Black Coast*

Lexicon: Khemi.

Kheshatta

"By special permission of the king of Stygia, my brother was allowed to go to Kheshatta, the city of magicians, to study their arts, and I accompanied him."

— Livia, in *The Vale of Lost Women*

Lexicon: Kheshatta.

***Luxur* ✪**

"I am a daughter of Luxur, and before I had known fifteen summers I had been led through the temples of Derketo, the dusky goddess, and had been initiated into the mysteries."

— Thalys, in *Xuthal of the Dusk*

The residence of the king, this is presumed to be the capital.

Lexicon: Luxur.

Sukhmet

She had come far—from the camp of the mercenaries by the border town of Sukhmet amidst the level grasslands, where desperate adventurers of many races guard the Stygian frontier against the raids that come up like a red wave from Darfar.

— *Red Nails*

Lexicon: Sukhmet.

TOMBALKU

This desert, seemingly empty of life, never the less contained some of the fiercest tribes on earth—the Ghanatas, who ranged far to the east; the masked Tibu, whom he believed dwelt further to the south; and somewhere off to the southwest lay the semi-mythical empire of Tombalku, ruled by a wild and barbaric race.

— untitled draft (*Three men squatted beside the water hole...*)

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tique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Lexicon: Tombalku.

TURAN

Now the Lemurians enter history again as Hyrkanians. Through the centuries they have pushed steadily westward, and now a tribe skirts the southern end of the great inland sea—Vilayet—and establishes the kingdom of Turan on the southwestern shore. Between the inland sea and the eastern borders of the native kingdoms lie vast expanses of steppes and in the extreme north and extreme south, deserts. The non-Hyrkanian dwellers of these territories are scattered and pastoral, unclassified in the north, Shemitish in the south, aboriginal, with a thin strain of Hyborian blood from wandering conquerors. Toward the latter part of the period other Hyrkanian clans push westward, around the northern extremity of the inland sea, and clash with the eastern outposts of the Hyperboreans.

—The Hyborian Age

Yezdigerd, king of Turan, was the mightiest monarch in the world. In his palace in the great port city of Aghrapur was heaped the plunder of empires. His fleets of purple-sailed war galleys had made Vilayet an Hyrkanian lake. The dark-skinned people of Zamora paid him tribute, as did the eastern provinces of Koth. The Shemites bowed to his rule as far west as Shushan. His armies ravaged the borders of Stygia in the south and the snowy lands of the Hyperboreans in the north. His riders bore torch and sword westward into Brythunia and Ophir and Corinthia, even to the borders of Nemedea. His gilt-helmeted swordsmen had trampled hosts under their horses' hoofs, and walled cities went up in flames at his command. In the glutted slave markets of Aghrapur, Sultanapur, Khawarizm, Shahpur, and Khorusun, women were sold for three small silver coins—blond Brythunians, tawny Stygians, dark-haired Zamorians, ebon Kushites, olive-skinned Shemites.

—The Devil in Iron

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sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Technology: TL 2.¹⁴

Culture: Hyrkanian.¹⁵

Language: ?

Lexicon: Turan, Turanian, Turanians.

Aghrapur

Yezdigerd, king of Turan, was the mightiest monarch in the world. In his palace in the great port city of Aghrapur was heaped the plunder of empires.

—The Devil in Iron

Lexicon: Aghrapur.

Akif

“Well—I was sold. But the desert man did not misuse me. He wished to buy the good will of Shah Amurath, and I was among the gifts he brought to Akif of the purple gardens. Then—”

—Olivia, in *Iron Shadows in the Moon*

Lexicon: Akif.

Fort Ghori

“We will ask for a parley with the kozaks in regard to prisoners, at the edge of the steppes by Fort Ghori.”

—Ghaznavi, in *The Devil in Iron*

Lexicon: Fort Ghori.

Khawarizm

Jehungir's mastery of her had been bad enough; but with deliberate fiendishness Jehungir had given her to a nobleman whose name was a byword for degeneracy even in Khawarizm.

—The Devil in Iron

Lexicon: Khawarizm.

Shahpur

Lexicon: Shahpur.

Sultanapur

Lexicon: Sultanapur.

Vezek

“In the meantime, I think we'll ride eastward and storm that Turanian outpost at Vezek, where the caravans pay toll.”

—Olgerd Vladislav, in *A Witch Shall Be Born*

Lexicon: Vezek.

VENDHYA

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Culture: ?

Language: ?

Lexicon: Kshatriya, Kshatriyas, Vendhya, Vendhyan, Vendhyans.

Ayodhya

In the gardens of the palace the torches glinted on polished helmets and curved swords and gold-chased corselets. All the noble-born fighting-men of Ayodhya were gathered in the great palace or about it, and at each broad-arched gate and door fifty archers stood on guard, with bows in their hands. But Death stalked through the royal palace and none could stay his ghostly tread.

— The People of the Black Circle

Lexicon: Ayodhya.

Khurum

"Where am I?" she asked abruptly.

"In the hut of Yar Afzal, the chief of the Khurum Wazulis," he answered. "Afghulistan lies a good many miles further on to the west."

— The People of the Black Circle

He had not believed it possible for a stranger to enter the valley of Khurum without being detected by the hawk-eyed watchers along the heights...

— The People of the Black Circle

A village of Wazuli tribesmen, in a valley somewhere between Vendhya and Afghulistan.

Lexicon: Khurum, the legendary tulwar of Amir Khurum, the valley of Khurum.

Khurusun

"The Turanians fought their way through the Himelians once, but how many returned to Khurusun?"

— Chunder Shan, in *The People of the Black Circle*

"I've seen the suk of the goldsmiths in Khurusun."

— Conan, in *The People of the Black Circle*

A town near the north of Vendhya, apparently under the control of Turan.

Lexicon: Khurusun.

Peshkhauri

Lexicon: Peshkhauri.

THE SEA OF VILAYET

"Vilayet is an Hyrkanian pond."

"Some folk don't think so," grinned Conan grimly; "notably the slaves that have escaped from galleys and become pirates."

— Olivia and Conan, in *Iron Shadows in the Moon*

Lexicon: The Sea of Vilayet, Vilayet.

Ilbars River

Lexicon: ?

Isle of the Iron Statues

She twisted about to follow his stare, and saw a green wall of trees and shrubbery rising from the water's edge and sweeping away in a wide curve, enclosing a small bay whose waters lay still as blue glass.

"This is one of the many islands that dot this inland sea," said Conan. "They are supposed to be uninhabited. I've heard the Hyrkanians seldom visit them. Besides, they generally hug the shores in their galleys, and we

have come a long way. Before sunset we were out of sight of the mainland."

— Conan, in *Iron Shadows in the Moon*

Lexicon: (In *Iron Shadows in the Moon*, the island's name was not mentioned.)

Xapur (Dagonia)

Men seldom visited Xapur. It was uninhabited, all but forgotten, merely one among the myriad isles which dotted the great inland sea. Men called it Xapur, the Fortified, because of its ruins, remnants of some prehistoric kingdom, lost and forgotten before the conquering Hyborians had ridden southward.

— The Devil in Iron

Lexicon: Dagonia, Xapur.

Zaporoska River

Lexicon: ?

THE WESTERN OCEAN

*Into the west, unknown of man,
Ships have sailed since the world began.
Read, if you dare, what Skelos wrote,
With dead hands fumbling his silken coat;
And follow the ships through the
wind-blown wrack —
Follow the ships that come not back.*

— *The Pool of the Black One*

Lexicon: The great ocean, the great sea, the western ocean.

THE BARACHAN ISLES

Little love was lost between the Zingaran renegades and the outlaws who infested the Baracha Islands off the southern coast of Zingara. These men were mostly sailors from Argos, with a sprinkling of other nationalities. They raided the shipping, and harried the Zingaran coast towns, just as the Zingaran buccaneers did, but these dignified their profession by calling themselves Free-

booters, while they dubbed the Barachans pirates. They were neither the first nor the last to gild the name of thief.

— *The Pool of the Black One*

Lexicon: Baracha, the Baracha Islands, Barachan, the Barachan Isles, the Barachans.

Tortage

Lexicon: Tortage.

MISCELLANEOUS

Isle of the Black Ones

So, after many weary weeks, they raised land to westward, and at dawn dropped anchor in a shallow bay, and saw a beach which was like a white band bordering an expanse of gentle grassy slopes, masked by green trees. The wind brought scents of fresh vegetation and spices. . .

— *The Pool of the Black One*

Lexicon: (In *The Pool of the Black One*, the island's name was not mentioned.)

ZAMORA

Of the civilized races of the Thurian Continent, a remnant of one of the non-Valusian nations dwells among the low mountains of the southeast—the Zhemri.

— *The Hyborian Age*

To the southeast the descendants of the Zhemri, given impetus by new blood resulting from admixture with some unclassified tribe, are beginning to seek to revive some faint shadow of their ancient culture.

— *The Hyborian Age*

Southeast of Hyperborea a kingdom of the Zhemri has come into being, under the name of Zamora.

— *The Hyborian Age*

“The presence of opposing factions of politics would seem to indicate otherwise, since Zamora was an absolute despotism where differing political opinions were not tolerated.”

— Robert E. Howard, in a letter to P. Schuyler Miller

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Culture: Zamorian.

Language: Zamorian.

Lexicon: Zamora, Zamorian, Zamorians.

Shadizar

It was exactly such laughter as he had heard bubble obscenely from the fat lips of the salacious women of Shadizar, City of Wickedness, when captive girls were stripped naked on the public auction block.

— *The Scarlet Citadel*

Lexicon: Shadizar.

Zamora

“Know that in Zamora, and more especially in this city, there are more bold thieves than anywhere else in the world, even Koth.”

— Kothian kidnapper, in *The Tower of the Elephant*

The story in which the city is introduced, *The Tower of the Elephant*, does not give it a name. The nearest thing to evidence comes from Howard's letter to P. Schuyler Miller, in which he states, "There was the space of about a year between Vanarium and his [Conan's] entrance into the thief-city of Zamora." The phrasing makes it unclear as to whether the city shared the same name as the kingdom.

Lexicon: The thief-city of Zamora.

The Tower of the Elephant

The shimmering shaft of the tower rose frostily in the stars. In the sunlight it shone so dazzlingly that few could bear its glare, and men said it was built of silver. It was round, a slim perfect cylinder, a hundred and fifty feet in height, and its rim glittered in the starlight with the great jewels which crusted it. The tower stood among the waving exotic trees of a garden raised high above the general level of the city. A high wall enclosed this garden, and outside the wall was a lower level, likewise enclosed by a wall. No lights shone forth; there seemed to be no windows in the tower—at least not above the level of the inner wall. Only the gems high above sparkled frostily in the starlight.

— *The Tower of the Elephant*

This famous Zamorian building was the dwelling place of the sorcerer-priest Yara. Constructed in a single night by Yag-Kosha, an alien being whom Yara had enslaved, it stood for three centuries before being annihilated during the events of *The Tower of the Elephant*.

The tower's outer courtyard was patrolled by guards; the inner, by lions released from subterranean tunnels at night. The ground floor contained a guardroom, from which a stairway led upward, eventually arriving at Yara's chamber, then Yag-Kosha's, and finally a treasure room that let out onto the roof.

Yezud

"That fellow Yar Afzal beat and sent away—he moved like a man walking in his sleep. I've seen the priests of Zamora perform their abominable rituals in their forbidden temples, and their victims had a stare like that man. The priests looked into their eyes and muttered incantations, and then the people became like walking dead men, with glassy eyes, doing as they were ordered.

"And then I saw what the fellow had in his hand, which Yar Afzal picked up. It was like a big black jade bead, such as the temple girls of Yezud wear when they dance before the black stone spider which is their god. Yar Afzal held it in his hand, and he didn't pick up anything else. Yet when he fell dead a spider, like the god at Yezud, only smaller, ran out of his fingers."

— Conan, in *The People of the Black Circle*

Yezud is mentioned only in *The People of the Black Circle*, and no direct evidence is given of its location. However, there is no other region that has a greater association with spiders than Zamora. (Exploring the etymology of the name might reveal more.)

Lexicon: Yezud.

ZEMBABWEI

The benevolent kings of Zembabwei desired only the monopoly of the trade of Keshan and her tributaries—and, as a pledge of good faith, some of the Teeth of Gwahlur. These would be put to no base usage, Thutmekri hastened to explain to the suspicious chieftains; they would

be placed in the temple of Zembabwei beside the squat gold idols of Dagon and Derketo, sacred guests in the holy shrine of the kingdom, to seal the covenant between Keshan and Zembabwei.

— *The Servants of Bit-Yakin*

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Lexicon: Zembabwan, Zembabwans, Zembabwei.

ZINGARA

Next to the Picts, in the broad valley of Zingg, protected by great mountains, a nameless band of primitives, tentatively classified as akin to the Shemites, has evolved an advanced agricultural system and existence.

...

To the southwest, a tribe of Picts have invaded the fertile valley of Zingg, conquered the agricultural people there, and settled among them. This mixed race was in turn conquered later by a roving tribe of Hybori, and from these mingled elements came the kingdom of Zingara.

— *The Hyborian Age*

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viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Culture: Mixed, with Hyborian dominant.

Language: Zingaran.

Terrain: ?¹⁶

Lexicon: Zingara, Zingaran, Zingarans, Zingarians, Zingg.

Kordava

Valenso grudgingly signified his consent, and Zaron bowed, a thought sardonically, and retired with a tread as measured and stately as if he trod the polished crystal floor of the Kordava royal court, where indeed, unless rumor lied, he had once been a familiar figure.

— *The Black Stranger*

Lexicon: Kordava, Kordavan.

[UNSORTED PROVINCES]

AMILIUS

"Once I was lord of Amilius, the man whose sons you murdered, whose daughter your mercenaries ravished and slew."

— Tiberias, in *The Hour of the Dragon*

(It is unclear whether the man was Aquilonian, or from wherever Valerius was. Perhaps more context can be gleaned from the story.)

Lexicon: Amilius.

KARABAN

"Volmana, the dwarfish count of Karaban..."

— Ascalante, in *The Phoenix on the Sword*

(It is uncertain whether Karaban is in Aquilonia. Perhaps more context can be gleaned from the story.)

Lexicon: Karaban.

KORDAFAN

Whether this is a country, province, or city is not made clear. It would seem to be located somewhere in the black kingdoms.

Lexicon: ?

THUNE

"By Mitra!" ejaculated the commander. "It is Ascalante, once count of Thune! What devil's work brought

him up from his desert haunts?"

— *The Phoenix on the Sword*

(It is uncertain whether Ascalante merely resided

in desert lands while in exile, or Thune is outside of Aquilonia. Perhaps more context can be gleaned from the story.)

Lexicon: Thune.

[UNSORTED LOCATIONS]

Sabatea

The Black Ring was a fable and a lie to most folk of the western world, but Conan knew of its ghastly reality, and its grim votaries who practise their abominable sorceries amid the black vaults of Stygia and the nighted domes of accursed Sabatea.

— *The Hour of the Dragon*

Presumed to be a city, though possibly a small nation.

Lexicon: Sabatea.

Secunderam

"As your majesty knows, the Turanians have established themselves in Secunderam and other northern cities, though the hill tribes remain unconquered. King Yezdigerd has long looked southward with greedy lust and perhaps is seeking to gain by treachery what he could not win by force of arms."

— Chunder Shan, in *The People of the Black Circle*

Lexicon: Secunderam.

Toragis

"The Zingaran royal squadron sank my last ship off Toragis—I burned the town of Valadelad, but they caught me before I could reach the Barachas.

— Conan, in *Red Nails* (draft)

"The Zingarans sank my last ship off the Shemite shore..."

— Conan, in *Red Nails*

Note: Toragis might not fit with Howard's final canon. The only reference to it comes from a draft of *Red Nails*, whereas the final version omitted the name entirely.

Assuming that Toragis wasn't an alternative name for Tortage (itself mentioned in *The Pool of the Black One*), it can be inferred from the draft text that the place was located near the coastal waters of either Shem or Zingara. In conjunction with the final

version of the text, Shem seems the most accurate assumption.

Lexicon: Toragis.

Valadelad

"The Zingaran royal squadron sank my last ship off Toragis—I burned the town of Valadelad, but they caught me before I could reach the Barachas.

— Conan, in *Red Nails* (draft)

"The Zingarans sank my last ship off the Shemite shore"

— Conan, in *Red Nails*

This city might not fit with Howard's choice of canon. Its location was likely either Shem or Zingara.

Lexicon: Valadelad.

Xuchotl

"There are no streets in Xuchotl," he answered. "No squares nor open courts. The whole city is built like one giant palace under one great roof. The nearest approach to a street is the Great Hall which traverses the city from the north gate to the south gate. The only doors opening into the outer world are the city gates, through which no living man has passed for fifty years."

— Techotl, in *Red Nails*

Lexicon: Xuchotl, Xuchotlans.

Xuthal

"This city is called Xuthal; it is very ancient. It is built over an oasis, which the founders of Xuthal found in their wanderings. They came from the east, so long ago that not even their descendants remember the age."

— Thalís, in *Xuthal of the Dusk*

Lexicon: Xuthal.

Yaralet

(Might be in eastern Koth.)

Lexicon: Yaralet.

CHAPTER TWO

DENIZENS

As a rule of thumb, any character that has dialogue, or creature that Conan fights, is a potential candidate for inclusion.

[More information should go here, explaining what traits are appropriate for characters in the setting.]

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malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Gauging Attribute Levels

The scale of attributes used here is based on the article "Knowing Your Own Strength" from *Pyramid* #3/83: *Alternate GURPS IV*. A score of ten is typical for a human. Every three levels above or below that doubles or halves effectiveness, respectively. Sixteen is considered to be the absolute maximum for a normal human.

CREATURES

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ANIMALS

The Hyborian Age had the same beasts that are in the modern age, with the addition of a few that have since gone extinct.

MONSTERS

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Black One

The superb symmetry of body and limbs was more impressive at close range. Under the ebon skin long, rounded muscles rippled, and Conan did not doubt that the monster could rend an ordinary man limb from limb. The nails of the fingers provided further weapons, for they were grown like the talons of a wild beast. The face was a carved ebony mask. The eyes were tawny, a vibrant gold that glowed and glittered. But the face was inhuman; each line, each feature was stamped with evil—evil transcending the mere evil of humanity. The thing was not a human—it could not be; it was a growth of Life from the pits of blasphemous creation—a perversion of evolutionary development.

— *The Pool of the Black One*

ST: 15¹⁷ **HP:** 14 **Speed:** 5.00

DX: 10 **Will:** 11 **Move:** 6¹⁸

IQ: 11¹⁹ **Per:** 10

HT: 10 **FP:** 10 **SM:** +1

Dodge: 8 **Parry:** 8 **DR:** 0

Claw (10): 2d–1 cutting damage. Optionally, punch for crushing damage.

Bite (10): 2d–2 cutting damage.

Traits: Appearance (Handsome; Impressive)²⁰; Gigantism; Sharp Claws²¹; Sharp Teeth²¹.

Skills: Brawling — 10 (DX+0) [1]; Climbing — 10 (DX+0) [2]²².

Crawler

Something came writhing up the steps, something that slithered and rustled and brought a chill in the air with it. Conan lashed down with his great sword and felt the blade shear through something that might have been flesh and bone, and cut deep into the stair beneath. Something touched his foot that chilled like the touch of frost, and then the darkness beneath him was disturbed by a frightful thrashing and lashing, and a man cried out in agony.

— *Red Nails*

ST: 13 **HP:** 10 **Speed:** 6.25

DX: 12 **Will:** 3 **Move:** 6

IQ: 3 **Per:** 14

HT: 14 **FP:** 14 **SM:** 0

Dodge: 9 **Parry:** N/A **DR:** 0

Bite (12): 1d impaling damage.

Tail (12): 1d+1 crushing damage. Reach 2.

Traits: Bad Smell²³; Born Biter²⁴; Discriminatory Smell²⁵; Domestic Animal²⁶; Fangs⁷; Low Empathy; Night Vision; Peripheral Vision; Restricted Diet (carnivore); Scales; Serpentine²⁷; Striker (tail, crushing; Long)²⁸; Temperature Control (Cold; Emanation)²⁹

Skills: Brawling — 12 (DX+0) [1]; Tracking — 21 (Per+7) [2][†].

Class: Dire Animal.

Dragon

Through the thicket was thrust a head of nightmare and lunacy. Grinning jaws bared rows of dripping yellow tusks; above the yawning mouth wrinkled a saurian-like snout. Huge eyes, like those of a python a thousand times magnified, stared unwinkingly at the petrified humans clinging to the rock above it. Blood smeared the scaly, flabby lips and dripped from the huge mouth.

The head, bigger than that of a crocodile, was further extended on a long scaled neck on which stood up rows of serrated spikes, and after it, crushing down the briars and saplings, waddled the body of a titan, a gigantic, barrel-bellied torso on absurdly short legs. The whitish belly almost raked the ground, while the serrated back-bone rose higher than Conan could have reached on tiptoe. A long spiked tail, like that of a gargantuan scorpion, trailed out behind.

— *Red Nails*

ST: 33 **HP:** 46 **Speed:** 6.00

DX: 12 **Will:** 3 **Move:** 6

IQ: 3 **Per:** 12

HT: 12 **FP:** 12 **SM:** +4³⁰

Dodge: 10 **Parry:** N/A **DR:** 4

Bite (12): 6d–2 impaling damage.

Claw (12): 6d+5 crushing damage.

Tail (12): 6d impaling damage.

Traits: Blunt Claws; Damage Resistance³¹; Discriminatory Smell³²; Enhanced Move³³; Fangs³⁴; Long Neck³⁵; Penetrating Voice³⁶; Quadruped³⁷; Restricted Diet (carnivore); Scales³⁵; Short Legs³⁸;

*Source: GURPS Template Toolkit 2: Races.

†Includes bonus from Discriminatory Smell.

‡Source: <http://forums.sjgames.com/showthread.php?t=85198>

*Includes bonus from Discriminatory Smell.

Short Spines³⁵; Striker (tail, crushing; Cannot Parry; Limited Arc; Long; Weak)³⁹; Wild Animal. **Skills:** Brawling — 12 (DX+0) [1]; Tracking — 16 (Per+4) [2]*. **Class:** Dire Animal.

Frost-Giant

He did not wonder at the strangeness of it all, not even when two gigantic figures rose up to bar his way. The scales of their mail were white with hoar-frost; their helmets and their axes were covered with ice. Snow sprinkled their locks; in their beards were spikes of icicles; their eyes were cold as the lights that streamed above them.

— *The Frost-Giant's Daughter*

These giants are children of Ymir, deity of the Nordheimr. In most respects they resemble men, except that their bodies are as cold as the snow that conceals them from foolish trespassers.

ST: 14⁴⁰ **HP:** 14 **Speed:** 5.75
DX: 11⁴¹ **Will:** 10 **Move:** 6
IQ: 10 **Per:** 12
HT: 12⁴¹ **FP:** 12 **SM:** +1

Dodge: 8 **Parry:** 9 **DR:** 1 (Tough Skin)

Traits: Gigantism; Low Empathy⁴²; Unaging⁴³.

Skills: Brawling — 11 (DX+0) [1]; Two-Handed Axe/Mace — 13 (DX+2) [8] Wrestling — 10 (DX-1) [1].

Class: Mundane.

Ghoul

Half-forgotten memories surged back, of grisly tales whispered of the shapes that haunted these uninhabited forests at the foot of the hills that mark the Zingaran-Argossean border. Ghouls, men called them, eaters of human flesh, spawn of darkness, children of unholy matings of a lost and forgotten race with the demons of the underworld. Somewhere in these primitive forests were the ruins of an ancient, accursed city, men whispered, and among its tombs slunk gray, anthropomorphic shadows...

— *The Hour of the Dragon*

As per Ghoul, from *GURPS Horror*, but with the addition of Born Biter⁴⁴. The source material makes no mention of their intelligence, though Wild Animal might be appropriate.

Gray Ape

Conan knew it at last—understood the meaning of those crushed and broken bones in the dungeon, and recognized the haunter of the pits. It was a gray ape, one of the grisly man-eaters from the forests that wave on the mountainous eastern shores of the Sea of Vilayet. Half mythical and altogether horrible, these apes were the goblins of Hyborian legendry, and were in reality ogres of the

natural world, cannibals and murderers of the nighted forests.

— *The Hour of the Dragon*

As per Gorilla, from *GURPS Basic Set*, but with the addition of +1 ST⁴⁵, Discriminatory Smell⁴⁶, Fangs⁴⁷, Mute⁴⁸, and Social Stigma (Monster).

Ollam-onga

And before him stood a white naked figure. Amalric halted, his tongue cleaving to his palate. It was a naked white man, to all appearances, which stood gazing at him, mighty arms folded on an alabaster breast. The features were classic, cleanly carved, with more than human beauty. But the eyes were balls of luminous fire, such as never looked from any human head. In those eyes Amalric glimpsed the frozen fires of the ultimate hells, touched by awful shadows.

— untitled draft (*Three men squatted beside the water hole...*)

Ollam-onga haunted the city of Gazal, ensorcelling its citizens and preying upon them at will. A deity of the Kushites, legends about the creature proved true—a secret incantation would bind it into vulnerable, earthly form.

Undone by Amalric the Aquilonian, with its dying breath the creature called out to its otherworldly kin to seek vengeance.

Traits: Allies (black riders; group of 7; available constantly; Summonable)⁴⁹; Appearance (Transcendent)⁵⁰; Blunt Claws; Insubstantiality (Accessibility, only when not bound by its secret incantation; Takes Extra Time)⁵¹; Penetrating Voice⁵²; Unnatural Feature (fiery eyes)⁵³.

Satha, the Old One

An icy hand stroked his spine. It was the unmistakable sound of pliant scales slithering softly over stone. Cold sweat beaded his skin, as beyond the ring of dim light he saw a vague and colossal form, awful even in its indistinctness. It reared upright, swaying slightly, and yellow eyes burned icily on him from the shadows. Slowly a huge, hideous, wedge-shaped head took form before his dilated eyes, and from the darkness oozed, in flowing scaly coils, the ultimate horror of reptilian development.

— *The Scarlet Citadel*

Satha is a snake of gigantic proportions that roams the dungeons beneath Tsotha-lanti's citadel. Eighty feet in length, with a head bigger than that of a horse, it sports foot-long fangs dripping with a venom that sears the flesh. Though the shape of its head is suggestive of a viper, the creature's capabilities seem to deviate slightly from type.

ST: 28 **HP:** 31 **Speed:** 5.50
DX: 10 **Will:** 2 **Move:** 5
IQ: 2 **Per:** 12
HT: 12 **FP:** 12 **SM:** +3
Dodge: 8 **Parry:** N/A **DR:** 3 (Flexible)

Snakebite (12): 5d–1 impaling damage, plus follow-up of 6d toxic damage (HT–5 to resist).⁵⁴

Squeeze (12): Grapple, followed by Satha's ST versus the higher of the victim's ST or HT, inflicting damage equal to the margin of victory.

Traits: Acute Smell 3; Amphibious; Bad Sight 5 (Motion Sensitive)*; Born Biter 2⁷; Breath Holding 4; Cold Blooded (50°); Combat Reflexes; Discriminatory Smell; Fangs⁷; Gripper 3 (mouth)⁵⁴; Hard of Hearing; Hard to Kill 4; Hard to Subdue 4; Low Empathy; Peripheral Vision; Reduced Consumption 3; Reduced Endurance 2⁵⁴; Restricted Diet (carnivore); Scales; Seismic Sense[†]; Serpentine[‡]; Silence 3; Terrain Adaptation (Sand, Slippery, Uneven, and Undergrowth); Thermal Sense[†]; Wild Animal.

Skills: Brawling — 10 (DX+0) [1]; Stealth — 13 (DX+3) [2][§]; Tracking — 19 (Per+7) [2][¶]; Wrestling — 10 (DX+0) [2].

Class: Giant Animal.

Thaug, the Temple-Devil

Out of the gloom at the other end of the great hall a vast dark form heaved up — came rushing toward him in gigantic frog-like hops. He saw the gleam of great unearthly eyes, the shimmer of fangs or talons. . . . Squeezing its vast, unstable bulk through the door, it bounded toward him, as he ran down the steps. He felt it looming behind him, a giant shadowy thing, like a travesty of nature cut out of the heart of night, a black shapelessness in which only the staring eyes and gleaming fangs were distinct.

— A Witch Shall Be Born

ST: 22 **HP:** 20 **Speed:** 6.00
DX: 14⁵⁵ **Will:** 6 **Move:** 6
IQ: 6⁵⁵ **Per:** 10
HT: 10⁵⁵ **FP:** 10 **SM:** +3⁵⁶
Dodge: 9 **Parry:** N/A **DR:** 0

Slam (14): 1d crushing damage. Allows for pin if target is landed upon.

Bite (14): 3d+1 impaling damage, typically followed by swallowing of the target.

Traits: Born Biter 2; Fangs⁵⁷; Hard to Kill⁵⁸; Low Empathy; Odious Racial Habit (eats other sentients)⁵⁹; Super Jump⁶⁰; Wild Animal.

Skills: Jumping — 14 (DX+0) [1].

Class: Demon.

Thog, the Ancient

The darkness was taking form. Something huge and bulky grew up out of the void. She saw a giant misshapen head emerging into the light. At least she took it for a head, though it was not the member of any sane or normal creature. She saw a great toad-like face, the features of which were as dim and unstable as those of a specter seen in a mirror of nightmare. Great pools of light that might have been eyes blinked at her, and she shook at the cosmic lust reflected there. She could tell nothing about the creature's body. Its outline seemed to waver and alter subtly even as she looked at it; yet its substance was apparently solid enough. There was nothing misty or ghostly about it.

— Xuthal of the Dusk

ST: 16 **HP:** 12 **Speed:** 5.00
DX: 10 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** +2⁶¹
Dodge: 8 **Parry:** 8 **DR:** 0

Rend the Flesh (10): 1d–3 cutting damage, caused by various fang- and talon-like appendages.⁶²

Flabby Cables Hard as Iron (10): Grapple, followed by Thog's ST versus the higher of the victim's ST or HT, inflicting damage equal to the margin of victory.⁶²

Whip of Scorpions (10): 1d–3 cutting damage, plus follow-up of terrible pain (HT to resist).⁶²

Lust and Hunger (special): As per Whip of Scorpions, but for a purpose best left to the imagination. . . .⁶³

Traits: Double-Jointed; Extra Arms (various weird appendages; Weak, –6 ST); Extra Attack 2; Injury Tolerance (Diffuse; Partial, outer layer)⁶⁴; Invertebrate; Metabolism Control (Hibernation)⁶⁵; Mute; Nightvision 6; No Legs (Rolls)⁶⁶; Obscure 6 (Vision; Always On; Defensive; No Area Effect)⁶⁷; Sharp Claws⁶²; Silence 5⁶⁸.

Skills: Stealth — 15 (DX+5) [2][¶].

Class: Demon.

*Source: Pizards' GURPS Miscellanea.

†Source: GURPS Powers: Enhanced Senses.

‡Source: GURPS Template Toolkit 2: Races.

§Includes bonus from Silence.

¶Includes bonuses from Acute Smell and Discriminatory Smell.

|| Includes bonus from Silence.

Yothga, the Devil-Flower

Within these bars lay a figure, which, as he approached, he saw was either a man, or the exact likeness of a man, twined and bound about with the tendrils of a thick vine which seemed to grow through the solid stone of the floor. It was covered with strangely pointed leaves and crimson blossoms—not the satiny red of natural petals, but a livid, unnatural crimson, like a perversity of flower-life. Its clinging, pliant branches wound about the man's naked body and limbs, seeming to caress his shrinking flesh with lustful avid kisses. One great blossom hovered exactly over his mouth. A low bestial moaning drooled from the loose lips; the head rolled as if in unbearable agony, and the eyes looked full at Conan. But there was no light of intelligence in them; they were blank, glassy, the eyes of an idiot.

— *The Scarlet Citadel*

This alien plant, a vine native to the planet Yag, found home in the vile dungeons beneath Tsothlanti's citadel. With snake-like reflexes and a malignant intelligence, it can ensnare passers-by to sap their strength, writhing and flushing with waves of color as it feasts.

ST: 9 **HP:** 7⁶⁹ **Speed:** 6.00
DX: 12⁷⁰ **Will:** 2 **Move:** 6
IQ: 2⁷¹ **Per:** 12
HT: 12 **FP:** 12 **SM:** -1
Dodge: 9 **Parry:** N/A **DR:** 1

Tendrils (12*): Five vines (Reach 2), used primarily for grappling (effective ST 11), though a strike can inflict 1d-3 crushing damage.

Loathsome Caresses (HT-5): Requires a successful grapple, as well as skin contact. No damage is inflicted, but each time the victim fails the resistance roll, he suffers Daze and loses 1 FP; failure by five results in Agony.⁷²

Traits: Blindness; Deafness; Doesn't Breathe; Doesn't Sleep; Double-Jointed; Low Empathy; No Sense of Smell/Taste; Sessile; Vibration Sense (Air); Wild Animal.

Skills: Wrestling—14.

Class: Plant?

Notes: Operates only by touch and Vibration Sense.

RACIAL TEMPLATES

Non-Human Races

Non-human races in the Hyborian Age are so few and far between that they are better treated as rare monsters. Perhaps the most obvious example would be the frost-giants, whom, though possessed of a civilization akin to that of the Nordheimr, exist mysteriously out of reach in the frozen north.

Creatures with near-human levels of intelligence, such as the man-apes found in the mountains east of Zamora, and possibly the ghouls of southern Zingara, might be suitable as player characters in games restricted to their respective societies, though.

Other examples include the inhuman servants employed by Bit-Yakin, the devilishly-smart Seers of Mount Yimsha, and a variety of other unlikely encounters for which there is simply too little evidence to inform proper templates.

Human Variations

The peoples of the Hyborian Age represent the prehistoric lineage of modern man. The source material contains many references to different human races and their characteristics, some of which are presented here.

For game purposes, the typical male is 5¾ feet in height and weighs 145 pounds, with a standard deviation of ¼ foot and 15 pounds. Females average ½ foot less, with weight reduced accordingly.

Kushite

Reduce weight by ten percent.⁷³

Pict

Reduce height by ¼ foot.⁷⁴

Males gain the option of increased Arm ST[†].⁷⁵

Stygian Noble

Increase height by ¼ foot.⁷⁶

CHARACTERS

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tique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices

*Includes adjustments for Blindness and Extra Arms.

†May not exceed the normal maximum ST.

bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Cultures

(I've poured over *The Hyborian Age* and come up with the following list of cultural groups. It does not yet include the cultures of Khitai, the Kozak tribes, or Vendhya, as those were not mentioned in the article. Further research is needed.)

Black: This includes the Amazons, the Atlaians, Kush, and Zimbabwe.⁷⁷

Cimmerian:⁷⁸

Hyborian: This includes Argos, Aquilonia, the Border Kingdom, Brythunia, Corinthia, Hyperborea, Koth, Nemedi, and Ophir, as well as the Bossonian Marches and Zingara.⁷⁹

Hyrkanian: This includes Hyrkania and Turan.⁸⁰

Nordic: This includes Asgard and Vanaheim.⁸¹

Pict:⁸²

Shemite:⁸³

Stygian:⁸⁴

Zamorian:⁸⁵

Author's Aside: Average IQ

When dealing with source material that includes marked differences between societies, it may be useful to apply IQ modifiers based on how the disparate groups rank in comparison to each other.⁸⁶

Setting-wise, I think this phenomenon can be summarized in three points:

- Infrastructure determines how much time and resources can be applied to education.
- Scarcity is a strong evolutionary factor in development of intelligence.
- Tolerance of questioning is necessary for critical thought.

Nomadic societies would have poor infrastructure. Tropical societies would have less scarcity. Authoritarian societies would have low tolerance.

For example, a band of tropical nomads that kills anybody who raises uncomfortable questions would get the short end of all three sticks, likely trapping their society at a stone-age level of development.

Disclaimer: Ask your therapist before starting this option. Do not use if you have a history of irrationality or are prone to rectocranial inversion. Side effects may include anxiety, headaches, loss of appetite, mood swings, depression, panic attacks, hives, stomach ulcers, incontinence, sexual dysfunction, insanity, and death. Use only as directed.

Languages

The article "Speaking in Tongues" from *Pyramid* #3/54: *Social Engineering* contains examples of Language defaults. It may be possible to deduce from the various waves of migration how the Hyborian languages connect to one another.

Not all of the languages mentioned in the stories were listed by name. Those marked with an asterisk still require citation, for which there may be none.

Atlantean Group?

*Cimmerian**: Spoken in the northern barbarian lands of Cimmeria. Written form uncertain. Presumed to be a descendant of the Atlantean tongue. Presumed, also, to be a distant ancestor of Gaelic.

Hyborian Group

Aquilonian: Spoken in the kingdom of Aquilonia. Includes written form.⁸⁷

*Corinthian**: Spoken in the nation of Corinthia.

Kothic: Spoken in the kingdom of Koth.⁸⁸
Nemedian: Spoken in the kingdom of Nemedia.⁸⁹
Ophirean: Spoken in the kingdom of Ophir.⁹⁰
Zingaran: Spoken in the nation of Zingara.⁹¹

Lemurian Group?

*Hyrkanian**: Spoken in the east.

Pictish Group

*Pictish**: Spoken in the western barbarian lands of the Pictish Wilderness. Written form uncertain.

Unknown Group (Black Kingdoms)

*Darfari**: Spoken in the southern barbarian lands of Darfar. Written form uncertain.

*Kushite**: Spoken in the southern barbarian lands of Kush. Written form uncertain.

Unknown Group (Mid-East analogue)

*Irani**: Spoken in the east.⁹²

*Ghuli**: Spoken in the east.

[Unsorted]

*Dagonian**: Spoken by an extinct people on the isle of Xapur, in the Sea of Vilayet. Written form uncertain.⁹³

*Nordheimr**: Spoken in the northern barbarian lands of Nordheim (Asgard and Vanaheim). Written form uncertain.

Pelishtim: Spoken in the southern Lands of Shem. Includes written form.⁹⁴

Stygian: Spoken in the nation of Stygia.⁹⁵

Yuetshi:⁹⁶

Zamorian:⁹⁷

*Zuagir**:

PERSONAGES

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

*Includes bonus from Appearance.

Akivasha

A girl stood at the mouth of a smaller tunnel, staring fixedly at him. Her ivory skin showed her to be Stygian of some ancient noble family, and like all such women she was tall, lithe, voluptuously figured, her hair a great pile of black foam, among which gleamed a sparkling ruby. But for her velvet sandals and broad jewel-crusted girdle about her supple waist she was quite nude.

— *The Hour of the Dragon*

ST 8; **DX** 13⁹⁹; **IQ** 10; **HT** 10.

Damage 1d–4 thr, 1d–2 sw; BL 13 lbs.; HP 10; Will 10; Per 10; FP 10.

Speed 5.75; Move 5; Dodge 8; Parry 9 ().

5½ ft.¹⁰⁰; 115 lbs. (SM 0).

Social Background

TL: 2.

CF: Stygian.

Languages: Stygian (Native).

Advantages

Appearance (Beautiful); Night Vision 6¹⁰¹; Sharp Teeth¹⁰²; Status 6¹⁰³; Unaging¹⁰⁴.

Disadvantages

Arm ST –1; Dependency (human blood, yearly; Aging)¹⁰⁵; Supernatural Features (eyes glow/reflect in the dark)¹⁰¹; Supernatural Features (No Body Heat)¹⁰⁶; Weakness (sunlight; 1d per 30 minutes)¹⁰⁷.

Skills

Body Language—10 (Per+0) [2]¹⁰⁸; Savoir-Faire (High Society)—10 (IQ+0) [1]¹⁰³; Sex Appeal—14 (HT+4) [2]*.

Wildcard Skills

Occult!—10 (IQ+0) [24]¹⁰⁹.

Amalric (mercenary general)

Amalric swore beneath his breath, then grinned. True soldier of fortune, no shift of fortune, however outrageous, surprized him much.

“I’ll serve under him. A short life and a merry one, say I—and with Conan the Throat-slitter in command, life is likely to be both merry and short. Mitra! If the dog ever commanded more than a company of cutthroats before, I’ll eat him, harness and all!”

— *Black Colossus*

Amalric the Aquilonian

Estimating Body Weight

For the typical character, body weight can be approximated using Basic Lift as follows:

First, find the baseline weight for the subject's height; i.e., 150 pounds plus/minus 5 per inch of height greater/less than 70.

Second, multiply Basic Lift by 2.5 to get the subject's effective musculature.

Third, divide the effective musculature by 70 (the baseline height), then multiply by the subject's actual height. This gives the subject's muscle weight.

Fourth, add two-thirds of the subject's baseline weight to the subject's muscle weight. The result is the subject's actual weight.

$$\text{weight} = \text{Basic Lift} \div 28 \times \text{height} + (\text{baseline weight for subject's height} \div 1.5)$$

Note: For characters that have an inordinate amount of strength for their size, it may be appropriate to calculate their weight using a lesser Basic Lift than they actually exhibit. The results can represent inherently stronger muscles, better tendon placement, or whatever else might happen to grant higher strength for less weight.

Vice Versa

To get Basic Lift from weight, reverse the procedure:

First, find the baseline weight for the subject's height (see above).

Second, subtract two-thirds of said baseline weight from the subject's actual weight. What remains is the subject's muscle weight.

Third, divide the subject's muscle weight by the subject's height, and multiply by 70 to get the subject's effective musculature.

Fourth, multiply the subject's effective musculature by 0.4 to get Basic Lift.

$$\text{Basic Lift} = (\text{weight} - \text{baseline weight for subject's height} \div 1.5) \div \text{height} \times 28$$

Male vs. Female

In humans, females tend to have about half as much upper-body strength as males, and two-thirds as much lower-body strength.⁹⁸ For the average woman, calculating strength from body weight results in a rounding down to ST 9. The remaining difference can be met by applying an explicit -1 to ST and -1 to Arm ST.

ST 12; DX 10; IQ 10; HT 10.

Damage 1d thr, 1d+2 sw; BL 32 lbs.; HP 11; Will 10;
Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 175 lbs. (SM 0).

Social Background

TL:

CF:

Languages:

Skills

Acting—9 (IQ-1) [1]¹¹⁰; Brawling—10 (DX+0) [1]¹¹¹; Broadsword—12 (DX+2) [8]¹¹²; Riding (Camel)—10 (DX+0) [2]; Riding (Horse)—10 (DX+0) [2].

Atali

His gaze went again to her unruly locks, which at first glance he had thought to be red. Now he saw that they

were neither red nor yellow but a glorious compound of both colors. He gazed spell-bound. Her hair was like elfin-gold; the sun struck it so dazzlingly that he could scarcely bear to look upon it. Her eyes were likewise neither wholly blue nor wholly grey, but of shifting colors and dancing lights and clouds of colors he could not define. Her full red lips smiled, and from her slender feet to the blinding crown of her billowy hair, her ivory body was as perfect as the dream of a god. Conan's pulse hammered in his temples.

— *The Frost-Giant's Daughter*

According to legend, Atali is daughter to the frost-giant Ymir, god of the Nordheimr. With the temperament of a teen-aged hussy, her favorite pastime is to use her unearthly beauty to taunt injured or dying men on the battlefields of the north.

Those victims that are still capable of movement often attempt to pursue her into the frozen wastes, where they die either from exposure or at the hands

of her frost-giant brothers.

How much of the tale is real and how much mere hallucination, though, is hard to tell. . . .

ST 9; **DX** 12¹¹³; **IQ** 10; **HT** 10.

Damage 1d–3 thr, 1d–1 sw; BL 16 lbs.; HP 10; Will 10; Per 10; FP 10.

Speed 5.50; Move 5; Dodge 8; Parry 9 ().

5½ ft.¹¹⁴; 130 lbs. (SM 0).

Social Background

TL: 2.

CF: Northern Barbarian.

Languages: Nordheimr (Native).

Advantages

Appearance (Transcendent)¹¹⁵; Terrain Adaptation (Snow)¹¹⁶; Unaging¹¹⁷; Voice¹¹⁸.

Perks: Sanitized Metabolism.

Disadvantages

Arm ST –1; Sadism.¹¹⁹

Quirks: Distinctive Feature (scintillating eyes and hair); Proud.

Features

Body temperature near freezing.¹²⁰

Skills

Dancing — 12 (DX+0) [2]; Sex Appeal — 20 (HT+10) [2].

Baal-pteor

This man was naked except for a loin cloth and high-strapped sandals. He was brown-skinned, with close-cropped black hair and restless black eyes that set off a broad, arrogant face. In girth and breadth he was enormous, with huge limbs on which the great muscles swelled and rippled at each slightest movement. His hands were the largest Conan had ever seen. The assurance of gigantic physical strength colored his every action and inflection.

— *The Man-Eaters of Zamboula*

ST 14¹²¹; **DX** 12¹²²; **IQ** 11¹²³; **HT** 12¹²².

Damage 1d+2 thr, 2d sw; BL 50 lbs.; HP 13; Will 11; Per 12; FP 12.

Speed 6.00; Move 6; Dodge 9; Parry 9 ().

6½ ft.¹²⁴; 265 lbs.¹²⁵ (SM 0).

Social Background

TL: ?

CF: ?¹²⁶

Languages: Kosalan? (Native)¹²⁷; Stygian? (Native).

Advantages

Arm ST 1¹²¹; Lifting ST 1¹²¹; Magery (Aspected, illusion).

Perks: Special Exercises (Arm ST; Lifting ST).

Disadvantages

Sadism¹²⁸.

Skills

Artist (Illusion) — 11 (IQ+0) [4]; Wrestling — 16 (DX+4) [16]¹²⁹.

Techniques: Choke Hold (Wrestling +0) [4]¹³⁰.

Bêlit

Bêlit sprang before the blacks, beating down their spears. She turned toward Conan, her bosom heaving, her eyes flashing. Fierce fingers of wonder caught at his heart. She was slender, yet formed like a goddess: at once lithe and voluptuous. Her only garment was a broad silken girdle. Her white ivory limbs and the ivory globes of her breasts drove a beat of fierce passion through the Cimmerian's pulse, even in the panting fury of battle. Her rich black hair, black as a Stygian night, fell in rippling burnished clusters down her supple back. Her dark eyes burned on the Cimmerian.

— *Queen of the Black Coast*

ST 8¹³¹; **DX** 13¹³²; **IQ** 13¹³³; **HT** 11¹³⁴.

Damage 1d–4 thr, 1d–2 sw; BL 13 lbs.; HP 10; Will 13; Per 11; FP 11.

Speed 6.00; Move 6; Dodge 9; Parry 9 ().

5¼ ft.¹³⁵; 115 lbs.¹³⁶ (SM 0).

Social Background

TL: 1.

CF: Black Kingdoms; Hyborian.

Languages: Kushite (Accented); Pelishtim (Native).

Advantages

Appearance (Very Beautiful)¹³⁷; Fearlessness¹³⁸; Social Regard (Feared; Accessibility, only amongst superstitious blacks)¹³⁹.

Disadvantages

Arm ST –1; Greed¹⁴⁰; Reputation (pirate, –4 to potential prey, all the time)¹⁴¹.

Quirks: Hedonist¹⁴².

Skills

Area Knowledge (Black Coast) — 13 (IQ+0) [1]¹⁴³; Dancing — 13 (DX+0) [2]¹⁴⁴; Savoir-Faire (High Society) — 13 (IQ+0) [1]¹⁴⁵; Sex Appeal — 11 (HT+0) [2]¹⁴⁶; Strategy (Naval) — 13 (IQ+0) [4]¹⁴⁷.

Wildcard Skills

Pirate! — 15 (DX+2) [48]¹⁴⁸.

Conan

"I've roamed far; farther than any other man of my race ever wandered. I've seen all the great cities of the Hyborians, the Shemites, the Stygians and the Hyrkanians. I've roamed in the unknown countries south of the black kingdoms of Kush, and east of the Sea of Vilayet. I've been mercenary captain, a corsair, a kozak, a penniless vagabond, a general—hell, I've been everything except a king, and I may be that, before I die."

— Conan, in *Beyond the Black River*

ST 15; DX 14; IQ 12; HT 14.

Damage 2d–1 thr, 2d+1 sw; BL 63 lbs.; HP 12; Will 12; Per 14; FP 14.

Speed 7.00; Move 8; Dodge 11; Parry 14 (broad-sword); Block 11 (shield).

6¼ ft.; 220 lbs. (SM 0).

Social Background

TL: 1.

CF: Cimmerian; Hyborian; Pict; Nordic; and others later on.

Languages: Accented level, except where specified otherwise. Aquilonian; Cimmerian (Native); Corinthian; Darfari; Ghuli; Hyrkanian; Kothic; Kushite; Nemedian; Nordheimr (Native); Ophirean; Pelishtim; Pictish (Native); Stygian; Yuetshi; Zamorian; Zingaran; Zuagir.

Advantages

Absolute Direction; Born War Leader; Charisma; Combat Reflexes; Danger Sense; Fearlessness; High Pain Threshold; Language Talent; Outdoorsman; Reputation; Temperature Tolerance; Unusual Background (Omnilingual); Very Fit; Very Rapid Healing.

Perks: Deep Sleeper; Penetrating Voice.

Disadvantages

Bloodlust; Code of Honor (Barbarian's); Greed; Impulsiveness; Social Stigma (Minority Group).

Quirks: Chauvinistic; Dislikes magic; Proud; He-donist.

Skills

Acrobatics; Area Knowledge; Axe/Mace; Boating (Unpowered)—14 (DX+0) [2]; Bow; Brawling; Broadsword; Climbing; Fast-Draw (Sword)—14 (DX+0) [1]; Gambling; Hiking; Intimidation; Leadership; Navigation (Sea)—13 (IQ+1) [4]; Riding (Horse)—14 (DX+0) [2]; Running; Seamanship; Shield; Shiphandling (Ship)—12 (IQ+0) [4]; Soldier; Spear; Stealth; Strategy (Land)—12 (IQ+0) [4]; Streetwise; Survival (Woodlands)—14 (Per+0) [2]; Swimming; Tactics; Throwing; Thrown Weapon (Axe/Mace)—14 (DX+0) [1]; Thrown Weapon (Knife)—14 (DX+0) [1]; Thrown Weapon (Spear)—14 (DX+0) [1]; Tracking; Traps; Wrestling.

Wildcard Skills

Savage Warrior!—20 (DX+6) [96].

Notes

For a detailed explanation of Conan's traits, see *Conan—An Analysis*, later in this chapter.

Khosatral Khel

It was dim and misty in the chamber, and Conan's hair began to lift on his scalp as he looked. He saw a head and a pair of gigantic shoulders grow out of the twilight gloom. There was no sound of footsteps, but the great dusky form grew more distinct until Conan recognized the figure of a man. He was clad in sandals, a skirt and a broad shagreen girdle. His square-cut mane was confined by a circlet of gold. Conan stared at the sweep of the monstrous shoulders, the breadth of swelling breast, the bands and ridges and clusters of muscles on torso and limbs. The face was without weakness and without mercy. The eyes were balls of dark fire. And Conan knew that this was Khosatral Khel, the ancient from the Abyss, the god of Dagonia.

— *The Devil in Iron*

ST 25¹⁴⁹; DX 10; IQ 10; HT 10.

Damage 4d+1 thr, 5d–1 sw; BL 632 lbs.; HP 26; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().

7 ft.¹⁵⁰; 1.08 t.¹⁵¹ (SM 0).

Social Background

TL: ?

CF: Eastern?

Languages: Dagonian? (Native); Yuetshi (Accented).

Advantages

Body of Metal (without Homogenous and No Blood)¹⁵²; Snatcher (Large Items; More Weight; Recall)¹⁵³; Unaging.

Disadvantages

Low Empathy.¹⁵⁴

Quirks: Bane (blessed weapons).¹⁵⁵

Features

Melts back into original amorphous form when killed.¹⁵⁶

Skills

Stealth—10 (DX+0) [2].¹⁵⁷

Nabonidus

At a court festival, Nabonidus, the Red Priest, who was the real ruler of the city, touched Murilo, the young aristocrat, courteously on the arm. Murilo turned to meet the priest's enigmatic gaze, and to wonder at the hidden meaning therein. No words passed between them, but Nabonidus bowed and handed Murilo a small gold

cask. The young nobleman, knowing that Nabonidus did nothing without reason, excused himself at the first opportunity and returned hastily to his chamber. There he opened the cask and found within a human ear, which he recognized by a peculiar scar upon it. He broke into a profuse sweat, and was no longer in doubt about the meaning in the Red Priest's glance.

— *Rogues in the House*

Whereas most priests dabble in the supernatural, Nabonidus is a man of science. The advancements in gadgetry and traps engineered for his dwelling are rivaled only by his knowledge of exotic flora and fauna, and his skill at political manipulation. He is a man centuries ahead of his time.

ST 10; DX 12¹⁵⁸; IQ 14¹⁵⁹; HT 10.

Damage 1d–2 thr, 1d sw; BL 20 lbs.; HP 11; Will 14; Per 10; FP 10.

Speed 5.50; Move 5; Dodge 8; Parry 9 ().
5¼ ft.; 145 lbs. (SM 0).

Social Background

TL: 2+2?¹⁶⁰

CF: Hyborian.

Languages: Corinthian (Native).¹⁶¹

Advantages

Ally (manservant Joka)¹⁶²; Gadgeteer¹⁶³.

Disadvantages

Callous¹⁶⁴; Overconfidence¹⁶⁵.

Quirks: Code of Honor¹⁶⁶; Legalistic¹⁶⁷.

Wildcard Skills

Courtier!— 14 (IQ+0) [24]¹⁶⁸; Science!— 14 (IQ+0) [24]¹⁶⁹.

Natala

At his feet rested a girl, one white arm clasping his knee, against which her blond head drooped. Her white skin contrasted with his hard bronzed limbs; her short silken tunic, low-necked and sleeveless, girdled at the waist, emphasized rather than concealed her lithe figure.

— *Xuthal of the Dusk*

ST 8; DX 10; IQ 10; HT 10.

Damage 1d–4 thr, 1d–2 sw; BL 13 lbs.; HP 9; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5 ft.; 90 lbs. (SM 0).

Social Background

TL: ?

CF: Hyborian.

Languages: Brythunian (Native)¹⁷⁰; Shemitish (Broken/None)¹⁷¹; Stygian (Broken/None)¹⁷².

Disadvantages

Arm ST –1.

Natohk (Thugra Khotan)

ST 10; DX 10; IQ 10; HT 10.

Damage 1d–2 thr, 1d sw; BL 20 lbs.; HP 11; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 145 lbs. (SM 0).

Social Background

TL:

CF:

Languages:

Olmec

Olmec was as tall as Conan, and heavier; but there was something repellent about the lazitlan, something abysmal and monstrous that contrasted unfavorably with the clean-cut, compact hardness of the Cimmerian. Conan had discarded the remnants of his tattered, blood-soaked shirt, and stood with his remarkable muscular development impressively revealed. His great shoulders were as broad as those of Olmec, and more cleanly outlined, and his huge breast arched with a more impressive sweep to a hard waist that lacked the paunchy thickness of Olmec's midsection. He might have been an image of primal strength cut out of bronze. Olmec was darker, but not from the burning of the sun. If Conan was a figure out of the dawn of Time, Olmec was a shambling, somber shape from the darkness of Time's pre-dawn.

— *Red Nails*

ST 14; DX 10; IQ 10; HT 10.

Damage 1d+2 thr, 2d sw; BL 50 lbs.; HP 13; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
6¼ ft.; 265 lbs. (SM 0).

Social Background

TL:

CF:

Languages: Stygian (Native).

Salome

In a sudden panic the queen opened her lips to cry out for her maids, then she checked herself. The glow was more lurid, the head more vividly limned. It was a woman's head, small, delicately molded, superbly poised, with a high-piled mass of lustrous black hair. The face grew distinct as she stared—and it was the sight of this face which froze the cry in Taramis's throat. The features were her own! She might have been looking into a mirror which subtly altered her reflection, lending it a tigerish gleam of eye, a vindictive curl of lip.

— *A Witch Shall Be Born*

ST 8; DX 11; IQ 12; HT 13¹⁷³.

Damage 1d–4 thr, 1d–2 sw; BL 13 lbs.; HP 10; Will 12; Per 13; FP 13.

Speed 6.00; Move 6; Dodge 9; Parry 8 ().
5¼ ft.; 115 lbs. (SM 0).

Social Background

TL: ?

CF:

Languages:

Advantages

Magery; Reawakened¹⁷⁴.

Disadvantages

Arm ST -1; Mistaken Identity (Taramis).

Quirks: Hedonist¹⁷⁵; Unnatural Feature (mark of the witch)¹⁷⁶.

Skills

Ritual Magic.

Shevatas

Shevatas was wiry and lithe, as became a master-thief of Zamora. His small round head was shaven, his only garment a loin-cloth of scarlet silk. Like all his race, he was very dark, his narrow vulture-like face set off by his keen black eyes. His long, slender and tapering fingers were quick and nervous as the wings of a moth.

— Black Colossus

Apart from his physical description, little was revealed about Shevatas. A thief of legendary repute, he would have a great Reputation¹⁷⁷, whereas his other traits can be taken from a thief template.

In spite of his research and preparation, Shevatas met his end moments after entering the tomb of Thugra Khotan.

Strom

He was a big man, bare-headed, his tawny hair blowing in the wind. Of all the sea-rovers who haunted the Barachans, none was more famed for deviltry than he.

— The Black Stranger

ST 13¹⁷⁸; DX 10; IQ 10; HT 10.

Damage 1d+1 thr, 2d-1 sw; BL 40 lbs.; HP 12; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 195 lbs. (SM 0).

Social Background

TL:

CF:

Languages:

Tascela

ST 12; DX 14¹⁷⁹; IQ 10; HT 10.

Damage 1d thr, 1d+2 sw; BL 32 lbs.; HP 10; Will 10; Per 10; FP 10.

Speed 6.00; Move 6; Dodge 9; Parry 10 ().
5¾ ft.¹⁸⁰; 130 lbs.¹⁸⁰ (SM 0).

Social Background

TL:

CF:

Languages: Stygian (Native).

Advantages

Appearance (Very Beautiful)¹⁸⁰; Unaging¹⁸¹.

Disadvantages

Arm ST -1; Callous; Dependency (sacrificial victim, yearly; Aging)¹⁸¹.

Skills

Intimidation — 10 (Will+0) [2]¹⁸²; Judo — 14 (DX+0) [4]¹⁸³.

Taurus

“Old Yara dwells in the chambers above. By that route we will come—and go, I hope. Never mind asking me how. I have arranged a way. We’ll steal down through the top of the tower and strangle old Yara before he can cast any of his accursed spells on us. At least we’ll try; it’s the chance of being turned into a spider or a toad, against the wealth and power of the world. All good thieves must know how to take risks.”

— Taurus, in *The Tower of the Elephant*

ST 12; DX 13¹⁸⁴; IQ 10; HT 10.

Damage 1d thr, 1d+2 sw; BL 32 lbs.; HP 13; Will 10; Per 10; FP 10.

Speed 5.75; Move 5; Dodge 8; Parry 9 ().
6¼ ft.¹⁸⁵; 250 lbs.¹⁸⁶ (SM 0).

Social Background

TL: 2.

CF: Hyborian.

Languages: Nemedian (Native); Zamorian (Accented)¹⁸⁷.

Advantages

Acute Hearing¹⁸⁸; Fearlessness¹⁸⁹; Nightvision¹⁹⁰; Reputation¹⁹¹.

Disadvantages

Overweight.¹⁹²

Quirks: Careful¹⁹³; Proud¹⁹⁴.

Skills

Blowpipe—13 (DX+0) [4]¹⁹⁵; Poisons—10 (IQ+0) [4]¹⁹⁶; Tactics—10 (IQ+0) [4]¹⁹⁷; Throwing—13 (DX+0) [2]¹⁹⁸; Wrestling—13 (DX+0) [2]¹⁹⁹.

Wildcard Skills

Thief!—15 (DX+2) [48].²⁰⁰

Thalis

It was a woman who stood there staring at them in wonder. She was tall, lithe, shaped like a goddess; clad in a narrow girdle crusted with jewels. A burnished mass of night-black hair set off the whiteness of her ivory body. Her dark eyes, shaded by long dusky lashes, were deep with sensuous mystery. Conan caught his breath at her beauty, and Natala stared with dilated eyes. The Cimmerian had never seen such a woman; her facial outline was Stygian, but she was not dusky-skinned like the Stygian women he had known; her limbs were like alabaster.

— Xuthal of the Dusk

ST 12²⁰¹; **DX** 13²⁰²; **IQ** 10; **HT** 11²⁰³.
Damage 1d thr, 1d+2 sw; BL 32 lbs.; HP 10; Will 10;
Per 11; FP 11.
Speed 6.00²⁰⁴; Move 6; Dodge 9; Parry 9 ().
5¾ ft.²⁰⁵; 130 lbs.²⁰⁶ (SM 0).

Social Background

TL:
CF: Stygian; Xuthal.
Languages: Stygian (Native); Xuthal? (Native)²⁰⁷.

Advantages

Appearance (Very Beautiful)²⁰⁸; Status 6²⁰⁹;
Voice²¹⁰.

Disadvantages

Arm ST -1.
Quirks: Vindictive.²¹¹

Skills

Erotic Art—13 (DX+0) [2]²¹²; Sex Appeal—19 (HT+8) [2]^{*213}.

Thoth-amon

“Listen, my lord. I was a great sorcerer in the south. Men spoke of Thoth-amon as they spoke of Rammon. King Ctesphion of Stygia gave me great honor, casting down the magicians from the high places to exalt me above them. They hated me, but they feared me, for I controlled beings from outside which came at my call and did my bidding. By Set, mine enemy knew not the hour when he might awake at midnight to feel the taloned fingers of a nameless horror at his throat! I did dark and terrible magic with the Serpent Ring of Set, which I found in a nighted tomb a league beneath the earth, forgotten before the first man crawled out of the slimy sea.”

— Thoth-amon, in *The Phoenix on the Sword*

ST 11²¹⁴; **DX** 10; **IQ** 14²¹⁴; **HT** 13²¹⁴.
Damage 1d-1 thr, 1d+1 sw; BL 25 lbs.; HP 12; Will 14;
Per 13; FP 15²¹⁴.
Speed 5.75; Move 5; Dodge 8; Parry 8 ().

*Includes bonuses from Appearance and Voice.

6½ ft.²¹⁵; 195 lbs. (SM 0).

Social Background

TL:
CF:
Languages:

Advantages

Magery.

Disadvantages

Quirks: Code of Honor.

Tilutan

The rider was a giant whose skin, blacker than that of the other two, as well as his thick lips and flaring nostrils, told of negro blood in vastly predominating abundance. His wide silk pantaloons, gathered in about his bare ankles, were supported by a broad girdle wrapped repeatedly about his huge belly; that girdle also supported a flaring-tipped scimitar few men could wield with one hand. With that scimitar the man was famed where ever the dark-skinned sons of the desert rode. He was Tilutan, the pride of the Ghanata.

— untitled draft (*Three men squatted beside the water hole...*)

ST 13; **DX** 10; **IQ** 10; **HT** 10.
Damage 1d+1 thr, 2d-1 sw; BL 40 lbs.; HP 12; Will 10;
Per 10; FP 10.
Speed 5.00; Move 5; Dodge 8; Parry 8 ().
6¼ ft.²¹⁶; 220 lbs. (SM 0).

Social Background

TL:
CF:
Languages:

Tolkemec

ST 10; **DX** 10; **IQ** 12; **HT** 10.
Damage 1d-2 thr, 1d sw; BL 20 lbs.; HP 11; Will 12;
Per 10; FP 10.
Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 145 lbs. (SM 0).

Social Background

TL:
CF:
Languages: Old Kosalan (Accented); Stygian (Native).

Skills

Farming—12 (IQ+0) [2]²¹⁷; Professional Skill (Brewer)—12 (IQ+0) [2]; Soldier—12 (IQ+0) [2].

Totrasmek

... across the chamber into which she had come, a man sat on a divan, with his back to a rich black velvet curtain, a broad, fleshy man, with fat white hands and snaky eyes. And her flesh crawled, for this man was Totrasmek, the priest of Hanuman, who for years had spun his slimy webs of power throughout the city of Zamboula.

— *The Man-Eaters of Zamboula*

ST 10; DX 10; IQ 12; HT 10.

Damage 1d–2 thr, 1d sw; BL 20 lbs.; HP 11; Will 12; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 190 lbs. (SM 0).

Social Background

TL:

CF:

Languages:

Advantages

Illusion (Independence; Magical; Mental); Religious Rank; Status.

Disadvantages

Overweight²¹⁸; Reputation²¹⁹; Sadism²²⁰.

Skills

Alchemy—12 (IQ+0) [8]; Artist (Illusion)—12 (IQ+0) [4]; Religious Ritual (Temple of Hanuman)—14 (IQ+2) [12].

Tsotha-lanti

ST 10; DX 10; IQ 10; HT 10.

Damage 1d–2 thr, 1d sw; BL 20 lbs.; HP 11; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 145 lbs. (SM 0).

Social Background

TL:

CF:

Languages:

Advantages

Injury Tolerance (Independent Body Parts; Detachable Head); Magery.

Disadvantages

Callous.

Valeria

She was tall, full-bosomed and large-limbed, with compact shoulders. Her whole figure reflected an unusual strength, without detracting from the femininity of her appearance. She was all woman, in spite of her bearing and her garments. The latter were incongruous, in view of her present environs. Instead of a skirt she wore short,

wide-legged silk breeches, which ceased a hand's breadth short of her knees, and were upheld by a wide silken sash worn as a girdle. Flaring-topped boots of soft leather came almost to her knees, and a low-necked, wide-collared, wide-sleeved silk shirt completed her costume. On one shapely hip she wore a straight double-edged sword, and on the other a long dirk. Her unruly golden hair, cut square at her shoulders, was confined by a band of crimson satin.

— *Red Nails*

ST 11²²¹; DX 13²²²; IQ 11²²³; HT 11²²³.

Damage 1d–1 thr, 1d+1 sw; BL 25 lbs.; HP 11; Will 11; Per 11; FP 11.

Speed 6.00; Move 6; Dodge 9; Parry 9 ().
5½ ft.²²⁴; 160 lbs. (SM 0).

Social Background

TL: 3.

CF: Hyborian.

Languages: Aquilonian (Native)²²⁵; Stygian (Accented)²²⁶.

Advantages

Acute Vision²²⁷; Appearance: Attractive; Combat Reflexes²²⁸; Fearlessness²²⁹; High Pain Threshold²³⁰.
Perks: Brotherhood (The Red Brotherhood).

Disadvantages

Arm ST –1; Bloodlust.²³¹

Quirks: Proud.²³²

Skills

Broadsword—20 (DX+7) [22]^{*233}; Leadership—11 (IQ+0) [2]; Navigation (Sea)—11 (IQ+0) [2]; Riding (Horse)—13 (DX+0) [2]²³⁴; Seamanship—11 (IQ+0) [1]; Shiphandling (Ship)—11 (IQ+0) [4]²³⁵.

Wildcard Skills

Swashbuckler!—15 (DX+2) [48].²³⁶

Yara

He thought of Yara, the high priest, who worked strange dooms from this jeweled tower, and the Cimmerian's hair prickled as he remembered a tale told by a drunken page of the court—how Yara had laughed in the face of a hostile prince, and held up a glowing, evil gem before him, and how rays shot blindingly from that unholy jewel, to envelop the prince, who screamed and fell down, and shrank to a withered blackened lump that changed to a black spider which scampered wildly about the chamber until Yara set his heel upon it.

— *The Tower of the Elephant*

*Improved from Swashbuckler!.

The only encounter with Yara was a brief scene where the sorcerer-priest “towered” over Conan, glared with “cold and cruel” eyes, and hissed a single line of dialogue— then promptly went to his doom. Beyond that, all we know of him was by reputation and a brief synopsis of his exploits.

The man was already “versed in dark knowledge” when he studied under the benevolent Yag-Kosha, and his power was greatly increased when he eventually betrayed his teacher and took possession of the Heart of the Elephant, a magical jewel that allowed him to go unchallenged in Zamora for the three centuries following.

Trait-wise, it is hard to describe Yara, for so little is known about his style of magic. Apart from that, however, he had the king of Zamora as an unwilling Patron, cultivated a fearsome Reputation, and was possessed of immense Wealth. He spoke Zamorian, Stygian²³⁷, and probably several languages of the East²³⁸.

Generally, Yara can be represented with a standard mage or enchanter template.

Zenobia

It was a girl who stood grasping the bars with her slender fingers. The dim glow behind her outlined her supple figure through the wisp of silk twisted about her loins, and shone vaguely on jeweled breast-plates. Her dark eyes gleamed in the shadows, her white limbs glistened softly, like alabaster. Her hair was a mass of dark foam, at the burnished luster of which the dim light only hinted.

— *The Hour of the Dragon*

ST 9; DX 10; IQ 10; HT 10.

Damage 1d–3 thr, 1d–1 sw; BL 16 lbs.; HP 11; Will 10; Per 10; FP 10.

Speed 5.00; Move 5; Dodge 8; Parry 8 ().
5¾ ft.; 145 lbs. (SM 0).

Social Background

TL:

CF: Hyborian.

Languages:

Advantages

Appearance (Attractive); Common Sense²³⁹.

Disadvantages

Arm ST –1; Social Stigma (Valuable Property); Wealth (Dead Broke).

Skills

Carousing — 10 (HT+0) [1]; Sex Appeal — 12 (HT+2) [4]*.

TEMPLATES

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CONAN — AN ANALYSIS

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ATTRIBUTES

Strength (ST)

Numerous references to extraordinary strength, perhaps triple that of the average man.

They were characteristic Argosean sailors, short and stockily built. Conan towered above them, and no two of

*Includes bonus from Appearance.

them could match his strength.

— *Queen of the Black Coast*

A tall corsair, bounding over the rail, was met in midair by the Cimmerian's great sword, which sheared him cleanly through the torso, so that his body fell one way and his legs another.

— *Queen of the Black Coast*

In sheer strength no three Tlazitlans were a match for Conan...

— *Red Nails*

For all his vocal scorn of Baal-pteor's strength, he had almost met his match in the inhuman Kosalan.

— *The Man-Eaters of Zamboula*

... by far the strongest man any of them had seen. He did the work of three men...

— *The Pool of the Black One*

That stroke would have sheared a human body asunder...

— *The Servants of Bit-Yakin*

ST 15 is “three times as strong” as average. With that, a bastard sword swung two-handed in an All-Out Attack (Strong) would inflict an average of 18 points of injury to an unarmored opponent, perhaps enough to cut a slender man in half.

An argument could be made also for ST 16. In *The Man-Eaters of Zamboula*, Baal-pteor claimed that the Stranglers of Yajur were “strong beyond the belief of men” and that he was the strongest of the lot. Conan not only resisted Baal-pteor’s attempt to strangle him, but snapped the man’s neck in return.

Note: For those wishing to use the default Fourth Edition treatment of ST instead of the option from *Pyramid*, “three times as strong” would put Conan in the range of ST 17 to 19, depending on whether the comparison is with average men or able seamen. (The range of the default scale is too broad to provide definitive estimates for his other attributes, though.)

Dexterity (DX)

Numerous references to cat-like agility.

... tigerish suppleness of limb...

— *Iron Shadows in the Moon*

For all his size he was quick as a cat on his feet, and he was constantly in motion, presenting a moving target so that thrusts and swings cut empty air oftener than not. Yet when he struck he was perfectly balanced, and his blows fell with devastating power.

— *The Hour of the Dragon*

According to *GURPS Basic Set*, lions and tigers have DX 13; house cats, 14.

Additionally, for attacks against him to “cut empty air oftener than not”, the interplay of DX, HT,

Basic Speed, Combat Reflexes, and Encumbrance must result in a Dodge score greater than the target number for an average success.

Intelligence (IQ)

Above-average, perhaps IQ 12.

... he was naturally intelligent...

— *Queen of the Black Coast*

Health (HT)

Numerous references to endurance and resilience.

He had already taken punishment enough to kill three ordinary men, but his bull-like vitality was undiminished.

— *The Pool of the Black One*

One option is to calculate this as what’s likely to survive three consecutive death checks—HT 14. Another is to treat HT and Fit totaling 15 as being “three times as strong” as average, which Conan would exceed.

SECONDARY CHARACTERISTICS

Hit Points (HP)

Also mentioned in “Knowing Your Own Strength” is the option of calculating HP from weight. For those wishing to use the default Fourth Edition treatment of Hit Points instead of the option from *Pyramid*, Conan could conceivably be given HP of up to 200% his ST.

Will

Realistically, willpower is exemplified in the ability to defer gratification and manage emotions, both of which are closely tied to intellect. Hence, Will should rarely, if ever, deviate from IQ.

Perception (Per)

Murilo put a lock of his black hair to his nostrils; even so the scent was barely apparent to his civilized senses, and he realized how keen must be the organs of the barbarian.

— *Rogues in the House*

The article “Playing With Health” from *Pyramid* #3/83—*Alternate GURPS IV* describes an option for basing Per on HT rather than on IQ, and using IQ only for comprehension of what is detected. In the case of Conan, both Per and HT would be significantly above average, so the option works well.

“I see no herds on the plain, no signs of cultivation, or people moving about.”

— Conan, in *Red Nails*

Conan was standing on a crag, looking past the edge of a forest to a city on the plains. He and Valeria went on to camp six miles from the forest, with “a few miles” remaining to their destination—so, about ten miles in total (a range penalty of -24).

According to *GURPS Powers: Enhanced Senses*, a vision roll is at +10 to spot something that is in plain sight, or at +20 to discern detail about something already located. Therefore, scrutinizing the outskirts of the city would have revealed an acre-sized farm field at +8, cattle at -2, and people at -4.

Basic Speed

Numerous references to extraordinary quickness and reflexes.

... quickness that would have shamed the spring of a hungry jaguar...

— *The Servants of Bit-Yakin*

No civilized man could have moved half so quickly...

— *The Tower of the Elephant*

The typical human Speed is 5.00 (half the scale of an attribute). Therefore, 6.50 is “twice as strong” as average. Conan would exceed that.

Fatigue (FP)

FP is based on HT.

She realized that he had rowed all night without pause, and marvelled at his iron endurance.

— *Iron Shadows in the Moon*

Normal rowing costs 1 FP per hour.²⁴⁰

Move

Various references to stride length suggest at least +1 to Move.

Balthus puffed a curse. Among the settlements of the Tauran he was accounted a good runner, but Conan was leaving him behind with an ease which was maddening.

— *Beyond the Black River*

An instant later he was racing through the shadows with the swinging hillman's stride that eats up long miles.

— *The Hour of the Dragon*

Conan's iron arm about the woman's waist half lifted her; her feet scarcely touched the earth as she was borne along at a speed she could never have attained herself.

— *Red Nails*

height & weight

At Vanarium he was already a formidable antagonist, though only fifteen. He stood six feet and weighed 180 pounds, though he lacked much of having his full growth.

— letter to P. Schuyler Miller

Adult statistics can be extrapolated using growth charts: 6'3" and 220 lbs.

SOCIAL BACKGROUND

Tech Level (TL)

“The axe and flint-tipped spear...”

— *Cimmeria*

Aspects of Cimmerian culture range from late stone-age to early iron-age, probably averaging TL1. Conan would have eventually adapted to TL3, after exposure to medieval-style kingdoms such as Aquilonia.

Cultural Familiarity (CF)

Cimmerian, Hyborian, Pict, Nordic, and others later on.

Languages

Not all of the languages mentioned in the stories were listed by name. Those marked with an asterisk still require citation, for which there may be none.

See also, Language Talent and Unusual Background (Omnilingual).

Aquilonian (Accented)

Conan asked, in the Aquilonian tongue...

— *Red Nails*

“He wears Nemedian mail, but speaks with an Aquilonian accent.”

— Bearded ruffian, in *The Hour of the Dragon*

Eventually, Conan improved to Native comprehension, and adopted the Aquilonian accent.

The name of the language is specified in *The Hour of the Dragon*.

Cimmerian* (Native)

“Lir an mannanan mac lir!”

— Conan, in *Xuthal of the Dusk*

Corinthian* (Accented)

... a voice hissed in a barbaric accent...

— *Rogues in the House*

Presumed to be Corinthian, based on locale—but perhaps Zamorian, if Conan was heading westward.

“I thought it was strange that a princess of Alkmeenon would speak with a Corinthian accent!”

— Conan, in *The Servants of Bit-Yakin*

Darfari* (Accented)

Now they could understand the gutturals of the black men.

— *The Man-Eaters of Zamboula*

The speakers were probably conversing in their native tongue.

Ghuli* (Accented)

This one was addressing his chief in the harsh accents of the Wazuli which Yasmina could scarcely understand, though as part of her royal education she had been taught the languages of Iranistan and the kindred tongues of Ghulistan.

— *The People of the Black Circle*

Conan was privy to the conversation.

Hyrkanian* (Accented)

... mouthed this apparition in a barbarous accent.

— *Iron Shadows in the Moon*

Conan's exchange with Shah Amurath was in a language that Olivia, too, understood.

Kothic (Accented)

... he asked in barbarous Kothic...

— *Black Colossus*

Kushite* (Accented)

... he had learned the jargon while a corsair on the coasts of Kush.

— *The Scarlet Citadel*

Nemedian (Accented)

... speaking Nemedian with a barbaric accent.

— *The God in the Bowl*

Nordheimr* (Native)

Presumed, from dialogue in *The Frost-Giant's Daughter*.

Ophirean (Accented)

... speaking Ophirean with a barbarous accent.

— *The Vale of Lost Women*

Pictish* (Native)

"He thought a friend was speaking to him. You mimicked a Pict perfectly—"

— Balthus, in *Beyond the Black River*

... understood the Pictish tongue...

— *The Black Stranger*

Pelishtim (Accented)

They were the characters of archaic Pelishtim, which possessed many points of difference from the modern script, with which he was familiar...

— *The Servants of Bit-Yakin*

It may be that Pelishtim is the proper name for the language of Shem (see also, Shemitish). The following passage seems to indicate that Pelishtim is the name of a Shemitish city (so possibly also a major dialect):

"The mercenaries of Constantius are men from the Shemitish cities of the west, Pelishtim, Anakim, Akkharim, and are ardently hated by the Zuagirs and other wandering tribes."

— Astreas, in *A Witch Shall Be Born*

More research into the historical analogs is required.

Shemitish* (Accented)

The man was speaking rapidly in a Shemite dialect...

— *Black Colossus*

Conan was privy to the conversation.

See also, Pelishtim.

Stygian (Accented)

... Conan replied in Stygian...

— *Xuthal of the Dusk*

Yuetshi (Accented)

... a language he did understand, a dialect of Yuetshi...

— *The Devil in Iron*

Zamorian (Accented)

... speaking Zamorian with an alien accent.

— *The Tower of the Elephant*

Zingaran (Accented)

... Zingaran spoken with such an accent...

— *The Pool of the Black One*

Zuagir* (Accented)

It was the guttural accents of a Zuagir.

— *A Witch Shall Be Born*

Conan was privy to the conversation.

ADVANTAGES & PERKS

Conan possesses Mundane traits. Despite all that he's done, he has no powers; he is merely an example of what a man can accomplish when blessed with good genes and a strong drive for adventure. The situations in which he finds himself sometimes qualify as Exotic, even Supernatural, but overcoming those is merely a testament to how adept he truly is.

Absolute Direction

Conan needed no guide back through the labyrinth they had traversed. His primitive instinct of direction led him unerringly along the route they had come.

— *Red Nails*

The exception that proves the rule, the following passage is probably the only example of Conan ever getting lost, with the explanation being that he fled blindly through a maze of dark catacombs:

How could he know that this terrible figure out of the past was leading him to freedom? But he knew that, left to himself, he could never untangle this bewitched maze of corridors and tunnels.

— *The Hour of the Dragon*

See also, Area Knowledge.

Acute Senses

The faint warmth of the metal could have been detected only by a man whose faculties were akin to those of a wolf. That bolt had been touched—and therefore drawn—within the last few seconds.

— *The Man-Eaters of Zamboula*

Unnecessary, with high Per/HT.

Alcohol Tolerance

Wine scented his breath, but he neither staggered nor stammered.

— *Black Colossus*

Waking to stupefied but ferocious life when they seized him, he disemboved the captain, burst through his as-sailants and would have escaped, but for the liquor that still clouded his senses. Bewildered and half blinded, he missed the open door in his headlong flight, and dashed his head against the stone wall so terrifically that he knocked himself senseless.

— *Rogues in the House*

... apparently none the worse for the incredible amount of beer he had quaffed...

— *The Vale of Lost Women*

Unnecessary, with high HT.

Born War Leader

"... you've arranged your lines as well as a seasoned general..."

— Amalric, in *Black Colossus*

"... already my name was repeated about the council fires."

— Conan, in *The Phoenix on the Sword*

Source: GURPS Power-Ups 3: Talents

Charisma

"He shouted to the guardsmen to stand as they were until they received an order from him—and such is his dominance of men, that they obeyed in spite of the queen."

— Valerius, in *A Witch Shall Be Born*

Catfall

He did not fall any great distance, though it was far enough to have snapped the leg bones of a man not built of steel springs and whalebone.

He hit cat-like on his feet and one hand, instinctively retaining his grasp on his saber hilt.

— *Xuthal of the Dusk*

Unnecessary, with high ST or HT.

Combat Reflexes

... poised to move in any direction with the celerity of a hair-trigger.

— *The Hour of the Dragon*

Damage Resistance (Tough Skin)

This is an interesting issue to tackle...

On one hand, Conan seems a bit tougher than average. On the other, DR is an Exotic trait, and therefore it's generally off-limits to normal humans. (There is a cinematic exception mentioned in supplements like *GURPS Martial Arts*, though.)

In lieu of adding DR, a workable alternative might be T Bone's old suggestion for "Revised Toughness"—and its option of applying the trait universally as an innate component of ST.

Danger Sense

He had just crossed a small glade when he wheeled, answering the conviction of his primitive instincts that he was being followed.

— *Beyond the Black River*

How long he traversed it in utter darkness, he never knew, but suddenly his barbarian's instinct of near peril halted him short.

— *The Scarlet Citadel*

It was Conan's savage instinct which made him wheel suddenly; for the death that was upon them made no sound.

— *The Tower of the Elephant*

Deep Sleeper

Conan woke from a sound sleep as quickly and instantly as a cat. And like a cat he was on his feet with his sword out before the man who had touched him could so much as draw back.

— *The Hour of the Dragon*

"I was a kozak before I was a pirate," he answered. "They live in the saddle. I snatch naps like a panther watching beside the trail for a deer to come by. My ears keep watch while my eyes sleep."

— Conan, in *Red Nails*

Combined with Combat Reflexes and high Per/HT, this allows him to sleep well while remaining alert for danger.

Fearlessness

His unperturbed manner was not assumed; the night of fire and blood and slaughter, and the flight through the black woods afterward had left his nerves untouched. He was as calm as if he had spent the night in feast and revel.

— *The Black Stranger*

"I'm no city-bred Nemedian, to cringe before your hired dogs."

— Conan, in *The God in the Bowl*

... found it difficult to understand abject terror.

— *The Hour of the Dragon*

Personal risks had never yet deterred him from any purpose.

— *The Servants of Bit-Yakin*

Alternatively, increase Will.

Hands-Free (Riding)

The reins lay loose on the stallion's flowing mane, and every thew and fiber of the great beast strained as he hurtled along the boulder-strewn trail. But Conan sat easily, almost carelessly, in the saddle, riding like a centaur.

— *The People of the Black Circle*

What the passage describes might be merely a facet of high skill. Further investigation is required.

High Pain Threshold

The first impact of the battle-axe against the wood and its accompanying vibrations sent lances of agony through Conan's swollen feet and hands. Again and again the blade fell and each stroke reverberated on his bruised brain, setting his tortured nerves aquiver. But he set his teeth and made no sound.

— *A Witch Shall Be Born*

Because high HT would suffice in rolls to resist torture, the question turns to whether Conan suffers shock penalties when struck in combat. Several times in the series, Conan was mobbed by attackers, only to emerge injured but victorious. Though his fighting skill was great, it seems unlikely that he could have triumphed in each and every instance if he was hampered by shock.

Iron Body Parts

Only the iron neck muscles of the Cimmerian saved him...

— *Iron Shadows in the Moon*

...with his left arm rigid as iron...

— *Iron Shadows in the Moon*

The jaws of an iron trap had closed on his leg, with teeth that sank deep and held. Only the ridged muscles of his calf saved the bone from being splintered.

— *Red Nails*

Baal-pteor's black eyes widened as he felt the thick cords of muscles that protected the barbarian's throat. [...] His thews seemed ready to burst from his arms and shoulders, yet the muscles of the Cimmerian's thick neck did not give, they felt like masses of woven iron cords under his desperate fingers.

— *The Man-Eaters of Zamboula*

Unnecessary, with high ST or HT.

Source: *GURPS Power-Ups 2: Perks*

Language Talent

Conan is able to communicate in a number of languages, though often retaining a strong accent. In his case, that would make Language Talent and Unusual Background (Omnilingual) mutually exclusive. Use either the former with points to raise most languages above Broken, or the latter in conjunction with select improvements to Native.

Language Talent may also explain how Conan reproduced the sacred symbol of Jhebbal Sag:

"I saw it carved in the rock of a cave no human had visited for a million years [...] Later I saw a black witch-finder of Kush scratch it in the sand of a nameless river. He told me part of its meaning—it's sacred to Jhebbal Sag and the creatures which worship him."

— Conan, in *Beyond the Black River*

Night Vision

... Conan seemed to see like a cat in the dark.

— *Beyond the Black River*

...the mouth of the Pass was dark as hate. Even Conan could not see with any accuracy...

— *The People of the Black Circle*

His keen eyes, even in the dim starlight...

— *The Tower of the Elephant*

Unnecessary, with high Per/HT.

Outdoorsman

...the man had actually tracked down one of the forest-devils and slain him unsuspected. That implied woods-manship of a quality undreamed...

— *Beyond the Black River*

Penetrating Voice

His voice thundered out across the valley...

— *Black Colossus*

...he accosted her with a bellow that cut through the thunder of the water and made her jump out of her daze.

— *The Pool of the Black One*

...there was the impact of savage blows, and the same stentorian voice was cursing lustily.

— untitled draft (*Three men squatted beside the water hole...*)

Reduced Consumption (Cast-Iron Stomach)

"...I had hardly time to munch the nuts and roots I found. Sometimes I caught frogs and ate them raw because I dared not light a fire."

— Conan, in *The Black Stranger*

Unnecessary, with high HT.

Reputation

"If the Cimmerian's gone after them, they're safe if mortal man can save them!"

— Settler woman, in *Beyond the Black River*

Who of all the sea-folk had not heard the wild, bloody tales told of Conan, the wild rover who had once been a captain of the Barachan pirates, and one of the greatest scourges of the sea? A score of ballads celebrated his ferocious and audacious exploits.

— *The Black Stranger*

Resistant to Disease

There was a ghastly wound in his thigh, which caused him to limp as he walked. Carefully yet impatiently he moved among the dead, limping from corpse to corpse, and swearing wrathfully as he did so. Others had been before him; not a bracelet, gemmed dagger, or silver breastplate rewarded his search.

— untitled fragment (*The battlefield stretched silent...*)

Whether wading through corpses on the battlefield or finding companionship with ladies of varying quality, Conan is never shown to suffer from disease.

Unnecessary, with high HT.

Resistant to Poison

Conan lay stiffly, like a dead man, but his eyes glared up at them, wide open, and blazing with helpless fury.

— *The Scarlet Citadel*

Whereas typical poisons might be successfully resisted with a high HT score, this example seems to be a particularly strong and fast-acting paralytic.

Temperature Tolerance

"I could sleep naked in the snow and feel no discomfort..."

— Conan, in *Iron Shadows in the Moon*

Assuming that Conan's boast is not terribly far from the truth, one might assume that high HT would suffice. However, GURPS does not provide a way for HT to be utilized in such a manner without at least one level of this trait.

Unusual Background (Omnilingual)

... roared ribald songs in a dozen languages...

— *The Pool of the Black One*

In his roaming about the world the giant adventurer had picked up a wide smattering of knowledge, particularly including the speaking and reading of many alien tongues. Many a sheltered scholar would have been astonished at the Cimmerian's linguistic abilities...

— *The Servants of Bit-Yakin*

See also, Language Talent.

Source: *GURPS Supers*

Very Fit

The Cimmerian seemed an iron man, who never knew fatigue.

— *Beyond the Black River*

Alternatively, increase HT.

Very Rapid Healing (Citation needed.)

DISADVANTAGES & QUIRKS

Bloodlust

The priest groaned and stirred. With cat-like quickness Conan bent over him, poniard poised above his heart.

— *Rogues in the House*

The Cimmerian, with the unerring instinct of the barbarian, had killed his man in the darkness and confusion.

— *The Tower of the Elephant*

Chauvinistic

... an old, old racial hate...

— *Beyond the Black River*

"Black dog of hell!"

— Conan, in *Xuthal of the Dusk*

Code of Honor (Barbarian's)

Conan, on the other hand, lived according to the code of his people, which was barbaric and bloody, but at least upheld its own peculiar standards of honor.

— *The Black Stranger*

Dislikes magic

Conan grunted uncertainly; fearless as a wounded tiger as far as human foes were concerned, he had all the superstitious dreads of the primitive.

— *Rogues in the House*

Greed

Equally nebulous were the tales of the Teeth of Gwahlur, the treasure of Alkmeenon. But these misty legends had been enough to bring Conan to Keshan, over vast distances of plain, river-laced jungle, and mountains.

— *The Servants of Bit-Yakin*

Hedonist

He was quick to laugh, quick and terrible in his wrath. He was a valiant trencherman, and strong drink was a passion and a weakness with him.

— *Queen of the Black Coast*

Source: *GURPS Power-Ups 6: Quirks*

Impulsiveness

Conan was basically a direct actionist. Such subtlety as he possessed had been acquired through contact with the more devious races. When taken off guard by some unexpected occurrence, he reverted instinctively to type.

— *The Servants of Bit-Yakin*

He was fidgeting in nervous impatience...

— *The Servants of Bit-Yakin*

"Such madness as that was always your particular joy."

— Amalric, in *Black Colossus*

Manic-Depressive

... with gigantic melancholies and gigantic mirth...

— *The Phoenix on the Sword*

There isn't much evidence of Conan actually experiencing mood swings. If one turns to the draft version of *The Phoenix on the Sword*, though, there is a telling passage that didn't make it into the final cut:

He paused a moment, idly listening to his friend's retreating footsteps, which fell hollowly on the tiles. And as if the empty sound struck a kindred chord in his soul, a rush of revulsion swept over him. His mirth fell away from him like a mask, and his face was suddenly old, his eyes worn. The unreasoning melancholy of the Cimmerian fell like a shroud about his soul, paralyzing him with a crushing sense of the futility of human endeavor and the meaninglessness of life. His kingship, his pleasures, his fears, his ambitions, and all earthly things were revealed to him suddenly as dust and broken toys. The borders of life shrivelled and the lines of existence closed in about him, numbing him. Dropping his lion head in his mighty hands, he groaned aloud.

Then lifting his head, as a man looks for escape, his eyes fell on a crystal jar of yellow wine. Quickly he rose and pouring a goblet full, quaffed it at a gulp. Again he filled and emptied the goblet, and again. When he set it down, a fine warmth stole through his veins. Things and happenings assumed new values. The dark Cimmerian hills faded far behind him. Life was good and real and vibrant after all—not the dream of an idiot god.

Alternatively, the situation described in the draft might be viewed as Alcoholism.

Proud

... jealous of his rights...

— *Queen of the Black Coast*

"Will you mock me and then lay hands on me?"

— Conan, in *The Tower of the Elephant*

Social Stigma (Minority Group)

Naïve as a child in many ways, unfamiliar with the sophistry of civilization...

— *Queen of the Black Coast*

Even as king, he was sometimes viewed as a barbarian interloper.

SKILLS & TECHNIQUES

Acrobatics

As the horse fell he leaped clear, holding the girl aloft to guard her from striking boulders. He hit on his feet like a cat, thrust her into a cleft of rock, and wheeled toward the outer darkness, drawing his knife.

— *The People of the Black Circle*

Area Knowledge

... by instinct and an intensive familiarity with the river.

— *Beyond the Black River*

A quick glance showed Conan the man was not from Darfar. His teeth were unfiled and his kinky hair was cropped close to his skull. He was from the Wadai.

— *The Man-Eaters of Zamboula*

... the mouth of the Pass was dark as hate. Even Conan could not see with any accuracy, but he knew the road, even by night.

— *The People of the Black Circle*

See also, Absolute Direction.

Arm or Wrist Lock (or Wrench Limb)

But quick as the stroke of a great cat Conan's arm shot across the table and his fingers locked on Olgerd's forearm. There was a distinct snap of breaking bones...

— *A Witch Shall Be Born*

Arm Lock normally requires that the performer have two hands free, though in Conan's case it may be that the positioning of the table granted him sufficient leverage to act with just one. It seems unlikely that he would have studied this beyond the default.

Wrench Limb might also serve, though again there is a requirement for two hands.

In any case, even default use benefits from Wrestling.

Axe/Mace

... one hand clutching the wall for support, the other gripping the ax on high...

— *The Phoenix on the Sword*

Boating (Unpowered)

"I departed in a leaky boat, and rowed and bailed all night."

— Conan, in *Black Colossus*

Bow

"It's not my idea of a manly weapon, but I learned archery among the Hyrkansians, and it will go hard if I can't feather a man or so on yonder deck."

— Conan, in *Queen of the Black Coast*

Brawling

A savage kick in the belly dropped him, green faced and gagging, and Conan's sandalled heel crunched square in the watchman's mouth.

— *The God in the Bowl*

...and the next instant the madman was stretched senseless in the dust from a thundering buffet of Conan's left fist.

— *The Man-Eaters of Zamboula*

Broadsword

"...the best swordsman that ever donned hauberk—"

— Amalric, in *Black Colossus*

A long sword hung in a leather scabbard at his girdle.

— *The God in the Bowl*

Climbing

He went down the ramp as swiftly as an ape, pausing only to aid his less agile companion, who, until she saw the Cimmerian climb, had fancied herself the equal of any man in the rigging of a ship or on the sheer face of a cliff.

— *Red Nails*

...his thews had been steeled in boyhood on the sheer cliffs of his native hills.

— *The Man-Eaters of Zamboula*

Fast-Draw (Sword)

With a heathen curse Conan leaped back, whipping out his sword with a viciousness that made the keen blade hum.

— *The God in the Bowl*

Forced Entry

"I was forced to hew the bolt in twain with my sword—"

— Conan, in *The God in the Bowl*

Training unlikely.

Gambling

...at his shoulder beside the gaming-tables...

— *The Pool of the Black One*

Hiking

Various references to mercenary work.

Intimidation

The Cimmerian laid his hand on his sword hilt, and the gesture was as fraught with menace as the lifting of a tiger's lip to bare his fangs.

— *The God in the Bowl*

Jumping

But with a lion-like bound Conan left the bridge and hit like a cat on his feet...

— *The Hour of the Dragon*

...Conan was among the startled blacks with a tigerish bound.

— *The Pool of the Black One*

A tigerish leap carried him untouched through the hemming ring of swords, and he bounded toward the stair...

— *Xuthal of the Dusk*

Training unlikely, except perhaps through games.

Leadership

"...a captain of the mercenary spearmen."

— Conan, in *Black Colossus*

"Back to your posts!" he yelled. "Let another take a backward step and I'll shear off his head! Fight, damn you!"

The rout halted as quickly as it had begun. Conan's fierce personality was like a dash of ice-water in their whirling blaze of terror.

— *Black Colossus*

Lifting

With a terrible cry he heaved upward, hurling the stone aside.

— *Queen of the Black Coast*

...gripped the prince and heaved him high above his head...

— *The Scarlet Citadel*

...by casting great blocks of stone upon it...

— untitled synopsis (*A squad of Zamorian soldiers...*)

Training unlikely, except perhaps through games.

Navigation (Sea)

"They know I can navigate, and they'll be glad to ship under me..."

— Conan, in *The Black Stranger*

Neck Snap

"Break the neck of a wild Cimmerian bull before you call yourself strong. I did that, before I was a full-grown man—like this!"

— Conan, in *The Man-Eaters of Zamboula*

Rather than actual training in this technique, it could be merely default use with high ST and a bonus from Wrestling.

Occultism

Conan had seen rude images of them, in miniature, among the idol-huts of the Yuetshi, and there was a description of them in the Book of Skelos, which drew on prehistoric sources.

— *The Devil in Iron*

It is unclear whether this passage means that Conan had, himself, perused the *Book of Skelos*. If it does, then he might have this skill at default level.

Riding (Horse)

The reins lay loose on the stallion's flowing mane, and every thew and fiber of the great beast strained as he hurtled along the boulder-strewn trail. But Conan sat easily, almost carelessly, in the saddle, riding like a centaur.

— *The People of the Black Circle*

Running

"We may have to sprint the last mile. Save some of your wind for it."

— Conan, in *The Black Stranger*

Scrounging

Others had been before him; not a bracelet, gemmed dagger, or silver breastplate rewarded his search.

— untitled fragment (*The battlefield stretched silent...*)

The items mentioned are obvious things, likely not requiring skill.

Seamanship

He proved himself a skilled sailor...

— *The Pool of the Black One*

Shield

Their shields were gone...

— *The Frost-Giant's Daughter*

Wildly driven spears and knives glanced from his helmet or the shield on his left arm...

— untitled draft (*Amboola awakened slowly...*)

Shiphandling

"I'm the only captain left."

— Conan, in *The Black Stranger*

Shortsword

As he went he fingered the poniard he had captured—a murderous weapon with a broad, double-edged blade nineteen inches long.

— *Rogues in the House*

Default based on Broadsword.

Smith (Iron)

"I am a barbarian and the son of a blacksmith."

— Conan, in *The Hour of the Dragon*

Default level, at least.

Soldier

Various references to mercenary work.

Spear

"...a captain of the mercenary spearmen."

— Conan, in *Black Colossus*

Stealth

... Balthus knew Conan could glide through the deepest thicket or most tangled copse as noiselessly as any naked Pict that ever lived.

— *Beyond the Black River*

But the instincts of the wild were there, that had caused him in his childhood to lie hidden and silent while wild beasts prowled about his covert.

— *The Hour of the Dragon*

Conan became stealth personified. A velvet-footed shadow he melted into the thickets.

— *The Servants of Bit-Yakin*

His sandalled feet made no sound on the gleaming pave.

— *The Tower of the Elephant*

He made no more noise than a tiger would have made.

— *Xuthal of the Dusk*

Strategy

"It's no more than sword-play on a larger scale. You draw his guard, then—stab, slash! And either his head is off, or yours."

— Conan, in *Black Colossus*

"This is the death-grip," he muttered as the lines formed on foot. "I'd rather have had a cavalry charge; wounded horses bolt and ruin formations."

— *Black Colossus*

"Do you know why the Picts are not trying to burn the fort with fire-arrows? Because they don't want a flame that might warn the people to the east."

— Conan, in *Beyond the Black River*

Streetwise

He strode down the nighted street as one who has no need or desire to walk softly. An unconscious swagger was in his stride, and his footfalls resounded on the pave.

— *Black Colossus*

Survival (Woodlands)

"...I had hardly time to munch the nuts and roots I found. Sometimes I caught frogs and ate them raw because I dared not light a fire."

— Conan, in *The Black Stranger*

Other specialties can default to this.

Swimming

"I departed in a leaky boat, and rowed and bailed all night. Just at dawn I saw your topsails, and left the miserable tub to sink, while I made better speed in the water."

— Conan, in *Black Colossus*

Tactics

"... a captain of the mercenary spearmen."

— Conan, in *Black Colossus*

"We've failed to warn the fort, and I see now it would have done no good if we hadn't. A few more charges and the Picts will be over the walls and breaking down the gates."

— Conan, in *Beyond the Black River*

Rapidly he reckoned the numbers of his former allies. Only twenty-one, counting Olmec, had survived that fiendish battle in the throneroom. Three had died since, which left seventeen enemies with which to reckon.

— Red Nails

Throwing

... in his youth he had felled hawks on the wing.

— *The Hour of the Dragon*

Thrown Weapon (Axe/Mace)

"If I can get within axe-throwing distance of him I'll settle that question..."

— Conan, in *Beyond the Black River*

Thrown Weapon (Knife)

... and even as he shifted he hurled the knife. Old Tolkemec went down, truly slain at last, the hilt vibrating on his breast.

— Red Nails

Thrown Weapon (Spear)

"... throwing my spear at the mountain beasts."

— Conan, in *The Hour of the Dragon*

Tracking

He avoided clinging briars and low hanging branches effortlessly, gliding between trees without touching the stems and always planting his feet in the places calculated to show less evidence of his passing...

— *Beyond the Black River*

To the average eye there were no signs to show that he had passed; but there was evidence visible to his wilderness-sharpened eyes...

— *The Black Stranger*

Traps

It was a rawhide rope stretched there by Conan, and it tripped a spring-pole which started a sudden avalanche...

— untitled synopsis (*A squad of Zamorian soldiers...*)

Two-Handed Axe/Mace

The headsman's ax was not made for such work, but the king wielded the heavy, clumsy weapon as lightly as a hatchet...

— *The Hour of the Dragon*

Default based on Axe/Mace.

Two-Handed Sword

A tall corsair, bounding over the rail, was met in midair by the Cimmerian's great sword...

— *Queen of the Black Coast*

Default based on Broadsword.

Wrestling

He felt the blade sink to the hilt in the hairy breast, and instantly, releasing it, he ducked his head and bunched his whole body into one compact mass of knotted muscles, and as he did so he grasped the closing arms and drove his knee fiercely into the monster's belly, bracing himself against that crushing grapple.

— *The Hour of the Dragon*

There are various passages that describe Conan grappling with foes, though nothing quite specific enough to judge skill. Even so, it seems likely that he would have significant experience at it, whether from childhood sports or actual military training.

See also, Arm Lock and Neck Snap.

CHAPTER THREE

EQUIPMENT

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

ARTIFACTS

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

The Burning Skull

In the shadows beneath the balcony a ghostly light began to glow and grow, a light that was not part of the fire-stone gleam. Valeria felt her hair stir as she watched it;

for, dimly visible in the throbbing radiance, there floated a human skull, and it was from this skull—human yet appallingly misshapen—that the spectral light seemed to emanate. It hung there like a disembodied head, conjured out of night and the shadows, growing more and more distinct; human, and yet not human as she knew humanity.

— Red Nails

This humanoid skull, which can be worn as a mask, inflicts Terror upon those who view it.²⁴¹ Additionally, the item emits its own Illumination. It qualifies as a gadget that is Breakable, Can Be Stolen, and is Unique.

The Burning Skull was destroyed during the events of *Red Nails*.

The Heart of Ahriman

“It is in the form of a great jewel, like a ruby, but pulsing with blinding fire with which no ruby ever burned. It glows like living flame—”

— Hadrathus, *The Hour of the Dragon*

The Pipes of Madness

He felt the weird strains plucking like unseen fingers at the tissues of his brain, filling him with alien emotions and impulses of madness. But with a soul-tearing effort he broke the spell, and shrieked a warning in a voice he did not recognize as his own.

— Red Nails

For one who knows the secret to its magic, the playing of this instrument can be used to inflict Confusion upon those who hear it. It qualifies as a gadget that is Breakable, Can Be Stolen, and is Unique.

The Serpent Ring of Set

It was of a metal like copper, and was made in the form of a scaled serpent, coiled in three loops, with its tail in its mouth. Its eyes were yellow gems which glittered balefully.

— The Phoenix on the Sword

Bearers of this ring gain the benefit of Brotherhood in encounters with beings from *outside*. Magic-users additionally gain Modular Abilities (Cosmic

Pool; Limited, only to buy appropriate Allies with the Summonable enhancement)²⁴² and levels of related Talent. It qualifies as a gadget that Can Be Stolen and is Unique; it might be Breakable, too, but there is no account of it having been tested in that

regard.

The Ring survived all the way into the twentieth century, being “handed down by foul cults of sorcerers since the days of forgotten Stygia.”²⁴³

CHAPTER FOUR

RELIGION

Hanuman

They entered a court paved with marble which gleamed whitely in the starlight. A short flight of broad marble steps led up to the pillared portico. The great bronze doors stood wide open as they had stood for centuries. But no worshippers burnt incense within. In the day men and women might come timidly into the shrine and place offerings to the ape-god on the black altar. At night the people shunned the temple of Hanuman as hares shun the lair of the serpent.

Burning censers bathed the interior in a soft weird glow that created an illusion of unreality. Near the rear wall, behind the black stone altar, sat the god with his gaze fixed for ever on the open door, through which for centuries his victims had come, dragged by chains of roses.

A faint groove ran from the sill to the altar, and when Conan's foot felt it, he stepped away as quickly as if he had trodden upon a snake. That groove had been worn by the faltering feet of the multitude of those who had died screaming on that grim altar.

Bestial in the uncertain light Hanuman leered with his carven mask. He sat, not as an ape would crouch, but cross-legged as a man would sit, but his aspect was no less simian for that reason. He was carved from black marble, but his eyes were rubies, which glowed red and lustful as the coals of hell's deepest pits. His great hands lay upon his lap, palms upward, taloned fingers spread and grasping. In the gross emphasis of his attributes, in the leer of his satyr-countenance, was reflected the abominable cynicism of the degenerate cult which deified him.

— The Man-Eaters of Zamboula

CHAPTER FIVE

MAGIC

Defining Magic

Tentatively, here are some assumptions about magic, based on my shaky recollection of its use in the stories:

- Magic and psionics, today often viewed as distinct concepts, were in Howard's day considered to be one and the same.
- There exist tomes of magical lore, but spells generally don't seem to be recited aloud. Gestures or material components may be required, however, depending on the style of magic.

The primary facets of magic seem to be:

- Alchemy, examples of which include the potions made by Totrasmek, the powder used by Natohk, and the rolling clouds created by the acolytes on Mount Yimsha.
- Curses, examples of which include the words that froze the iron statues.
- Mentalism, encompassing much of what today would be considered psionics, examples of which include Baal-pteor's illusions and the mind games played by the Master of Yimsha. (This might even include the telekinetic attack exhibited by the latter.)
- Rituals, examples of which include the summonings performed by Zogar-Sag, as well as sacrifices performed on the altars of dark gods by various ne'er-do-wells.

SPELLS

This section will contain spells of various types, as described in the source material.

The Dance of the Cobras

Somewhere a thin whining music struck up, mingling with the hissing of the serpents, like an evil nightwind blowing through the empty sockets of a skull. Even in the flying speed of her urgent haste she realized that the darting of the serpents was no longer at random. They obeyed the grisly piping of the eery music. They struck with a horrible rhythm, and perforce her swaying, writhing, spinning body attuned itself to their rhythm. Her frantic motions melted into the measures of a dance compared to which the most obscene tarantella of Zamora would have seemed sane and restrained. Sick with shame and terror Zabibi heard the hateful mirth of her merciless tormentor.

"The Dance of the Cobras, my lovely one!" laughed Totrasmek. "So maidens danced in the sacrifice to Hanuman centuries ago—but never with such beauty and suppleness. Dance, girl, dance! How long can you avoid the fangs of the Poison People? Minutes? Hours? You will weary at last. Your swift, sure feet will stumble, your legs falter, your hips slow in their rotations. Then the fangs will begin to sink deep into your ivory flesh—"

— *The Man-Eaters of Zamboula*

The victim of this illusion finds himself surrounded by cobras that sway and strike to the rhythm of an eerie tune. Only a series of dodges—+2 for successful Dancing—will stave off the inevitable hit. Outside observers, of course, perceive the reality of the situation: the victim is dancing amongst mere wisps of smoke.

None of the standard GURPS illusion spells quite fit the bill. As a power, this would be built as Illusion (Costs Fatigue; Independence; Magical; Mental).

Note: The source material doesn't reveal what happens when a victim is struck by the illusory cobras. It might be that there is a psychosomatic effect; however, Conan's encounter with Totrasmek's minion Baal-pteor involved harmless illusions.

CHAPTER SIX

LEXICON

Abombi

"Do you not remember the sack of Abombi, when your sea-wolves swarmed in?"

Abyss

... the being men called Khosatral Khel which crawled up from Night and the Abyss ages ago...

Achaians

Acheron

Acheronian

Of, or pertaining to, Acheron.

Adamite

Adonis

Æsir

Afari

Afghuli

Afghulis

Afghulistan

Africa

Afzal

Agara

Alternative spelling for Ageera.

Ageera

A fanatical Gallah witch-finder, in the city of Shumballa.

Untitled draft (Amboola awakened slowly...)

Aghrapur

Ajujo

Alternative spelling of Ajujo.

Aja

Bajujh's war-chief.

Ajaga

King from the city of Abombi. "Before the palace of King Ajaga you slew a chief and a chief fled from you."

Ajonga

Ajujo, the Dark One

A deity worshipped by the blacks in the kingdom of Tombalku.

Akbatana

Alternative spelling of Akbitana.

Akbitana

Akbitanan

Of, or pertaining to, Akbitana.

Akif

A city (or province?) in Turan. Referred to as Akif of the purple gardens.

Akkharim

Akkutho

Akrel

Alafdhal

Albiona

A countess in Aquilonia.

Alcemides

Alimane

Alkmeenon

Alligator

A tribe of Picts.

Alpine Semites

Altaku

Altaro

Amalric

A Nemedian, mercenary general in Khoraja.

Amalric

Baron of Tor, in Nemedia.

Amalrus

King of Ophir.

Amazon

Amazons

Amboola

Amilius

Amir

Amir Jehun Pass

Amir Khurum

Amra, the Lion

Amurath

Shah/lord of Akif, in Turan.

Anakim
 Andarra
 Anglo
 Anu
 Ape's Tier
 The third level in the city of Xuchotl.
 Ape Tier
 Aphaka
 Aphaki
 Apples of Derketa
 Aquilonia
 Aquilonian
 Of, or pertaining to, Aquilonia.
 Aquilonians
 Plural of Aquilonian.
 Arabs
 An historical people.
 Aram Baksh
 Aratus
 Arbanus
 Argos
 Argosean
 Alternative spelling of Argossean.
 Argoseans
 Alternative spelling of Argosseans.
 Argossean
 Of, or pertaining to, Argos.
 Argosseans
 Plural of Argossean.
 Argus
 Arideus
 Arpello
 Arus
 Aryans
 An historical people.
 Aryas
 Ascalante
 Asgalun
 Asgard
 Ashtoreth
 Asia
 Asia Minor
 Askalon
 Askhaurian
 Askia
 Assyrians
 An historical people.

Astreas
 Asura
 Asurian
 Atalis
 Atali
 The daughter of Ymir, the frost-giant.
 Athemides
 Athicus
 Atlaians
 Atlantean
 Of, or pertaining to, Atlantis.
 Atlanteans
 Plural of Atlantean.
 Atlantis
 Attalius
 Alternative spelling of Attelius.
 Attalus
 Attelius
 Baron.
 Attila
 Ayodhya
 Aztrias Petanius
 Baal
 Baal-pteor
 Badb
 Bagirmi
 Bajujh
 King of Bakalah.
 Bakala
 Bakalah
 Bakalas
 Bakhariot
 Bakhauriot
 Baksh
 Balthus
 Baltic Sea
 Bamulas
 Baracha
 Baracha Islands
 Barachan
 Of, or pertaining to, Baracha.
 Barachan Isles
 Barachans
 Plural of Barachan.

Barachas
 Bel
 Belesa
 Bêlit
 Beloso
 Beloso
 Zingaran.
 Belverus
 Bhalkhan
 Bhalkhana
 Bhunda Chand
 King of Vendhya.
 Bit-Yakin
 Pelishtim.
 Black Coast
 Black Countries
 Black Dragons
 Black Legion
 Black Lotus
 Black Ring
 Black River
 Black Seers of Mount Yimsha
 Black Seers of Yimsha
 Black-Walled Khemi
 Black Zaron
 Bloody Trancos
 Book of Skelos
 Border Kingdom
 Bori
 Bornu
 Bossonian
 Bossonians
 Plural of Bossonian.
 Bowl
 Bracus
 Bragi
 Bragorus
 Bragorus
 King of Nemedi, nine centuries past.
 Brant Drago's son
 Britain
 An historical nation.
 Britons
 An historical people.
 Brocas
 Brocas
 Baron.
 Brythons
 Brythunia
 Brythunian
 Of, or pertaining to, Brythunia.
 Brythunians
 Plural of Brythunian.
 Bunda Chand
 Bundha Chand
 Burning Skull
 Canaanites
 Caspian
 An historical inland sea.
 Cataclysm
 Chaga
 Chagas
 Chakan
 Chelkus
 Cherkess
 Chicmec
 Children of Jhil
 Presumed to be birds, or bird-like creatures, in
 the service of the deity Jhil.²⁴⁴
 Chiron
 Chunder Shan
 Governor of Peshkhauri.
 Cimbri
 Cimmeria
 Cimmerian
 Of, or pertaining to, Cimmeria.
 Cimmerians
 Plural of Cimmerian.
 Commoria
 Conajohara
 Conan
 Conawaga
 Constantius, the Falcon
 Continental kingdom of the Atlanteans
 Corinthia
 Corinthian
 Of, or pertaining to, Corinthia.
 Corinthians
 Plural of Corinthian.
 Cormorants
 A tribe of Picts.

Court of Justice

Coyaga

Crawler

Creatures

Crimea

Criomnthan

Crom

Cruaidh

Ctesphon

Ctesphon

King of Stygia.

Cumal

King of Cimmeria. (Likely apocryphal; based on early notes that were superceded by the stories' portrayal of Cimmeria as a tribal culture.)

Curtain

Cush

Alternative spelling of Kush.

Cymric

Dagda

Dagon

Dagonia

Dagonian

Of, or pertaining to, Dagonia.

Dagoth Hill

Dagozai

Dance of the Changing Snake

Dance of the Cobras

A dance once performed in sacrifices to Hanuman.²⁴⁵

Dance of the Snake

Danes

Darfar

Darfari

Dark Land

Daura

Demeter

Demetrio

Demons

Denmark

Derketa, Queen of the Dead

Derketo, the dusky goddess

Deucalion

Diana

Diancecht

Dion

Dionus

Dirk Strom's son

Disputed Region

Djebal

Dome of the Teeth of Gwahlur

Dongola

Door of the Eagle

A siege-ready bronze door, entrance to the district of Tecuhtli, in the city of Xuchotl.

Drago

Dragon

Dragons

Duke of Kordava

Eagle

Eagle Door

An alternative name for the Door of the Eagle, in the city of Xuchotl.

Eagles

A tribe of Picts.

Eagle's Tier

The fourth level in the city of Xuchotl.

Eamhua

Eanbotha

Earth

East

Eastern

Easterner

Easterners

Eastward

Egypt

An historical nation.

Eithriall

Elamites

An historical people.

Elder World

Elephant's Heart

An alternative name for The Heart of the Elephant.

Elephant's Tower

An alternative name for The Tower of the Elephant.

Elephant Tower

An alternative name for The Tower of the Elephant.

El Shebbeh

Emilius Scavonus

Enaro

Enarus

England

An historical nation.

Epemitreus

Epemitreus the Sage

Epeus

Erlík

Eruk

Etruscans

An historical people.

Europe

An historical continent.

even then there shall be Salomes to walk the earth

Fellowship (Freebooters)

Fire Jewels

Fort Ghorí

A fort in Turan, at the edge of the steppes.

Fort Kwanyara

A fort, and southern-most outpost of Schohira.

Fort Thandara

A fort on the Warhorse River, whence grew the Free Province of Thandara.

Fort Tuscelan

A fort in Conajohara.

Four Brothers of the Night

Four of the Black Circle

Fredericksburg

Freebooter

Freebooters

Free Companies

Free Companion

Free Companions

Free People

Free Province of Thandara

Gaelic

Gaels

Galacus

Galannus

Galbro

Gallah

Gallahs

Galparan

Galter

Galzai

Garogh

Gauls

Gault Hagar's son

Gazal

Gazali

Gebal

Gebbrelo

Genghis Khan

An historical figure.

Germanic

Ghanara

Ghanata

Ghanatas

Ghazan

A type of wine available in the city of Zamboula.²⁴⁶ (Speculatively, a place called "Ghaza" is located to the east, in Iranistan.²⁴⁷)

Ghaznavi
 Ghor
 Ghorl
 Ghost Snake
 Ghost Swamp
 ghouls
 Ghuli
 Ghulistan
 Giallachadh
 Gilzan
 Gimmerai
 Gitara
 Gobir
 Golamira
 Golden Serpents
 Gomer
 Gora
 Goralian
 Hills.
 Gorm
 Gorulga
 Goths
 Governor of Conajohara
 Grand Monarch
 gray apes of Vilayet
 Great Hall
 Great One
 ???²⁴⁸
 Grecians
 An historical people.
 Grom
 Gromel
 Commander of the Black Legion of Aquilonia.
 Grondar
 Gulf of Ghosts
 Gullah, the Hairy One
 A gorilla-themed deity worshipped by the Picts.²⁴⁹
 Gunderland
 Gunderman
 Gundermen
 Plural of Gunderman.
 Gurashah
 A valley in ???, accessible by both Shalihaz Pass and Amir Jehun Pass.²⁵⁰

Gwahlur
 Gwarunga
 Gwawela
 Gwaweli
 Hades
 Hadrathus
 Hakon Strom's son
 Halls of Hell
 Halls of Horror
 Halls of Silence
 Hanuman, the Accursed
 An ape-themed deity of the East, with a temple in the city of Zamboula.²⁵¹
 Hanumar
 Haunter of the Pits
 Hawk Clan, or Skondaga / Hawk Clan, or Onayaga
 Hawk Country
 Hawkmen
 Hawk-Pict
 Hawks
 Heart of Ahriman
 Heart of the Elephant
 Hebrews
 Heimdal
 Heimdul
 Hialmar
 Highland Scotch
 Himelian
 Himelians
 Hirut
 Horsa
 Horsa
 King of Vanaheim. (Likely apocryphal; based on early notes.)
 Horse Market
 Huns
 Hybori
 Hyborian
 Hyborian Age
 Hyborian Names
 Hyborians
 Plural of Hyborian.
 Hyperborea
 Hyperborean
 Of, or pertaining to, Hyperborea.
 Hyperboreans
 Plural of Hyperborean.
 Hyrcanian
 Alternative spelling of Hyrkanian.

Hyrkania
Hyrkanian
Of, or pertaining to, Hyrkania.

Hyrkanians
Plural of Hyrkanian.

Ibis
Ilbars River
India
Inquisitor Demetrio
Inquisitorial Council
In the city of Numalia.

Irakzai
Irakzais
Plural of Irakzai. (Is not Irakzai itself conditionally plural?)

Iranistan
Ireland
Irem
Irish
Iron Shadows
Iron Tower
Ishtar
Israelites
An historical people.

Ivanos
Ivga
Jehun
Jehungir Agha
Lord of Khawarizm and keeper of the coastal border.

Jelal Khan
Jhebbal Sag
Jhelai
Jhil
A deity worshipped by the Aphaki people in the kingdom of Tombalku.

Jhumda
Jhumda River
Jihiji
Joka
Jon Galter's son
Jon Storm's son
Jon Storm's son
Judgment Day
Jugra
Jullah
Jungir Khan
Kalanthes
Kallian Publico
Kallian Publico's Temple
Kamelia
Karaban
Kerim Shah
Keshan
Keshani
Of, or pertaining to, Keshan.

Keshia
Khahabhul
Kharamun
A desert, and home to the city of Zamboula.

Khauran
Khaurani
Of, or pertaining to, Khauran.

Khawarizm
Khemsa
Kheshatta
Khitai
Khitan
Of, or pertaining to, Khitai.

Khitans
Plural of Khitan.

Khojur
Khor
Khoraja
Khoraji
Of, or pertaining to, Khoraja.

Khorajis
Plural of Khoraji.

Khoralala
Khoraspar
An independent kingdom or principality in the south of Koth.

Khorasparans

Khorbhul

Khorotas

Khorshemish

Khorusun

Khosala

Khosatral Khel

And Conan knew that this was Khosatral Khel, the ancient from the Abyss, the god of Dagonia.

Khosru Khan

Governor of Secunderam.

Khossa

Count of Khoraspar.

Khossus

King of Stygia.

Khossus V

King of Stygia.

Khrosha

Khumbanigash

Khurakzai

Khurum

Khurum Wazulis / Wazulis of Khurum

Khurusun

Knife Creek

Kordafan

Kordava

Kordavan

Of, or pertaining to, Kordava.

Kordofa

Kormon

Korveka

Korvela Bay

Korzetta Castle

The home of the Korzetta family, prior to Count Valenso's relocation to Korvela Bay.

Korzettas

Plural of Korzetta.

Korzetta

The name of a noble family in Zingara.

Kosala

Kosalan

Of, or pertaining to, Kosala.

Kosalans

Plural of Kosalan.

Koth

Kothian

Of, or pertaining to, Koth.

Kothians

Plural of Kothian.

Kothic

Kova

Kozak

Krallides

Kshatriya

Kshatriyas

Kush

Kushite

Kushites

Kutamun

Kuth

Kuthchemes

Kwanyara

Kwarada

Kyros

Lady Belesa

Lake Zuad

Lake Zuad

Lands of Shem

Laranga

Lemuria

Lemurian Islands

Lemurian

Of, or pertaining to, Lemuria.

Lemurians

Plural of Lemurian.

Ligurean

Ligureans

Plural of Ligurean.

Lissa

Little Wilderness

Livia

Living Skull

Lord Brocas

Lord Thasperas

Lord Thespius

Lord Valbroso

Lord Valerian

Luxur

Lynx Creek

Macha

Main, the

Mandingo

Master (of Yimsha)

Master Tito

Maul, the

Mediterranean

An historical sea.

Messantia
 Messantian
 Of, or pertaining to, Messantia.
 Misty Lands
 Mitra
 Mitran
 Of, or pertaining to, Mitra.
 Mongols
 An historical people.
 Morrigan
 Mountains of the Dead and the altar-hut of
 Gullah
 Mount Golamira
 Mount Yimsha
 Muriela
 Murilo
 Mysteries, on which Mitra's cult stands
 Nabonidus
 Nabonidus, the Red Priest
 Nafertari
 Namedes
 Alternative spelling of Numedides.
 Namedides
 Alternative spelling of Numedides.
 Nameless Old Ones
 Napoli
 Natalia
 Natohk—the Veiled / Natohk, the Veiled One
 Neanderthal
 An historical race(?).
 Necromancy
 Nemain
 Nemedia
 Nemedian Adventurer
 Nemedian Adventurers
 Nemedian Æsir
 Nemedian
 Of, or pertaining to, Nemedia.
 Nemedians
 Plural of Nemedian.
 Nergal
 Nestor
 N'Gora
 Night
 ... the being men called Khosatral Khel which
 crawled up from Night and the Abyss ages ago...
 Nightmare
 Night of Judgment
 Night Skulkers
 Nilas
 Nile
 Nilus
 Nimed
 King of Nemedia. Succeeded by his younger
 brother, Tarascus.
 Niord
 Nippr
 Nomads
 Nordheim
 Nordheimer
 Nordheimr
 Nordic
 Nordic Britons
 Nordics
 North Creek
 North Sea
 Norway
 Numa
 Numa
 King of Nemedia.
 Numalia
 Numalian
 Of, or pertaining to, Numalia.
 Numedides
 Numedides
 King of Aquilonia.
 N'Yaga
 Octavia
 Ogaha Creek
 Old Ballad
 Old Garogh of the Hawks
 old Goragh's daughter
 Old Gorm
 Old Kosala
 Old Rime
 Old Teyanoga
 Old Tolkemec
 Old Tsotha
 Old Yara
 Olgerd Vladislav, a Zaporoskan, or kozak
 Olivia
 Ollam
 Onayaga
 Ophir
 Ophirean
 Of, or pertaining to, Ophir.

Ophireans
Plural of Ophirean.

Ophirian
An alternative spelling of Ophirean.

Orastes
Former priest of Mitra.

Orient

Oriskawny

Oriskonie

Orklaga Creek

Orklay Creek

Ortho

Othman

Otter
A tribe of Picts.

Ottermen

Outer Dark

Outer Darkness

Outer Voids

Paikang

Palian Way

Pallantides

Panther

Panther Picts

Pass of Falcons

Pass of Shamla

Pelias

Pelishtim

Pellia

Pellian
Of, or pertaining to, Pellia.

Peshkhauri

Petanius

Petreus

Pharaohs

Phoenix

Pict

Pictdom

Pictish

Pictish Coast

Pictish Islands

Pictish Wilderness

Picts

Poison People

Poitain

Poitainian
Alternative spelling of Poitanian.

Poitanian
Of, or pertaining to, Poitain.

Poitanians
Plural of Poitanian.

Pomero

Posthumo

Pre-Cataclysmic Age

Almuric
Prince.

Arpello
Prince of Pellia.

Olmec
Prince.

Akivasha
Princess.

Yelaya
Princess, and last ruler of Alkmeenon.

Than
Prince.

Zapayo da Kova
Prince of Zingara.

Promero

Prospero

Pteor
A deity of the Pelishtim, with monstrous and obscene characteristics.

Publico

Publio

Publius

Publius the Chancellor

Punt

Puntan
Of, or pertaining to, Punt.

Puntish

Python

Pythonian
Of, or pertaining to, Python.

Queen of the Blue Sea

Queen of the South

Queen Taramis

Rakhashas

Rakhsha

Rakhshas

Rammon

Rangers

Rat's Den

Rats' Den

Raven
A tribe of Picts.

- Raven Clan
- Rebel Four
- Red Brethren
- Red Brethren
- Red Brotherhood
- Red Brotherhood
- Red Hand
- Red Hand, The
- Red Ortho
- Red Priest
- Red Tower
- Rinaldo
- Ring
- River Jhumda
- Roman
Of, or pertaining to, Rome.
- Rome
An historical nation.
- Rotheachta
- Sabatea
- Sage Epemitreus
- Saidu
- Sakumbe
- Salome
- Samarcand
- Sancha, daughter of the Duke of Kordava
- Satha, the Old One
A gigantic, venomous snake, kept in the pits beneath Tsotha-lanti's citadel.²⁵²
- Saxons
- Scalp Creek
- Scanaga
- Scandaga
- Scandinavian
Of, or pertaining to, Scandinavians, an historical people.
- Scavonus
- Schhiro
- Schohira
- Schohiran
Of, or pertaining to, Schohira.
- Schohirans
Plural of Schohiran.
- Schondara
- Scotch
An historical people. See also, Scotland.
- Scotland
An historical nation. See also, Scotch.
- Scythians
An historical people.
- Sea of Vilayet
- Secunderam
- Seer, Black
- Semites
- Sergius
- Serpent Ring of Set
- Serpents
- Serpent's Tier
The first level in the city of Xuchotl.
- Servants
- Servio
- Servius
- Servius Galannus
- Set
A serpent-themed deity worshiped in Stygia, antithetical to Hyborian religions. Referred to variously as the Old Serpent, the Serpent-god of Stygia, and the arch-demon Set.
- Shadizar
A city in Zamora. Referred to as the City of Wickedness, or Shadizar the Wicked.
- Shahpur
- Shalifah Pass
A pass.
- Shamar
- Shamla Pass
A pass.
- Shamu
- Shebbeh
- Shem
- Shemite
Of, or pertaining to, Shem.
- Shemites
Plural of Shemite.
- Shemitish
Of, or pertaining to, Shem or Shemite?
- Shevatas
- Shirki
- Shubba
- Shukeli
- Shumballa
- Shumir
- Shupras
- Shupras
An agha in Khoraja.

Shushan
 Skandaga
 Skelos
 Skondaga
 Slasher
 Socandaga
 Socandagas
 Song of the Bossonian Archers
 Sons of Aryas
 Sons of Shem
 Soractus
 sorcery of the Blood and the Jewel
 South Creek
 South Hawks
 A tribe of Picts, possibly distinct from the Hawks.
 Star of Khorala
 Storm Grom's son
 Strabonus
 King of Koth.
 Strangler of Yota-pong
 Stranglers of Yajur
 Strom
 Stygia
 Stygian
 Of, or pertaining to, Stygia.
 Stygians
 Plural of Stygian.
 Stygus
 Styx
 Suba
 Sukhmet
 Sultanapur
 Sumerians
 An historical people.
 Swamp
 Swamps of the Dead
 Sweden
 An historical nation.

Sword-Makers' Bazaar
 Sword River
 Tachic
 Tamar
 Tanada
 Tananda
 Tanasul
 Taramis, Queen of Khauran
 Tarantia
 Tarascus
 King of Nemedias. Succeeded his elder brother, Nimed.
 Tarim
 Tascela
 Tatars
 Tauran
 Taurus
 Techotl
 Techuhltli
 Techulthli
 Tecuhltli
 The western quarter in the city of Xuchotl, named after a Tlazitlan chief.
 Teculhtli
 Teeth of Gwahlur
 Teyanoga
 Teyanoga of the South Hawks
 Teyonoga
 Tezcoti
 Thak
 Thalís
 Thandaran
 Thandaran Rangers
 Thasperas
 Baron/Lord of Kormon.

Thaug
 The Black Dragons
 The Black Hand
 The Black Lotus
 The Black Ring
 The Dance of the Changing Serpent
 the Eye Techotl had mentioned
 The Lament for the King
 The Maze
 The Nemedian Chronicles
 Thenitea
 the Old Serpent, Set
 Therefore
 There I
 The Rending
 The Road of Kings
 The Song of Bêlit
 The Song of the Pit
 Thespides
 A count in Khoraja.
 Thespius
 A count in Aquilonia, traitor entrusted with the execution of the countess Albiona.
 Thespius
 Alternative spelling for Thasperas, the baron of Kormon. Not to be confused with the Aquilonian count of the same name.
 Theteles
 Thog
 Thoth-amon of the Ring
 Thohtmekri
 Thrallos
 Thugra Khotan
 Thule
 Thunder River
 Thune
 Thurian Continent
 Thuthmes
 Thutmekri
 Thutothmes
 Tiberias
 Tiberio
 Tibu
 A people of mixed Stygian and negro blood.
 Tiger's Tier
 The second level in the city of Xuchotl.

Tigress
 Tilutan
 Tina
 Tito
 Tlazetlans
 Alternative spelling of Tlazitlans, from a draft of *Red Nails*.
 Tlazitlan
 Tlazitlans
 Tolkemec
 Tomar
 Tomar
 King of Hyberborea. (Likely apocryphal; based on early notes.)
 Tombalku
 Topal
 Tor
 Toragis
 Torh
 Tortage
 Tohtmekri
 Tothra
 Totrasmek
 Toucan
 A tribe of Picts.
 Toucans
 Tower of the Elephant
 Trallibes
 Tranicos
 Treasure of Tranicos
 Tree of Death
 Trocero
 A count of Poitain and seneschal of Aquilonia.
 Tsothalanti (synopsis spelling)
 Tsotha / Tsotha-lanti
 Tsoth (synopsis inconsistency)
 Turan
 Turanian
 Of, or pertaining to, Turan.
 Turanians
 Plural of Turanian.
 Turks
 Turtles
 A tribe of Picts.

Tuscelan
 Tuthal
 Tuthamon
 Tuthmes
 Tybor
 Tyr
 King of Asgard. (Likely apocryphal; based on early notes.)
 Unseen World
 Valadelad
 Valannus
 Valbroso
 A count.
 Valenso Korzetta
 A count of Zingara, in hiding at Korvela Bay.
 Valeria
 Valerian Hall
 Valerius
 Claimant to the throne of Aquilonia.
 Valerus
 Valhalla
 Valkia
 Valley of Lions
 Valusia
 Valusian
 Of, or pertaining to, Valusia.

Vanaheim
 Vanarium
 Vanir
 Vateesa
 Vathelos
 Velitrium
 Venarium
 Vendhya
 Vendhyan
 Vendhyans
 Ventrium
 Venturer
 Verulia
 Vezek
 Vilayet
 Vilerus
 Volmana
 Wadai
 Warhorse River
 Wastrel
 Wazuli
 Wazulis
 Well of Skelos
 West Coast
 Westermarck
 Westlanders
 West, the
 Wildcats
 Wise Devil
 Wizard of the Swamp
 Wolf
 Wolfmen
 Wolf Picts
 Wolraven
 Wolves
 Wulphere
 Xaltotun
 Xamec
 Xapur
 Xapur, the Fortified
 Xatmec
 Xecalanc
 Alternative spelling of
 Xecalancas
 Xecalancs
 Xecelan
 Xotalanc
 The eastern quarter in the city of Xuchotl, named after a Tlazitlan chief.

- Xotalanca
Of, or pertaining to, Xotalanc.
- Xotalancas
Plural of Xotalanca.
- Xuchotl
Xuchotlan
Of, or pertaining to, Xuchotl.
- Xuchotlans
Plural of Xuchotlan.
- Xuthal
Yag the Accursed
"He pent me in here with this devil-flower whose seeds drifted down through the black cosmos from Yag the Accursed, and found fertile field only in the maggot-writhing corruption that seethes on the floors of hell."
- Yagkoolan Ishtar
"Yagkoolan yok tha, xuthalla!"
- Yag-kosha
An alien from the planet Yag
- Yag the Accursed
Presumed to be the same as *Yag*, above.²⁵³
- Yajur
Yamal
Yamal Peninsula
Yamela
Yanath
Yara
Yar Afzal
Yar Afzal
Yaralet
Yasala
Yasmela
Yasmina
Devi and Kshatriya princess of Vendhya.²⁵⁴
- Yasmina Devi, queen of Vendhya
Yasmini Devi (singular misspelling)
Yasunga
Yateli
year of the Dragon
year of the Gazelle
Year of the Lion
Yezdigerd
King of Turan.
- Yezud
Yildiz
Yildiz
King of Turan.
- Yizil
Ymir the frost-giant, god of a warrior-race
Yogah of Yag
See *Yag-kosha*, above.
- Yog, the Lord of the Empty Abodes
Yotalancas
Yota-pong
Yothga
Yuetshi
Yuluk
Yun
Zabhela
Zabibi
Zaheemi
Zaheemis
Zamboula
Zamboulan
Zamora
Zamorian
Of, or pertaining to, Zamora.
- Zamorians
Plural of Zamorian.
- Zang
Zaporavo, the Hawk
Zaporoska
Zaporoskan, or kozak
Zaporoskan River
Zaporoska River
Zarallo
Zarallo
A count.
- Zargheba
Zarkheba
Zehbeh
Zelata
Zembabwan
Zembabwans
Zembabwei
Zenobia
Zhaibar
Zhaibari
Zhaibar Pass
Zhemri
Zimbabwe
Zingara
Zingaran
Of, or pertaining to, Zingara.
- Zingarans
Plural of Zingaran.

Zingarians

Alternative spelling of Zingarans.

Zingelito

Zingg

Zlanath

Zogar Sag

Zorathus

Zuagir

Zuagirs

Zugite

CHAPTER SEVEN

NOTES

1.

"It seems less destructible than Aquilonian steel..."
— Promero, in *The Phoenix on the Sword*

... he had hurled his armored horsemen against the oncoming host, had seen the knights of his foes in their shining mail go down before his lances...
— *The Scarlet Citadel*
2.

North of Aquilonia, the westernmost Hyborian kingdom, are the Cimmerians, ferocious savages, untamed by the invaders, but advancing rapidly because of contact with them; they are the descendants of the Atlanteans, now progressing more steadily than their old enemies the Picts, who dwell in the wilderness west of Aquilonia.
— *The Hyborian Age*
3.

... whose riders wore steel and silk and gold.
— *The Phoenix on the Sword*
4.

"But there's the smack of the East about them— Vendhya, maybe, or Kosala."
— Conan, in *Red Nails*

"... they came from the east, long ago, from Old Kosala, when the ancestors of those who now dwell in Kosala came up from the south and drove forth the original inhabitants of the land."
— Olmec, in *Red Nails*
5.

... the bronze floor of his conqueror's chariot.
— *The Scarlet Citadel*
6.

But in the reign of Thugra Khotan, the last magician of Kuthchemes, gray-eyed, tawny-haired barbarians in wolfskins and scale-mail had ridden from the north into the rich uplands to carve out the kingdom of Koth with their iron swords. They had stormed over Kuthchemes like a tidal wave, washing the marble towers in blood, and the northern Stygian kingdom had gone down in fire and ruin.
— *Black Colossus*
7.

... riding stark naked and without saddle or bridle.
— *Black Colossus*
8.

The sharp point tore through brass scales and bones and heart, and the red-haired warrior died at Conan's feet.
— *The Frost-Giant's Daughter*
9.

... had seen the knights of his foes in their shining mail go down before his lances...
— *The Scarlet Citadel*

The mailed lancers of the routed center had re-formed...
— *The Scarlet Citadel*
10.

... the grassy meadowlands of Ophir...
— *The Scarlet Citadel*
11.

... the Picts remain savages, apparently defying the laws of Nature by neither progressing nor retrogressing.
— *The Hyborian Age*
12.

... horsemen in scale-mail corselets and cylindrical helmets...
— *Black Colossus*
13.

The fighting-men in the chariots were tall figures, their hawk-like faces set off by bronze helmets...
— *Black Colossus*
14.

As per Hyrkania.
15.

As per Hyrkania.
16.

... the broad valley of Zingg, protected by great mountains...
— *The Hyborian Age*
17.

Under the ebon skin long, rounded muscles rippled, and Conan did not doubt that the monster could rend an ordinary man limb from limb.
— *The Pool of the Black One*

ST 15 with All-Out Attack (Strong) would average 8 basic damage. With wounding from Sharp Claws, that becomes 12 injury, enough to cause dismemberment.
18.

... their long legs sweeping them over the ground at headlong speed.
— *The Pool of the Black One*
19.

They evidently thought that they were herding him into the corner themselves, and Conan found time to reflect that they probably looked on him as a member of a lower order, mentally inferior to themselves.
— *The Pool of the Black One*
- 20.

- The superb symmetry of body and limbs was more impressive at close range.
— The Pool of the Black One
21. Towering above their assailants, the giants wrought havoc with talons and teeth, tearing out men's throats, and dealing blows with clenched fists that crushed in skulls.
— The Pool of the Black One
22. "...squatting like an ape among the branches, leering down at me."
— Sancha, in *The Pool of the Black One*
23. The reek and chill of the deep black earth were about it...
— Red Nails
24. ...a reptilian head, broad as the head of a crocodile, with down-curving fangs that projected over the lower jaw.
— Red Nails
25. "If they put it on our trail, it will follow us to the very doors of Tecuhltli!"
— Techotl, in *Red Nails*
26. "How could the Xotalancas control such a brute?"
— Conan, in *Red Nails*
Having been brought up from tunnels beneath the catacombs in Xuchotl, the Crawler is likely a wild animal that is trained or somehow controlled. That the wounded creature returned to Xotalanc to die suggests that it adapted to life amongst the people there.
27. ...Conan released her and turned on the steps, his ears and instincts telling him their foes were hard at their backs. And the sounds were not all those of human feet.
— Red Nails
Something came writhing up the steps, something that slithered and rustled...
— Red Nails
...an ophidian shape that writhed slowly and painfully into view, flowing in a dull-hued length from a chamber door...
— Red Nails
Conan peered behind the couch. It was a great serpent which lay there limp in death, but such a serpent as he had never seen in his wanderings. The reek and chill of the deep black earth were about it, and its color was an indeterminable hue which changed with each new angle from which he surveyed it. A great wound in the neck showed what had caused its death.
— Red Nails
28. ...the darkness beneath him was disturbed by a frightful thrashing and lashing, and a man cried out in agony.
— Red Nails
29. ...and brought a chill in the air with it.
— Red Nails
Something touched his foot that chilled like the touch of frost...
— Red Nails
30. "...it was as cold as ice to the touch."
— Conan, in *Red Nails*
...the serrated back-bone rose higher than Conan could have reached on tiptoe.
— Red Nails
"It must be as big as an elephant..."
— Conan, in *Red Nails*
After she had ascended some fifty feet she came to the belt of leaves that surrounded the rock.
— Red Nails
As he reared, the beast seemed more gigantic than ever; his snouted head towered among the trees.
— Red Nails
To reach the canopy requires approximately SM +5, so the creature probably has a SM +4 body with a long neck and tail adding a level at either end.
31. "They slay each other, but no man ever killed a dragon! The thousand fighting-men of our ancestors who fought their way to Xuchotl could not prevail against them! Their swords broke like twigs against their scales!"
— Olmec, in *Red Nails*
32. "I don't think he can follow a trail," muttered Conan. "But if a wind blew our body-scent to him, he could smell us out."
— Red Nails
33. ...and behind them the crashing gave way to a rolling thunder as the monster broke out of the thickets and into the more open ground.
— Red Nails
34. ...rows of dripping yellow tusks...
— Red Nails
35. a long scaled neck on which stood up rows of serrated spikes...
— Red Nails
36. Instantly a horrible roar shook the woods.
— Red Nails
37. "I don't think he can climb, but he can stand on his hind-legs and reach us—"
— Conan, in *Red Nails*
38. ...a gigantic, barrel-bellied torso on absurdly short legs. The whitish belly almost raked the ground...
— Red Nails
39. He'd gobble you up at one gulp, or smash you like an egg with that spiked tail of his.
— Conan, in *Red Nails*
40. ...heaved up their shining axes...
— The Frost-Giant's Daughter

- A great axe requires ST 12. A giant-sized version would require at least +2 ST beyond that.
41. As per Guard, from *GURPS Dungeon Fantasy 15: Henchmen*.
42. ... their eyes were cold as the lights that streamed above them.
— *The Frost-Giant's Daughter*
- Alternatively, Callous and/or Sadism, or this might have been merely a bad reaction to seeing a trespasser chasing their sister!
43. Presumed similar to Atali...
"Myself when a boy I saw her..."
— Gorm, in *The Frost-Giant's Daughter*
44. Conan threw up his right arm, and the dog-like jaws closed on it, driving the mail links into the hard flesh.
— *The Hour of the Dragon*
45. If the beast had lived a second longer, it would surely have dismembered him. But the Cimmerian's mighty strength had resisted, for the fleeting instant it had endured, the dying convulsion of the ape that would have torn a lesser man limb from limb.
— *The Hour of the Dragon*
- ST 16 with Arm ST 3, using All-Out Attack (Strong), would average 12.5 damage, enough to cause dismemberment to a typical man.
46. Now the thing was emerging from the cell and was again advancing up the corridor, its misshapen head close to the ground. It paid no more heed to the locked doors. It was smelling out his trail.
— *The Hour of the Dragon*
47. ... its great yellow tusks gleamed in the shadows...
— *The Hour of the Dragon*
48. Creatures of night and the silence, the gray apes of Vilayet were voiceless.
— *The Hour of the Dragon*
49. Out of a breach in the wall rode seven horsemen; their steeds were black, and the riders were cloaked in black from head to foot. There had been no horses in Gazal.
— untitled draft (*Three men squatted beside the water hole...*)
50. It was a naked white man, to all appearances, which stood gazing at him, mighty arms folded on an alabaster breast. The features were classic, cleanly carven, with more than human beauty.
— untitled draft (*Three men squatted beside the water hole...*)
51. Then before him the form began to grow dim in outline; to waver— with a terrible effort the Aquilonian burst the bonds of silence and spoke a cryptic and awful incantation. And as the frightful words cut the silence, the white giant halted—froze—again his outlines stood out clear and bold against the golden background.
— untitled draft (*Three men squatted beside the water hole...*)
52. With a roar that was like the gust of a black wind, the creature charged.
— untitled draft (*Three men squatted beside the water hole...*)
- A fiendish howl of agony shook the tower
— untitled draft (*Three men squatted beside the water hole...*)
53. — untitled draft (*Three men squatted beside the water hole...*)
54. But this reptile was venomous; he saw the great fangs, a foot long, curved like scimitars. From them dripped a colorless liquid that he instinctively knew was death.
— *The Scarlet Citadel*
- A drop of venom fell on his naked thigh, and the feel of it was like a white-hot dagger driven into his flesh.
— *The Scarlet Citadel*
55. As per Hikigaeru (Giant Toad), from *GURPS Japan*.
56. Squeezing its vast, unstable bulk through the door...
— *A Witch Shall Be Born*
- SM +2 extrapolated from weight, then adjusted by +1 for squat shape.
57. ... gleaming fangs...
— *A Witch Shall Be Born*
58. A cloud of arrows sang across the square, over the seething heads of the multitude, and sank feather-deep in the black monster. It halted, wavered, reared, a black blot against the marble pillars. Again the sharp cloud sang, and yet again, and the horror collapsed and rolled down the steps, as dead as the witch who had summoned it out of the night of ages.
— *A Witch Shall Be Born*
59. "... you'll have some captives to feed to your temple-devil."
60. ... came rushing toward him in gigantic frog-like hops.
— *A Witch Shall Be Born*
61. It towered above him like a clinging black cloud.
— *Xuthal of the Dusk*
- Height provides +1 to SM, bulky shape provides an additional +1.
62. The thing seemed to be biting, clawing, crushing and clubbing him all at the same time. He felt fangs and talons rend his flesh; flabby cables that were yet hard as iron encircled his limbs and body, and worse than all, something like a whip of scorpions fell again and again across his shoulders, back and breast, tearing the skin and filling his veins with a poison that was like liquid fire.
— *Xuthal of the Dusk*
- "It lashed me with a tentacle," he grimaced, swearing as he moved. "It cut like wire and burned like poison. But it was its damnable squeezing that got my wind. It was worse than a python. If half my guts are not mashed out of place, I'm much mistaken."
— Conan, in *Xuthal of the Dusk*

63. *"I have seen the whole city screaming and tearing its hair, and running frenziedly out of the gates, to cower outside the walls and draw lots to see which would be bound and flung back through the arched doorways to satisfy Thog's lust and hunger."*
— Thalís, in *Xuthal of the Dusk*
64. *... the maddened Cimmerian's saber, shrilling through the air, sheared clear through the black viscous bulk and rang on the stone floor, showering blue sparks. Conan went to his knees from the fury of the blow; the edge had not encountered the resistance he had expected.*
— *Xuthal of the Dusk*
65. *"Mostly he sleeps below the city, but sometimes at irregular intervals he grows hungry, and then he steals through the secret corridors and the dim-lit chambers, seeking prey."*
— *Xuthal of the Dusk*
66. *As it came toward her, she could not tell whether it walked, wriggled, flew or crept. Its method of locomotion was absolutely beyond her comprehension.*
— *Xuthal of the Dusk*
67. *When it had emerged from the shadows she was still uncertain as to its nature. The light from the radium gem did not illumine it as it would have illumined an ordinary creature. Impossible as it seemed, the being seemed almost impervious to the light. Its details were still obscure and indistinct, even when it halted so near that it almost touched her shrinking flesh. Only the blinking toad-like face stood out with any distinctness. The thing was a blur in the sight, a black blot of shadow that normal radiance would neither dissipate nor illumine.*
— *Xuthal of the Dusk*
68. *There was no sound except the Stygian's panting voice...*
— *Xuthal of the Dusk*
69. *Stepping warily nearer, he marked the root-stem, a repulsively supple stalk thicker than his thigh, and even as the long tendrils arched toward him with a rattle of leaves and hiss, he swung his sword and cut through the stem with a single stroke.*
— *The Scarlet Citadel*
70. *A greatsword swung with ST 15 in an All-Out Attack (Strong) deals 8 to 18 cutting damage, which, when accounting for DR 1 and the wounding multiplier, results in 10 to 25 points of injury. If the full amount resulted in dismemberment, then half that amount must have exceed the target's HP. In conjunction with the reference to the plant's stem being thicker than Conan's leg, that places Yothga's HP in the range of 6 to 11.*
71. *Instantly the petals of the livid blossoms spread like the hood of a cobra, the tendrils reared menacingly and the whole plant shook and swayed toward him.*
— *The Scarlet Citadel*
71. *Here was no blind growth of natural vegetation. Conan sensed a malignant intelligence; the plant could see him, and he felt its hate emanate from it in almost tangible waves.*
— *The Scarlet Citadel*
72. *"I could not remember my sorcery and the words and symbols of my power, with that cursed thing gripping me and drinking my soul with its loathsome caresses. It sucked the contents of my mind day and night, leaving my brain as empty as a broken wine-jug. Ten years! Ishtar preserve us!"*
— Pelias, in *The Scarlet Citadel*
73. *They were shining ebony, supple and lithe...*
— *Black Colossus*
74. *Short men, broad-shouldered, deep-chested, lean-hipped.*
— *Beyond the Black River*
75. *They were dark-skinned men of short stature, with thickly-muscled chests and arms.*
— *The Black Stranger*
76. *Her ivory skin showed her to be Stygian of some ancient noble family, and like all such women she was tall, lithe, voluptuously figured, her hair a great pile of black foam...*
— *The Hour of the Dragon*
77. *South of Stygia are the vast black kingdoms of the Amazons, the Kushites, the Atlaians, and the hybrid empire of Zimbabwe.*
— *The Hyborian Age*
78. *They have completed the cycle of existence; they have long forgotten their former existence as men; unaware of any other former state, they are starting the climb unhelped and unhindered by human memories.*
— *The Hyborian Age*
79. *The kingdoms of the Hyborians— Aquilonia, Nemedía, Brythunia, Hyperborea, Koth, Ophir, Argos, Corinthia, and one known as the Border Kingdom...*
— *The Hyborian Age*
80. *... the Bossonian marches, peopled by descendants of an aboriginal race, conquered by a tribe of Hyborians...*
— *The Hyborian Age*
80. *... conquered later by a roving tribe of Hybori, and from these mingled elements came the kingdom of Zingara.*
— *The Hyborian Age*

90. *Far to the east the Lemurians are evolving a strange semi-civilization of their own.*
— *The Hyborian Age*
91. *Now the Lemurians enter history again as Hyrkanians. Through the centuries they have pushed steadily westward, and now a tribe skirts the southern end of the great inland sea—Vilayet—and establishes the kingdom of Turan on the southwestern shore.*
— *The Hyborian Age*
81. *In the north, golden-haired, blue-eyed barbarians, descendants of the blond arctic savages, have driven the remaining Hyborian tribes out of the snow countries, except the ancient kingdom of Hyperborea, which resists their onslaught. Their country is called Nordheim, and they are divided into the red-haired Vanir of Vanaheim, and the yellow-haired Æsir of Asgard.*
— *The Hyborian Age*
82. *... still retain the name of Picts, which has come to mean merely a term designating men—themselves, to distinguish them from the true beasts with which they contend for life and food. It is their only link with their former stage.*
— *The Hyborian Age*
83. *Far to the south dreams the ancient mysterious kingdom of Stygia. On its eastern borders wander clans of nomadic savages, already known as the Sons of Shem.*
— *The Hyborian Age*
84. *The survivors of that civilization, who have escaped the fury of their slaves, have come westward. They fall upon that mysterious pre-human kingdom of the south and overthrow it, substituting their own culture, modified by contact with the older one. The newer kingdom is called Stygia, and remnants of the older nation seemed to have survived, and even been worshipped, after the race as a whole had been destroyed.*
— *The Hyborian Age*
85. *To the southeast the descendants of the Zhemri, given impetus by new blood resulting from admixture with some unclassified tribe, are beginning to seek to revive some faint shadow of their ancient culture.*
— *The Hyborian Age*
86. Note: The GURPS attribute of IQ is *not* a sliding average based on the norms of the setting, for if such were the case, then the IQ of animals (which follow the rules for sapience) would fluctuate depending on how smart humans happen to be at the time.
87. *Their language was much like the other Hyborian tongues...*
— “Notes on Various Peoples of the Hyborian Age”
The name of the language is specified in The Hour of the Dragon.
88. *... he asked in barbarous Kothic...*
— *Black Colossus*
89. *... speaking Nemedian with a barbaric accent.*
— *The God in the Bowl*
90. *... speaking Ophirean with a barbarous accent.*
— *The Vale of Lost Women*
91. *... Zingaran spoken with such an accent...*
— *The Pool of the Black One*
92. *... the languages of Iranistan and the kindred tongues of Ghulistan.*
— *The People of the Black Circle*
93. *In The Devil in Iron, the Dagonian woman Yateli spoke to Conan first in an unspecified language he didn't understand, then switched to Yuetshi.*
94. *They were the characters of archaic Pelishtim, which possessed many points of difference from the modern script, with which he was familiar...*
— *The Servants of Bit-Yakin*
95. *... Conan replied in Stygian...*
— *Xuthal of the Dusk*
96. *“... a dialect of Yuetshi which sounded strangely archaic.”*
— *The Devil in Iron*
97. *... speaking Zamorian with an alien accent.*
— *The Tower of the Elephant*
98. Details gleaned from an abstract of “Gender differences in strength and muscle fiber characteristics” (Miller, MacDougall, Tarnopolsky, Sale; 1993), as well as the Reddit article “Almost all men are stronger than almost all women”.
99. *Stretching herself on the couch with feline suppleness...*
— *The Hour of the Dragon*
100. *... she was tall, lithe, voluptuously figured...*
— *The Hour of the Dragon*
101. *Once when he spoke to her, she turned her head toward him and he was startled to see her eyes glowing like golden fire in the dark.*
— *The Hour of the Dragon*
102. *Her lips drew back, revealing white pointed teeth.*
— *The Hour of the Dragon*
103. *“You have heard of Princess Akiyasha?” inquired the girl on the couch.*
“Who hasn't?” he grunted. The name of that ancient, evil, beautiful princess still lived the world over in song and legend, though ten thousand years had rolled their cycles since the daughter of Tuthamon had reveled in purple feasts amid the black halls of ancient Luxur.
— *The Hour of the Dragon*
- 104.

105. *"Her only sin was that she loved life and all the meanings of life,"* 116. said the Stygian girl. *"To win life she courted death. She could not bear to think of growing old and shriveled and worn, and dying at last as hags die. She wooed Darkness like a lover and his gift was life—life that, not being life as mortals know it, can never grow old and fade. She went into the shadows to cheat age and death—"*
— The Hour of the Dragon 117.
106. *"Give me of your blood to renew my youth and perpetuate my everlasting life!"* 118.
— Akivasha, in *The Hour of the Dragon*
107. *Her smooth ivory flesh was cold as marble...* 119.
— The Hour of the Dragon
108. *She went into the shadows to cheat age and death—"* 120.
— The Hour of the Dragon
109. *"You are a fighting-man. Even with that mask that is plain. There is as much difference between you and a priest as there is between a man and a woman..."* 121.
— Akivasha, in *The Hour of the Dragon*
110. *"I will make you, too, immortal! I will teach you the wisdom of all the ages, all the secrets that have lasted out the eons in the blackness beneath these dark temples. I will make you king of that shadowy horde which revel among the tombs of the ancients when night veils the desert and bats flit across the moon."* 122.
— Akivasha, in *The Hour of the Dragon*
111. *Amalric was the only one who was apparently oblivious to the tensesness. He raked back his rebellious yellow locks absently, and glanced indifferently at the girl's limp figure. If there was a momentary gleam in his grey eyes, the others did not catch it.* 123.
— untitled draft (*Three men squatted beside the water hole...*)
112. *Amalric smashed his sandal heel down on the Ghanata's bare instep, feeling bones give way.* 124.
— untitled draft (*Three men squatted beside the water hole...*)
113. *The whistling scimitar beat the straight blade down on the white man's head, staggering him.* 125.
— untitled draft (*Three men squatted beside the water hole...*)
114. *With a shriek of laughter she leaped back and ran...* 126.
— The Frost-Giant's Daughter
115. *With a scream and a desperate wrench she slipped from his arms...* 127.
— The Frost-Giant's Daughter
116. *"Once, long ago and in another land, I had another name..."*
— Baal-pteor, in *The Man-Eaters of Zamboula*
117. *Baal-pteor was laughing at him, and that laugh was edged with menace that made the hackles rise on Conan's neck...*
— The Man-Eaters of Zamboula
118. *But the girl danced across the snow light as a feather floating across a pool; her naked feet barely left their imprint on the hoar-frost that overlaid the crust.*
— The Frost-Giant's Daughter
119. *"Myself when a boy I saw her..."*
— Gorm, in *The Frost-Giant's Daughter*
120. *Her laughter was sweeter than the rippling of silvery fountains...*
— The Frost-Giant's Daughter
121. *... poisonous with cruel mockery.*
— The Frost-Giant's Daughter
122. *"You are cold as the snows..."*
— Conan, in *The Frost-Giant's Daughter*
123. *In girth and breadth he was enormous, with huge limbs on which the great muscles swelled and rippled at each slightest movement. His hands were the largest Conan had ever seen.*
— The Man-Eaters of Zamboula
124. *His mighty arms were unnaturally long, and his great hands opened and closed, twitching convulsively.*
— The Man-Eaters of Zamboula
125. The level of ST, Lifting ST, and Arm ST focuses on providing the maximum human potential in his grip.
126. *And like the stroke of twin cobras, the great hands closed on Conan's throat.*
— The Man-Eaters of Zamboula
127. As per Cobra, from Pizard's *Animalia* in GURPS.
128. IQ 11 is a prerequisite for the Simple Illusion spell. Note, however, that Baal-pteor's mesmerism doesn't quite fit with the standard illusion magic in GURPS.
129. *Slightly taller than Conan...*
— The Man-Eaters of Zamboula
130. *... and much heavier...*
— The Man-Eaters of Zamboula
131. *The Kosalan salaamed...*
— The Man-Eaters of Zamboula
132. *"Once, long ago and in another land, I had another name..."*
— Baal-pteor, in *The Man-Eaters of Zamboula*
133. *Baal-pteor was laughing at him, and that laugh was edged with menace that made the hackles rise on Conan's neck...*
— The Man-Eaters of Zamboula
134. *... as perfect as the dream of a god.*
— The Frost-Giant's Daughter 129.

130. *"I was chosen by the priests of Yajur in my infancy, and throughout childhood, boyhood and youth, I was trained in the art of slaying with the naked hands —"*
— Baal-pteor, in *The Man-Eaters of Zamboula* 141.
- "When I was a child they gave me infants to throttle; when I was a boy I strangled young girls; as a youth, women, old men and young boys. Not until I reached my full manhood was I given a strong man to slay on the altar of Yota-pong."* 142.
— Baal-pteor, in *The Man-Eaters of Zamboula*
131. Despite his talk about having snapped necks, his style seems to rely on the slow application of pressure rather than the suddenness of the Neck Snap technique. 143.
- ... a Shemite bow, such as Bêlit had taught her pirates to use.* 144.
— Queen of the Black Coast
- Due to reduced Arm ST, this is the minimum needed to use a short bow.
132. *... supple and dangerous as a she-panther.* 145.
— Queen of the Black Coast
133. *Hers was the mind that directed their raids...* 146.
— Queen of the Black Coast
134. As per Able Seaman, from *GURPS Supporting Cast: Age of Sail Pirate Crew*. 147.
135. *The Shemites are generally of medium height...* 148.
— *The Hyborean Age*
136. "Lithe" and "voluptuous" cancel each other out, so she ends up with average weight for her height. 149.
137. *... formed like a goddess...* 149.
— Queen of the Black Coast
138. *"I was never afraid. I have looked into the naked fangs of Death too often."* 150.
— Bêlit, in *Queen of the Black Coast*
139. According to *GURPS Basic Set: Characters*, Social Regard means, "You are a member of a class, race, sex, or other group that your society holds in high regard." Moreover, the Feared version uses as example, "a god among men or an Amazon warrior."¹⁵¹ Bêlit was adopted into a society of black warriors despite her race and sex. It may be, also, that she encouraged (or at least did nothing to dissuade) a belief that she was possessed of divinity. 152.
140. *Bêlit's eyes were like a woman's in a trance. The Shemite soul finds a bright drunkenness in riches and material splendor...*
— Queen of the Black Coast
- ... and Bêlit wheeled, her crimson lips a-snarl, as if she expected to see a rival corsair sweeping in to despoil her of her plunder.*
— Queen of the Black Coast
- She looked at him vaguely, in her eyes the blank blaze of her strange passion, her fingers working at the gems on her breast.*
— Queen of the Black Coast
- And survivors of butchered Stygian ships named Bêlit with curses...*
— Queen of the Black Coast
- Alternately described as "Sensualist", this seems to fit with her wild attraction to Conan, exemplified in her spontaneous performance of a mating dance. Other aspects of Hedonist could overlap with Greed, though.
- Default level, though perhaps training from presumed royal background.
- And she danced, like the spin of a desert whirlwind, like the leaping of a quenchless flame, like the urge of creation and the urge of death.*
— Queen of the Black Coast
- "... Bêlit, whose fathers were kings of Askalon!"*
— Bêlit, in *Queen of the Black Coast*
- The extent to which this may have helped her maintain dominance amongst her crew requires more investigation.
- It is doubtful that she would have had actual training in this, though her above-average IQ certainly would provide her with a better default level than her crew were likely to have had.
- Presumably, this includes Shiphandling's prerequisites of Leadership, Navigation, and Seamanship.
- ... a Shemite bow, such as Bêlit had taught her pirates to use.*
— Queen of the Black Coast
- Bow would be a low-TL equivalent of Guns (Pistol).
- His terrible arms flailed down, but Conan, quicker than the archers who had died beneath those awful flails, avoided their strokes and struck again and yet again.*
— *The Devil in Iron*
- Khosatral Khel was towering above him [Conan]...*
— *The Devil in Iron*
- This assumes a generic male height of 5¾ foot with a standard deviation of ¼ foot, and that "towering" implies a difference of roughly three standard deviations.
- Weight approximated as 335 pounds times a density of 6.4—i.e., 400 pounds per cubic foot, the generic density of metal armor in *GURPS Vehicles Expansion 2*.
- But human flesh was too frail, too paltry to hold the terrific essence that was Khosatral Khel. So he stood up in the shape and aspect of a man, but his flesh was not flesh, nor the bone, bone, nor blood, blood. He became a blasphemy against all nature, for he caused to live and think and act a basic substance that before had never known the pulse and stir of animate being.*
— *The Devil in Iron*

- ... no human flesh had bruised his, but metal animated and sentient; it was a body of living iron which opposed his.
— The Devil in Iron
153. It pleased him to restore the city as it was in the days before its fall. By his necromancy he lifted the towers from the dust of forgotten millennia, and the folk which had been dust for ages moved in life again.
— The Devil in Iron
154. His narrowed eyes held the Yuetshi and in those slitted orbs he read neither friendliness nor gratitude; he saw only a fire as alien and hostile as that which burns in the eyes of a tiger.
— The Devil in Iron
155. Under its edge the dusky metal of Khosatral's body gave way like common flesh beneath a cleaver.
— The Devil in Iron
156. ... in his dying throes Khosatral Khel had become again the thing that had crawled up from the Abyss millennia gone.
— The Devil in Iron
157. There was no sound of footsteps...
— The Devil in Iron
158. He ran toward the steps and up them with an agility that amazed Murilo.
— Rogues in the House
159. Whatever terrific jolt had temporarily addled his razor-keen brain, it was functioning with its accustomed vigor again.
— Rogues in the House
160. Murilo realized that the priest must be centuries ahead of his generation, to perfect such an invention...
— Rogues in the House
161. As explained in Dale Rippe's chronology of the series, circumstantial evidence indicates that the story took place in an independent city-state west of Zamora.
"His people dwell far to the east, in the mountains that fringe the eastern frontiers of Zamora."
— Nabonidus, in Rogues in the House
If the story was taking place in Zamora, there would have been no reason for Nabonidus to specify the country.
162. "Joka would have come to my aid, even against Thak, whom he always hated."
— Nabonidus, in Rogues in the House
163. This might be necessary, in order for Nabonidus to have gotten to be "centuries ahead of his generation".
164. ... found in the slave-market of a stormed Shemite city.
— Xuthal of the Dusk
- "You exploit a whole kingdom for your personal greed, and under the guise of disinterested statesmanship, you swindle the king, beggar the rich, oppress the poor, and sacrifice the whole future of the nation for your ruthless ambition."
— Murilo, in Rogues in the House
- "At any rate, he struck when I least expected it."
— Nabonidus, in Rogues in the House
- "... had he not paused to taunt us, he could have trapped us easily."
— Murilo, in Rogues in the House
- "Even the Red Priest would not break that oath."
— Murilo, in Rogues in the House
- "I bargained to help you escape," answered the priest; "not to betray my secrets."
— Nabonidus, in Rogues in the House
- "I swore I would not tell the king a jest concerning you! I did not swear not to take matters into my own hands if I could."
— Nabonidus, in Rogues in the House
- The greatest mystery of that mysterious house was Nabonidus himself, whose power of intrigue and grasp on international politics had made him the strongest man in the kingdom. People, chancellor and king moved puppet-like on the strings he worked.
— Rogues in the House
- Biology, Chemistry, Engineer, etc.
"Some would call him an ape, but he is almost as different from a real ape as he is different from a real man. His people dwell far to the east, in the mountains that fringe the eastern frontiers of Zamora. There are not many of them, but if they are not exterminated, I believe they will become human beings, in perhaps a hundred thousand years."
— Nabonidus, in Rogues in the House
- "The dust of the gray lotus, from the Swamps of the Dead, beyond the land of Khitai."
— Nabonidus, in Rogues in the House
- "... if we open that door he has but to tug that rope, and blast us into eternity."
— Nabonidus, in Rogues in the House
- "Do you see those mirrors on the walls? They transmit the reflection of the room into these tubes, down which other mirrors carry it to reflect it at last on an enlarged scale in this great mirror."
— Nabonidus, in Rogues in the House
- "It is simple; the glass panels work in grooves in the doorways. Jerking the rope trips the spring that holds them. They slide down and lock in place, and can only be worked from outside. The glass is unbreakable; a man with a mallet could not shatter it."
— Nabonidus, in Rogues in the House
- "Nearly every chamber in my house is a trap."
— Nabonidus, in Rogues in the House
- The girl was a Brythunian...
— Xuthal of the Dusk
171. ... found in the slave-market of a stormed Shemite city.
— Xuthal of the Dusk
- 172.

She could speak Stygian only brokenly, but she understood it well 177.
enough.

— Xuthal of the Dusk

173.

“But the life in me was stronger than the life in common folk, for it partakes of the essence of the forces that seethe in the black gulfs beyond mortal ken. The hours passed, and the sun slashed down like the molten flames of hell, but I did not die—”

— Salome, in *A Witch Shall Be Born*

With an awful shriek the witch sank down, writhing in convulsions, 179.
grasping at the naked blade as it was withdrawn, smoking and dripping. Her eyes were unhuman; with a more than human vitality she clung to the life that ebbed through the wound that split the crimson crescent on her ivory bosom. She grovelled on the floor, clawing and biting at the naked stones in her agony.

— *A Witch Shall Be Born*

His sword had transixed her, sundered her heart. She should be dead; by all laws of nature she should be dead. Yet there she swayed, on her feet, clinging horribly to life.

— *A Witch Shall Be Born*

180.

Above them Salome swayed and tumbled down the marble stair, dead at last.

— *A Witch Shall Be Born*

174.

“The curse of the kings of Khauran! Aye, they tell the tale in the market-places, with wagging beards and rolling eyes, the pious fools! They tell how the first queen of our line had traffic with a fiend of darkness and bore him a daughter who lives in foul legendry to this day. And thereafter in each century a girl baby was born into the Askhaurian 181.
dynasty, with a scarlet half-moon between her breasts, that signified her destiny.

“Every century a witch shall be born.’ So ran the ancient curse. And so it has come to pass. Some were slain at birth, as they sought to slay me. Some walked the earth as witches, proud daughters of Khauran, with the moon of hell burning upon their ivory bosoms. Each was named Salome. I too am Salome. It was always Salome, the witch. It will always be Salome, the witch, even when the mountains of ice have roared down from the pole and ground the civilizations to ruin, and a new world has risen from the ashes and dust—even then there shall be Salomes to walk the earth, to trap men’s hearts by their sorcery, to dance before the kings of the world, and see the heads of the wise men fall at their pleasure!”

— Salome, in *A Witch Shall Be Born*

182.

Though described as both destiny and curse, in GURPS terms it qualifies as neither Destiny nor Divine Curse. The best match is actually Reawakened, regardless of whether Salome is a single spirit reincarnated or a series of individuals each granted power.

175.

“I could never endure to seclude myself in a golden tower, and spend the long hours staring into a crystal globe, mumbling over incantations written on serpent’s skin in the blood of virgins, poring over musty volumes in forgotten languages.

“He said I was but an earthly sprite, knowing naught of the deeper 184.
gulfs of cosmic sorcery. Well, this world contains all I desire— power, and pomp, and glittering pageantry, handsome men and soft women for my paramours and my slaves.”

— Salome, in *A Witch Shall Be Born*

176.

Salome laughed fiercely, and slapped her bosom. The low-necked tunic left the upper parts of her firm breasts bare, and between them there shone a curious mark—a crescent, red as blood.

“The mark of the witch!” cried Taramis, recoiling. 186.

— *A Witch Shall Be Born*

This was Shevatas, a thief among thieves, whose name was spoken with awe in the dives of the Maul and the dim shadowy recesses beneath the temples of Bel, and who lived in songs and myths for a thousand years.

— *Black Colossus*

“Exerting his mighty thews...”

— *The Black Stranger*

She turned and sprang toward the door, but with a movement that would have shamed a leaping panther, Tascela was before her. Valeria struck at her with her clenched fist, and all the power of her supple body behind the blow. It would have stretched a man senseless on the floor. But with a lithe twist of her torso, Tascela avoided the blow and caught the pirate’s wrist. The next instant Valeria’s left hand was imprisoned, and holding her wrists together with one hand, Tascela calmly bound them with a cord she drew from her girdle.

— *Red Nails*

The woman, who sprang to her feet with a startled exclamation at the sight of Valeria, was tall and lithe, by far the most beautiful woman in the room.

— *Red Nails*

The normal modifier for a “lithe” build is superceded by one representing her surprising strength.

The taller woman unbound the Aquilonian’s [Valeria’s] wrists...

— *Red Nails*

“My appearance is that of youth, but through my veins creeps the sluggish chill of approaching age, as I have felt it a thousand times before. I am old, so old I do not remember my childhood. But I was a girl once, and a priest of Stygia loved me, and gave me the secret of immortality and youth everlasting.”

— Tascela, in *Red Nails*

“Tascela is old—centuries old. She renews her life and her youth by the sacrifice of beautiful young women. That’s one thing that has reduced the clan to its present state.”

— Olmec, in *Red Nails*

It was not fear of the dominant strength that lurked in the princess’ limbs that made Valeria a helpless, quivering captive in her hands. It was the burning, hypnotic, terrible eyes of Tascela.

— *Red Nails*

But with a lithe twist of her torso, Tascela avoided the blow and caught the pirate’s wrist. The next instant Valeria’s left hand was imprisoned...

— *Red Nails*

The man’s suppleness was amazing, considering his bulk; he seemed almost to glide up over the edge of the coping.

— *The Tower of the Elephant*

Taurus was tall as the Cimmerian...

— *The Tower of the Elephant*

... and heavier; he was big-bellied and fat...

— *The Tower of the Elephant*

- Note, the comparison was with Conan still in his youth. 198.
187. His first words to Conan would have been in the local language. ...gripped the line a short distance below the hook, and began to swing it about his head. — *The Tower of the Elephant*
188. He [Conan] made no more noise than a panther stealing through the night, yet the man he was stalking heard. GURPS *Low-Tech* mentions Throwing as the skill to “hurl” a grapnel. It is unclear whether that’s the same as flinging it like a lasso or sling. — *The Tower of the Elephant*
189. “I had thought only myself had courage to attempt that poaching.” — Taurus, in *The Tower of the Elephant* 199. “When he came blundering over, it was no trick at all to get behind him and suddenly grip his neck and choke out his fool’s life.” — Taurus, in *The Tower of the Elephant*
190. “He was like most men, half blind in the dark. A good thief should have eyes like a cat.” — Taurus, in *The Tower of the Elephant* 200. Climbing, Pickpocket, etc. The Nemedian gripped the rope and crooking a knee about it, began the ascent; he went up like a cat, belying the apparent clumsiness of his bulk. — *The Tower of the Elephant*
191. “I’ve heard of you. Men call you a prince of thieves.” — Conan, in *The Tower of the Elephant* 201. “I stole it out of a caravan bound for Stygia, and I lifted it, in its cloth-of-gold bag, out of the coils of the great serpent which guarded it, without awaking him.” — Taurus, in *The Tower of the Elephant*
192. ... big-bellied and fat... With a lithe strength she [Natala] would not have believed possible in a woman, Thalís picked her up and carried her down the black corridor as if she had been a child. — *Xuthal of the Dusk*
193. “I’ve had my plans laid for months...” — Taurus, in *The Tower of the Elephant* 202. Assuming that Natala weighed just under a hundred pounds, ST 12 would have been sufficient to carry her at Medium Encumbrance. ... as she rose with the lithe ease of a great lazy cat. — *Xuthal of the Dusk*
194. “Before we cut off our last retreat...” — Taurus, in *The Tower of the Elephant* 203. “She is too soft to endure what I have thrived on.” — Thalís, in *Xuthal of the Dusk*
195. Then Taurus brought the mouth of the tube to his lips and blew powerfully. A long jet of yellowish powder shot from the other end of the tube and billowed out instantly... — *The Tower of the Elephant* 205. As per Courtesan, from *GURPS Fantasy*. ... with a pantherish quickness almost incredible... — *Xuthal of the Dusk*
196. “If a wind springs up and blows it back upon us, we must flee over the wall. But no, the wind is still, and now it is dissipating. Wait until it vanishes entirely. To breathe it is death.” — Taurus, in *The Tower of the Elephant* 206. She had thrown both arms about his neck and was standing on tiptoe... — *Xuthal of the Dusk*
197. “They will not change the guard until past midnight. Should any come searching for him now, and find his body, they would flee at once to Yara, bellowing the news, and give us time to escape. Were they not to find it, they’d go beating up the bushes and catch us like rats in a trap.” — Taurus, in *The Tower of the Elephant* 208. Standing on tiptoe adds about ¼ foot to height. If the stance was intended to bring her close enough for a kiss, then Thalís was probably ½ foot shorter than Conan. The normal modifier for a “lithe” build is superceded by one representing her surprising strength. “... they learned my language long before I learned theirs.” — Thalís, in *Xuthal of the Dusk*
- “Of course the women are jealous of me...” — Thalís, in *Xuthal of the Dusk*

209. *"I am the daughter of a king..."*
— Thalís, in *Xuthal of the Dusk*
Alternatively, use Courtesy Title or Hidden Status.
210. *... a deep rich musical voice...*
— *Xuthal of the Dusk*
211. *... the suggestion of malice in the Stygian's faintly mocking tone...*
— *Xuthal of the Dusk* 221.
212. *"... before I had known fifteen summers I had been led through the temples of Derketo, the dusky goddess, and had been initiated into the mysteries."*
— Thalís, in *Xuthal of the Dusk* 222.
The silk cords and whip that she used might default to this.
213. *She did not miss his look, and she smiled enigmatically...*
— *Xuthal of the Dusk*
For answer Thalís leaned herself against him, slipping one white arm about his bronzed shoulders. Her sleek naked flank pressed against his thigh and the perfume of her foamy hair was in his nostrils. 223.
— *Xuthal of the Dusk*
214. As per a combination Adept and Priest, both from *GURPS Dungeon Fantasy 15: Henchmen*, adjusted to the reduced attribute scale. 224.
215. *"He was a somber giant..."* 225.
— *The Phoenix on the Sword*
Three standard deviation above the average seems appropriate. 226.
216. *Amalric gazed at Conan unspeaking. The man was tall and broad as Tilutan had been, without the black man's surplus flesh. He could have broken the Ghanata's neck with his naked hands.*
— untitled draft (*Three men squatted beside the water hole...*) 227.
217. *... he knew the art of making the Xuchotl wine, and of cultivating the fruit they ate—fruit which obtains its nourishment out of the air and is not planted in soil...* 228.
— Red Nails
218. *... a broad, fleshy man, with fat white hands...*
— *The Man-Eaters of Zamboula* 229.
219. *"They fear Totrasmek, as all in Zamboula fear him, even Jungir Khan and Nafertari."*
— Zabibi, in *The Man-Eaters of Zamboula* 230.
220. *"She glanced down, for the first time aware of a stinging in the muscles of her leg."*
— Red Nails
231. *"Why do you not restore his mind to him? Can you?"*
"I could," he assured her, in evident enjoyment of her distress. He drew a phial from among his robes. "This contains the juice of the golden lotus. If your lover drank it he would be sane again. Yes, I will be merciful. You have both thwarted and flouted me, not once but many times; he has constantly opposed my wishes. But I will be merciful. Come and take the phial from my hand."
She stared at Totrasmek, trembling with eagerness to seize it, but fearing it was but some cruel jest. She advanced timidly, with a hand extended, and he laughed heartlessly and drew back out of her reach.
— *The Man-Eaters of Zamboula*
- She was stronger than the average man...*
— Red Nails
- In conjunction with reduced Arm ST, sufficient to use most one-handed swords.
- He knew she was as quick and ferocious as a tigress.*
— Red Nails
- She wheeled cat-like...*
— Red Nails
- With a curse Valeria leaped, lithe as a panther...*
— Red Nails
- As per Able Seaman, from *GURPS Supporting Cast: Age of Sail Pirate Crew*.
- This estimate assumes a generic female height of 5¼ foot with a standard deviation of ¼ foot, and that "tall" indicates a height at least one standard deviation greater than average.
- ... and Conan asked, in the Aquilonian tongue...*
— Red Nails
- He was gibbering in the Stygian tongue, though in a dialect unfamiliar to her.*
— Red Nails
- "... I'm accounted sharp-eyed among the sea-rovers."*
— Valeria, in *Red Nails*
- Quick and unexpected as the move was, she almost matched it; for even as he grabbed her, her dirk was in her hand and she stabbed murderously at his throat.*
— Red Nails
- Whatever perils lay ahead of them, their foes would be men. And Valeria of the Red Brotherhood had never seen the face of the man she feared.*
— Red Nails

- Her eyes danced and her lips smiled without mercy. Again she was 240.
Valeria of the Red Brotherhood, and the hum of her steel was like a bridal
song in her ears.
— Red Nails 241.
232. ... she had always fiercely resented any man's attempting to shield
or protect her because of her sex.
— Red Nails 242.
- ... her feminine vanity prompted her to visualize him as scowling
and muttering with chagrin, and she grinned with gleeful malice... 243.
— Red Nails
233. ... her long straight blade... 244.
— Red Nails
- Valeria brought into action a finesse of sword-play that dazzled and
bewildered her antagonists before it slew them. 245.
— Red Nails
234. The woman on the horse reined in her weary steed.
— Red Nails
235. "You know I've commanded bigger ships and more men than you
ever did in your life."
— Conan, in Red Nails 246.
236. Acrobatics, Brawling, Fast-Draw, Stealth, Wrestling, etc. 247.
With one tigerish movement she was over the balustrade and drop-
ping to the floor behind the awful shape.
— Red Nails
- She fought him with fists, feet, knees, teeth and nails, with all the 248.
strength of her magnificent body and all the knowledge of hand-to-hand
fighting she had acquired in her years of roving and fighting on sea and
land.
— Red Nails
- Quick and unexpected as the move was, she almost matched it;
for even as he grabbed her, her dirk was in her hand and she stabbed 249.
murderously at his throat.
— Red Nails
- Neither made as much noise as a cat would have made.
— Red Nails 250.
- More by luck than skill he caught her wrist, and then began a
savage wrestling-match.
— Red Nails
237. "... guile gotten among the dusky tombs of dark Stygia..." 251.
— Yag-Kosha, in *The Tower of the Elephant*
238. "He brought me up from the lost jungles of Khitai..."
— Yag-Kosha, in *The Tower of the Elephant*
239. He inspected the weapon the girl had given him, and smiled grimly.
Whatever else she might be, she was proven by that dagger to be a person
of practical intelligence. It was no slender stiletto, selected because of
a jeweled hilt or gold guard, fitted only for dainty murder in milady's
boudoir; it was a forthright poniard, a warrior's weapon...
— *The Hour of the Dragon*
- <http://forums.sjgames.com/showthread.php?p=2055652>
- "To gaze upon it freezes the blood and withers the brain of a man
who understands not its mystery." —
- "Making Friends and Conjuring People". <http://www.sjgames.com/pyrami>
- The Haunter of the Ring* (1934).
- "Your body will be eaten by the black-winged, sharp-beaked Chil-
dren of Jhil."
— A son of Jhebbal Sag, in *Beyond the Black River*
- "The Dance of the Cobras, my lovely one!" laughed Totrasmek. "So
maidens danced in the sacrifice to Hanuman centuries ago—but never
with such beauty and suppleness. Dance, girl, dance! How long can
you avoid the fangs of the Poison People? Minutes? Hours? You will
weary at last. Your swift, sure feet will stumble, your legs falter, your
hips slow in their rotations. Then the fangs will begin to sink deep into
your ivory flesh—"
— *The Man-Eaters of Zamboula*
- "Bring me a tankard of Ghazan wine—I've got just enough left to
pay for it."
— Conan, in *The Man-Eaters of Zamboula*
- "The Blue East" by Dale Ripcke
- "Men say that he has opposed Thoth-Amon, who is the master of all
priests of Set, and dwells in Luxur, and that Thutothmes seeks hidden
power to overthrow the Great One."
— ???
- "A bull ape. The Picts think they're sacred to the Hairy One who
lives on the moon—the gorilla-god of Gullah."
— Conan, in *Beyond the Black River*
- The road to Gurashah valley through Shalilah Pass was longer than
the road that wound through Amir Jehun Pass, but the latter traversed
part of the Afghuli country, which Kerim Shah had been anxious to
avoid until he came with an army.
— *The People of the Black Circle*
- He knew the hideous habits of the priests of the East, and was aware
that an invader of Hanuman's shrine might expect to encounter almost
any sort of nightmare horror.
— *The Man-Eaters of Zamboula*
- Bestial in the uncertain light Hanuman leered with his carved
mask. He sat, not as an ape would crouch, but cross-legged as a man
would sit, but his aspect was no less simian for that reason. He was
carved from black marble, but his eyes were rubies, which glowed red
and lustful as the coals of hell's deepest pits. His great hands lay upon
his lap, palms upward, taloned fingers spread and grasping. In the gross
emphasis of his attributes, in the leer of his satyr-countenance, was
reflected the abominable cynicism of the degenerate cult which deified
him.

252.

It was a snake that dwarfed all Conan's previous ideas of snakes. Eighty feet it stretched from its pointed tail to its triangular head, which was bigger than that of a horse. In the dim light its scales glistened coldly, white as hoar-frost.

— *The Scarlet Citadel*

But this reptile was venomous; he saw the great fangs, a foot long, curved like scimitars. From them dripped a colorless liquid that he instinctively knew was death.

— *The Scarlet Citadel*

A drop of venom fell on his naked thigh, and the feel of it was like a white-hot dagger driven into his flesh.

253.

"Tsotha preferred to keep me alive, in shackles more grim than rusted iron. He pent me in here with this devil-flower whose seeds drifted down through the black cosmos from Yag the Accursed, and found fertile field only in the maggot-writhing corruption that seethes on the floors of hell."

— Pelias, in *The Scarlet Citadel*

254.

"What do you think, Devi—will they pay seven lives for a Kshatriya princess?"

— Conan, in *The People of the Black Circle*