

AGE OF CONAN HYBORIAN ADVENTURES



Current House Rulebook Version: 7/7/2007c (Campaign 5)

What is best in life? To crush your enemies, see them driven before you, and hear the lamentation of their women.

DUNGEONMASTER

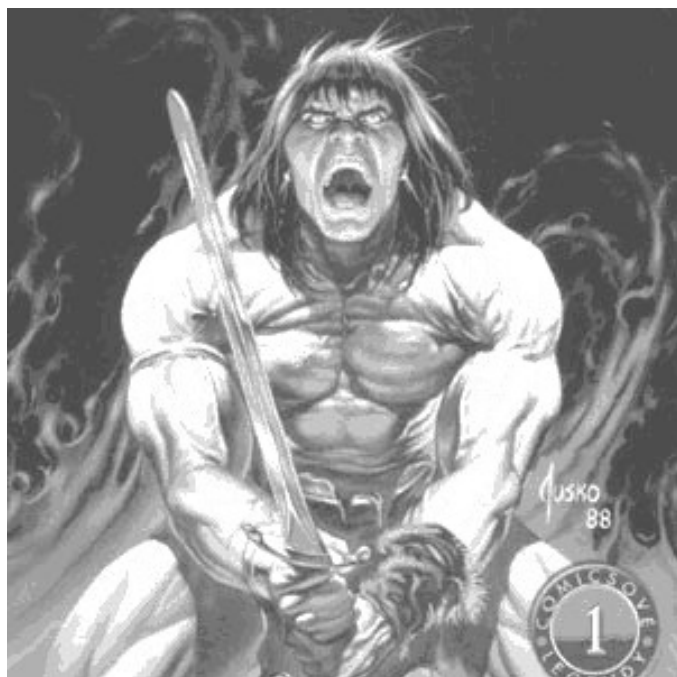
DISCUSSION GROUP

Preface

"This campaign takes you into an exciting new realm of adventure-the world of Conan and the Hyborian Age! Created by author Robert E. Howard and others, the Hyborian Age forms part of an imaginary prehistory of our Earth. It is a world filled with ancient and terrible gods, palaces and tombs filled with treasures beyond all record, sorcerers studying long-lost arts, demonic creatures from dimensions outside space, princesses in peril, and beasts from an earlier, more barbaric age.

It is a time when bravery, trickery, and magic decide men's fates and a steel sword can make the difference between life and death. For the daring, strong, and clever, there are fortunes to find and lands to rule. But evil also reigns in dark kingdoms and magic-haunted citadels-evil that strikes horribly and unseen" ~ David Cook, "CN2-Conan Unchained"

The campaign year is 1276 A.A. (Aquilonian Age).



Nordheimr Campaign

Campaign Levels: 1-12

The lands of Nordheim are Norse in culture. It is a hardy land worthy of warrior clans struggling under the constant threat of "neighborly" raids, giants, hideous snow apes and worse.

History of the Nordheimr

"Once, long, long ago, thy people inhabited a land far to the north. It was the land of the gods, where days were counted in weeks and nights would last a month or more but the Great Glaciers had not yet come. Our people were simply known as Ice People then and lived in peace, hunting and fishing for their livelihood. Then the great Snow Apes came upon us from the north, mad, hungry raging animals. Great was the battle and when it was done the snow lay red for a year. Greatness grew from such an event, and we were never to be the same.

Within a generation we were invaded yet again, this time by Hyborian warrior tribes to the south. Great men of war, they deemed us as gods in battle! We fought them too and in time overcame them. And from their survivors we heard tales. They were tales of strange lands to the south, of war and glory; they stirred our blood. We could not stay!

Our people began the long trek south, where they met more Hyborians. At first their bright swords and axes drove us back in great slaughter, but in time we too learned to wield sword and axe. They came to call us the Nordheimr, and having none for ourselves we accepted the name. For a thousand years we warred with the Hybori, and we honor their heroes among our own. At last they were betrayed by their own kin, the Hyperboreans who fell upon them as we struck from the north yet again. The northern Hyborians were driven south, in turn driving their southern neighbors even farther, thus beginning the great southern migrations of the proud Hyborian people. We now sit on the remnants of their first empires.

At that time the Nordheimr began to war amongst themselves. Two great clans grew strong to dominate the rest. The red-maned Vanir fought their way to the western ocean, slaying all before them to rule Vanaheim and it's nearby seas. The Aesir command the lands of Asgard and use ice ships on the great glacier.

Of all the Hybori peoples whose lands once bordered the lands of the Nordheim only Hyperborea remains. That country's albino nobles have firmly resisted all Nordheim and Turanian onslaughts upon their huge stone citadels with sorcery and an evil view for the world.

To the south are the descendents of Atlantis, who have warred with each other for 5,000 years. They are the Cimmerians and the savage Picts.

Still in the glacier to the north remain our mysterious forefathers, the Ice Folk. Their ways of survival there are wondrous and they use strange Ice minerals that can be formed into weapons, armors and tools." ~ References: Hyborian War and Frostburn

CHARACTER CREATION

This campaign house rulebook has standards that vary slightly from the Players Handbook to help create a feeling for the Hyborean Age. Use them to make a character that fits both the setting and the group. To increase your depth of experience and background you are invited to review any material necessary regarding the Hyborean Age and the Conan tales.

Ability Score Determination: Use the Standard Point Buy system from the DMG p.169 (25 points).

Race: Common races are highlighted gray.

Race	Cultural Equivalent
Black Tribesman	African
Cimmerian	Strong Celtic hillmen
Hyborean	Roman-European
Hyrkanian/Turanian	Mongol/Middle eastern
Hyperborean	Gaunt, tall, albino race
Iranistani	Persian
Khitan	Oriental
Neandertal	Eiglophian Mtn Neandertal
Nordheimr – Aesir	Blonde haired Norsemen
Nordheimr – Iseir	Norse Glacial People
Nordheimr - Vanir	Red-haired Norsemen
Pict	Savage woodland culture
Shemite	Sumerian
S'tarra	Bloodline of snakeman
Stygian	Egyptian
Venhyan	Indian
Venhyan, Himalayan	Tibetan, Afghani
Zamoran	Dark Baltic

Alignment is not used except for determining cleric turning/curing. Relevant spells affect "enemies" rather than an alignment.



Class: Due to the *Riddle of the Steel*, all PC's must begin their careers in a class that grants no spells or magic abilities at first level. They are highlighted gray below. Magical PC's must again take a level in a non-magical class at least every 4th level thereafter (e.g. Ranger1/Sorcerer3/Rogue1). Asterisk indicates class may create known spell list from any spell list.

CLASS Source

Barbarian	
Barbarian, Totem	UA
Bard	
Beguiler	PHB2
Binder	TOM
Cleric	No turn or command undead
Crusader	TOB
Dragon Shaman	PHB2
Druid	
Duskblade	PHB2
Expert	UA
Favored Soul	CD
Fighter	
Fighter, Thug	UA
Hexblade	CW
Knight	PHB2
Monk	
Monk, variant	UA
Ninja	CAd, OA
Paladin	No turn undead
Psionic class	CP, XPH
Ranger	
Ranger, non-spell	CW
Ranger, Urban	UA
Rogue	
Rogue, Wilderness	UA
Samurai	CW, OA
Scout	CAd
Shadowcaster	TOM
Sha'ir*	Dragon #315
Shugenja*	CD, OA
Spirit Shaman	CD, OA
Sohei	CD, OA
Sorcerer*	
Spellthief	CAd
Swashbuckler	CW No level stacking feat
Swordsage	TOB
Truenamer	TOM
Unearthed Arcana Variants (any except gestalt)	
Warblade	TOB
Warlock	CA
Warmage	CA
Wizard*	
Wizard, Specialist	
Wu Jen*	CA, OA

Skills: All skills are class skills.

Feats do not require minimum ability scores.

Magic item creation feat level requirements are bumped up 5 levels (except feats for potion and scroll). *Natural spell*, *Sugliin Mastery*, and *Vow of Poverty* are not allowed.

Exotic weapon allows a full category of weapons (e.g. one-handed weapons, thrown exotic, etc.)

LEVELING

(replaces PHB charts):

- **Hit Points:** Level 1 = CON. 2-20 = $\frac{1}{2}$ HD + 1 + Con
- **Feats:** 1st (1+1human), 3rd, 5th, 6th, 8th, 9th, 12th, 15th, 18th
- **Single ability score increase** 2nd, 4th, 8th, 12th
- **All ability scores** gain one point at 3rd, 7th, 11th

X.P. FOR LOOT

Characters in a community can get rid of excess gold to gain experience points. Typical actions include wenching, feasting, roughhousing, gambling, smoking black lotus, drinking away the demons, dabbling in the dark arts, wronging-rights, crafting useless trinkets, breaking magic items, sleeping with the enemy, using your profession-skill inappropriately, making bribes, training, making sacrifices to the temple, fixing damage to armor and weapons, replacing worn equipment, cleansing taint, abusing power, rebuilding/retraining, gaining fame, etc.

Three Effects of X.P. for Loot

- 1) Earn 1 x.p. for every 4 gp worth of items or coins wasted.
- 2) Heal 1 hp per 4 gp in addition to normal.
- 3) 1-in-d12 chance of ending up no x.p. gained and in an unpleasant situation (DM's choice). One check for each 500 gp exchanged.

MAGIC & SPELLS

All magic is Arcane Divine, psionic, bardic and all other magic falls into the ARCANES category. No class may cast spells in armor they are not inherently proficient with and no class may cast in heavy armor whatsoever without an armor penalty check.

Magic Bumps The following spells, their equivalents, and magical items are bumped up one level. Classes affected may substitute a different spell:

- 1ST) Create water, Command, Entangle, Magic missile, Hold person, Lesser orb spells (CA), Revivification (CD)
- 2ND) Continual flame, Invisibility, Locate object, Spider climb
- 3RD) Create Food & Water, Fireball, Firebrand, Fly, Lightning bolt, Invisibility Sphere; Speak with Dead
- 4TH) Dimension Door, Evard's Black Tentacles, Ice storm, Invisibility greater, Polymorph, Stoneskin
- 5TH – 9th) Cloudkill, Commune, Raise Dead (bumped two levels), Polymorph, Disintegrate, Teleport/Mass teleport

Taint: It should be known that all magic and psionics comes from arcane sources that have been corrupted by the Outer Darkness of the universe. That causes all who use it to become progressively deformed abominations. This is a role-playing effect only. PC's gain (1d3-1) Taint points per magic casting level gained with one effect per point. There is no con or wis loss. Effects are in UA:190: 1-4 points (mild), 5-8 points (moderate), 9 points (severe).

COMBAT

Action Points (Modified Unearthed Arcana p.122-4). One point may be used per round to enhance d20 rolls by an additional 1d6 or to do 'special actions.' Once spent, they are gone forever. Unspent action points are lost when a PC gains a new level. **Recharge:** PC's always have at least one action point per game night. Each new level resets action points to full and begins again at 3 + $\frac{1}{2}$ new character level (round up). 'Special Actions' include: Activate class ability, Boost defense, Emulate feat, Extra attack, Game-Stop-for-Conference, confirm a critical threat, role-playing Advantage, Spell boost, Sacrifice-for-another-PC (1 point per party member), Spell recall, Stabilize, Stunt, Divert critical or normal hit to instead break weapon/shield (or -2 AC damage), etc.

Brawl Unarmed attacks and weapons used for non-lethal attacks do a minimum of d6 subdual damage.

Fumbles on a Natural 1

This can only happen on your first attack (or player's choice if additional 1's are rolled). There are two options:

- 1) Either drop the weapon 2 squares out of reach in a random direction (d4) (or break a bowstring 1 full round to re-string) **or**
- 2) Hit the enemy for a critical and the weapon (or bow) is destroyed

How To Die To reach -10 or more from attack damage, a character must fail a constitution check (DC12), otherwise remain at -9 and initiative is moved to last. Regardless of any feat or ability, at -9 the character is still considered "not stabilized and dying." **Upon PC death** all his items lose their magic and are buried with the old character unless they are crucial to a plot.

Replacement Characters arrive with 10% less x.p. and common race is 50% wealth by level (DMG135) or 33% if uncommon race. Single item value may not exceed 25% of max DMG wealth by level (i.e. uncommon race characters can still get good items).



GEAR & MAGIC SHOPS

Helmet (reinforced leather, bronze or iron): Cost: 15 gp; Worn with light or no armor, it grants a +1 helmet bonus to AC and +2 to concentration checks; (-2 to spot, search, and listen checks; 5% spell failure).

Witch's Brew & Herbalism Shops: These shops are in most villages and typically have poisons, potions and scrolls up to 300 gp (2nd level spell). Spells that are bumped up a level are not available for sale. **Not For Sale:** full plate, half-plate armor, and everburning torch

OTHER POISONS & DRUGS

Apple of Derketa Juice: 3000gp, Contact, DC20; d6 con/d6 con; Injury or ingested, DC22; 2d8 con; 2d8 con

Black Lotus Blossom: 3000gp, Inhaled, DC25;d3 str + hallucination; unconscious

Black Lotus Juice: 3000gp, Ingested, DC 22; d10 str+d6con; 2d6 con

Black Lotus Powder: 450 gp; Regain 1d4 random spells; gain +4 int & wis 2 hours; -4 to listen, spot and AC

Black Lotus Wine 75gp, Ingested, DC 15; Drunkenness and hallucinations of grandeur

Golden Lotus Juice (antitoxin): 600gp, + 20 on next poison save; cures d6 ability damage and 2d8 hp + 1/character level

Golden Wine of Xuthal: 1650gp, As heal spell plus longevity 1 year

Green Lotus Blossom: 700gp, Inhaled DC 24; d6con/2d6con

Gray Lotus Blossom: 300gp, Inhaled, DC 22; 2d6 wis + rage madness/ d6 wis

Purple Lotus Juice: 3000gp, Inhaled DC22; 3d6 dex + paralysis/ d6 dex

Yellow Lotus Resin: 250gp, +2 to wis and int for 3 hours from visions; -2 to listen and spot



Never underestimate a Brythunian slave girl...

APPENDIX

Ancient Languages

Decipher Script is highly recommended in addition to the known language due to decay of old scripts.

ANCIENT LANGUAGE ERA MODERN REGION

Acheronian	1.5k-Nemedia & Aquilonia
Atlantean	4+k-Cimmeria primordial
Hyperborean, Eldar	3k-Hyp, Nord, Brythunian
Kermese	1.5k-Black Kingdoms
Lemurian, Ancient	2.5+k-Far East
Pictish, Ancient	4+k-West primordial
Stygian, Ancient	1.5k-South of Koth;migration
S'Tarra, Ancient	5+ k-Prehistoric
Runic, Ancient	1.5k-Ice peoples; Nordheim
Thurian-Valusian	4+k-Primordial
Vendhyan, Ancient	1.5k-Vendhya
Zhemrian-Khari	1.5+k-Zamora

* It is advisable that a PC know several modern languages.

APPENDIX: FROSTBURN AND SANDSTORM SUPPLEMENTS

These rules and items are available in all campaigns. *Races* – Only the human and Neandertal sections used for PC's. *Classes* – Note REQUIRED familiars and animal companions in Frostburn. *Deities* – Substitute Iborighu equals Ragnorok (the evil end) and Hleid equals Spirits of Alfheim (called landvaettir). Other deities not used for PC's. Use traditional Nordheimr gods.

New Frostburn Feats

Altitude Adaptation	+4 fort vs. altitude
Arctic priest	Spell swaps
Beckon the Frozen	Summoned get cold subtype
Chosen of Iborighu	Cold damage gaze attack
Cold Endurance	+2 cold/cold comfort
Imp. Cold Endurance	Resistance to cold 5
Cold Focus	+1 save vs. cold spells
Greater Cold Focus	+1 save vs. cold spells 2
Craft Skull Talisman	Create magic skull talismans
Faith in the Frost	Turn causes cold damage
Frozen Berserker	Gain cold subtype on rage
Frozen Wild Shape	Wild shape into cold mag. Beasts
Ice Harmonics	Shatter ice with voic
Imp. Frosty Touch	2 cold damage
Mark of Hleid/Alfheim	+2 AC vs.cold-evil, immune Rimefire
Mountaineer	+2 climb & survival
Piercing Cold (Metamag)	Cold spells can affect cold resist
Primeval Wild Shape	+2str/+2AC, resist cold
Primitive Caster	Add components to raise ESL
Sea Legs	+2 balance/tumble-1init on ship
Smite Fiery Foe	Bonus to attack fire subtype
Snowcasting	Add cold descriptor to spell
Frozen magic	Cold spells higher CL in cold
Icy Calling	Summoned cold are stronger
Cold Spell Spec.	Cold spells do more damage
Frostfell Prodigy	Bonus spells in cold
Snowrunner	Snow move full +5 balance on ice

Snowflake Wardance	Bard; cha bonus to attack
Storm Magic	CL during storms
Sugliin Mastery	NOT ALLOWED
Winter's Champion	Bonus paladin spells
Winter's Mount	Special mount gains cold and +2 con

Chapter 3 – Frostburn Prestige classes

Cloud Anchorite	Mountaineers
Cryokineticist	Cold psionic
Disciple of Thrym	Servant of Thrym, the frost giant god
Frost Mage	Arcane
Frostrager	Icy berserker
Knight of the Iron Glacier	Old sect of ice-knights
Primeval	Shapechanger
Rimefire Witch	Hleid = Alfheim landvaettir spirits
Stormsinger	Weather bards
Winterhaunt of Iborighu	Ragnorok – Evil

Chapter 4 – Equipment

(§) indicates item appears in SANDSTORM supplement.
Other Sandstorm gear available but not listed.

Exotic Weapon Cost Damage**Light Exotic**

Col. crescent fan§	40	1d6 (19-20)
Eagles claw§	20	1d6 (18-20)
Fingerblade§	45	1d6 x3
Manoplesh§	35	1d6(19-20) (+1shield)
Scorpion claws§	160	1d6 (grapple)

One-handed Exotic

Ice axe	10	1d6 x4	Climb bonus
Iuak	12	1d6 (19-20)	Ignore hardness 3
Tigerskull club	15	1d8 x4; +2 disarm	
Great scimitar§	200	1d8 (18-20)	
Khopesh§	16	1d6 (18-20)	
Scorpion-tail whip§	75	1d4 (x2 plus poison)	
Thrombash§	15	1d6	

Two-handed Exotic

Goad	8	2d4; +2 handle animal
Ritiik	5	1d8 x3; hooked & trip
Sugliin	35	2d8; reach + full-round attack
Battlehorn§	50	1d6/1d6 x3
Crescent scythe§	18	1d8/1d8 x3
Double Khopesh§	30	1d6/1d6 (18-20)
Great falchion§	100	1d12 (18-20)

Ranged Exotic

Atlatl§	10	1d4 x3 (spear is 1gp)
Bone bow, comp	250	1d10x3;120ft; full-round atk
Glott	1	1d4 (18-20);10+ft.; ranged trip
Harpoon	15	1d10;30ft;hooked (Ref.DC10+dmg)
Icechucker	150	1d12 (x3); 30ft; full-round load
Razor skipdisk	15	1d6 (18-20); 10+ft
Boomerang§	10	1d4 (nonlethal)
Desert throw knife§	3	1d6 (19-20)
Kylie§	15	1d6

(4-2) Gear

	Cost	Wt	Notes
Crampons 5	1		+2bal/climb on ice/snow
Fur clothing	8	10	+10 vs. wthr; -2 armr.pen
Hut, portable	125	75	10'
Skates	10	3	Full move on ice
Skis and Poles	15	6	Full move on snow & ice
Snow goggles	2	-	+2vs visual; -4 spot/search
Snowshoes	15	8	Full move on snow & ice

Winter fullcloth	4	2	+1 vs. weather
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(4-3) Alchemical

	Cost	Notes
Armr insulation flask	50	24 hours +5 to weather
Freeze powder vial	100	Freeze or 10' ice slip
Frostbite salve jar	50	Supress 2 abil dmg f/ cold
Ice chalk	20	Mark on ice
Melt powder vial	25	Opposite of freeze powder
Polar skin flask	25	Resist first 5 points cold
Razor ice powder	50	Like caltrops 5' or weapon
Whale grease flask	75	Prot. from hypothermia

Vehicles (p81)

	Cost
Sled (8 dog)	20
Warsled (2 worg)	400
Ice Sled-Wagon	350 (price correction)
Sailing Ice Ship	10,000
Sailing Ice Warship	25,000
Coldfire Ship	500,000

NEW RULE:**EFFECTS OF COLD ON EQUIPMENT (Frostburn p79)**

Although constant exposure to cold weather can damage many types of equipment, for the most part we assume that the player characters take at least some precautions to maintain and protect their gear from cold weather. Nevertheless, certain items and pieces of equipment can be impacted by extreme cold, as detailed below.

Metal: Extreme cold can make metal objects fragile. If an unattended metal object is exposed to cold in excess of -20° F for more than 1 hour, the break DC of the object takes a -2 penalty until the object is warmed. Creatures who touch metal that is chilled to this extent take 1 point of subdual cold damage per round of normal contact, or 1d4 points of damage per round of full bodily contact (such as in the case of naked-wearing a suit of metal armor). If the temperature drops below -60° F, this break DC penalty increases to -5; creatures who touch metal chilled to this extent take 2 points of subdual cold damage per round of normal contact, or 2d4 points of damage per round of full bodily contact. If chilled metal is suddenly exposed to direct flame or another source of powerful heat, the object must immediately make DC 15 Fortitude save or shatter.

Liquids: Any liquid exposed to freezing temperatures freezes after 1 hour of continued exposure. Frozen liquid must be thawed before it can be used; one serving of frozen liquid can be thawed by a single torch's flame in 10 minutes. The *thaw* spell can do the same in the matter of an instant. Potions freeze at 20° F or lower. Oils solidify at -20° F. They must be thawed completely before use.

Scrolls: A scroll (or any parchment, for that matter) allowed to remain in freezing temperatures unattended becomes brittle after a day of exposure. Reading or using a frozen scroll without taking the time to thaw it (10 minutes) requires the user to make a DC 15 Reflex save to avoid ruining the scroll. It is possible to use the skins of creatures with the cold subtype to create scrolls; these scrolls do not become brittle when exposed to cold but may be damaged by heat.

APPENDIX RACIAL CATALOGUE

RACIAL CHARACTERISTIC RULES

Characters have HUMAN racial traits from D&D plus features listed on the characters race. All characters start with the human bonus feat and 4 bonus skill ranks.

Common races for the current campaign are highlighted in gray and begin with maximum gold for 1st level.

Uncommon races begin 1st level with 50% normal gold.

Replacement characters begin with 33% of normal wealth by level (see DMG chart).

Home Country: +2 circumstance bonus to all charisma-based skills and knowledge (local) in their home country.

Further details and maps may googled or:

electronicoasis.com/strategy_gaming/hwsetups/setups.html

Environment (native): +2 circumstance bonus to all wisdom based skill checks in the listed environment. If more than one environment is listed, choose one relevant to your clan.

Abilities/Benefits/Drawbacks: Other traits as listed.

Magical affinity classes (if any): Any race may take any class, however listed classes grant a +2 to concentration and spellcraft checks.

Regional clans and Naming: Choose one provincial clan and designate a +3 to one skill for that clan (if not already designated). Clans correspond to provinces on the Hyborian War map (online). All characters have a regional clan and family name (-son/-daughter) names except for the dregs of society (they go by the Nordheimr names of dreggjar, sori, úrhak, utskudd, berme, drägg, avskum, or pohjasakka in Hyperborea).



Aktivasha, Ancient Vampire of Stygia

RACIAL DETAILS

Black Kingdoms Tribesman

African cultures. Northern include Kush, Darfar, Chaga-Kush, Keshan, Punt, and Zembabwei. In Kush, there is an aristocratic caste called the “Chaga”, which have mixed with lighter Stygian blood and culture. The southern tribes include: Bakalah, Zamballa, Atlaia, Amazon, Tibu, Tombalku, Bamul, Ghanata desert, Mandiga, Suba, southern island, or Wadai tribes. See Road of Kings map p.76 for locations. Nyambe supplement ok.

- Environment: As appropriate
- Benefit: Primitive weapon mastery (+1); simple weapon proficiency. May take Hag or lycanthrope bloodline (UA)
- Drawback: superstitious -2 penalty to all fear saves; illiterate
- Religion: Derketa (death aspect), Jullah, Ollum-onga, Thog, Set, Dagon, Yog (Darfari cannibals), other jungle gods & demons, Ajujo the dark,
- Language: as tribe or kingdom
- Magical Affinity: Druid, sorcerer, spirit shaman, savage bard variant (UA). May use Incantations from UA.
- Regional Clans: undesignated from Hyb. War map

Cimmerian

The dark-haired, bronze-skinned hillmen are the barbaric ancestors of the fallen lords of Atlantis. They inhabit the grim, moody, grey-skied hills from which all encroaching kingdoms have met with harsh-defeat.

- Environment: hills or mountains
- Ability: +2 str, -2 int
- Benefit: +1 to will saves; simple weapon proficiency
- Drawback: -2 to diplomacy and verbal bluff checks
- Religion: Crom (uncaring mountain god), Badb (war goddess), Lir (weather, water), Macha (goddess of war, fertility), Morrigan (goddess of war), Nemain (war goddess, wells), and the rest of the Celtic pantheon.
- Language: Cimmerian
- Regional Clans: Western Clans (Snowhawk/Conach-ice blue eyes and craggy features*, Nachta*, Galla*-covered in tattoos-primitive clan*, Darkwolf), Northern Clans (Diarmad, Ice Leopards), Southern Clans (Goralian, Dal Claidh), Cimmerian Heartland (Murrogh-brown eyes and quare jaw enemies of Conach clan*, Tunog-have high foreheads and paint their faces blue for battle*, Lacheish-shaven temples), Eastern Clans (Raeda-have long noses*).

Hyborian

The Hyborian races are akin to Roman-age European culture. Choose one kingdom subrace for homeland, language, and culture. Choose a home country below:

Aquilonian, Standard – They are tawny-haired, fair skinned, and grey-eyed.

Aquilonian, Bossonian- Known for their diverse military skills and stalwart, well-nigh unconquerable defense. They may develop Teamwork Benefits (PHBII) for a group. They have mixed blood with Cimmerian or Pict.

Aquilonian, Gunderman- Universally pureblooded Hyborians of the Gunderlands, they still worship the old god Bori. They are known for their skill with pole-arms.

Argossean, Zingaran or Barachan They are shorter and stockier with tan skin and curly hair. The Argosseans and Barachans are Greek in culture whereas the Zing are more Portuguese-like. May join The Thunder Sail organization (PHBII) or Guilds DMGII:223.

Brythunian Stout, fair-skinned with blonde hair. Brythunian women are some of the most beautiful in the world. Druids exist in this culture. They worship Wiccana, Targol and Mitra.

Corinthian Stout, tan-skinned with brown hair. Anu the Bull is their sky god. Their military training is outstanding.

Kothic, Khauranian or Khorajan The tan, large-built, tawny-haired, and grey-eyed Hyborians Kothians are sensual, luxurious and despotic. They resemble Byzantine culture and worship Cronus and the Shemite gods. Khorajan's may join Castle Mairo (PHBII).

Nemedian (or Border Kingdom) Tall, fair-skinned people with blue or gray eyes and light hair. Their knights date back to the conquering of ancient Acheron and use Freeform Honor (UA:186).

Ophirian-Tan with dark hair and lean body. Ophir is wealthy and its people tend to be lazy. May join the Restenford Guild (PHBII)

HYBORIAN RACIAL TRAITS

- Environment: profession (any one)
- Benefit: + 1 action point each new level. May choose human racial paragon class (UA)
- Drawback: designate one "untrained" skill categories for -2 racial weakness.
- Religion: Mitra predominates; others least
- Languages: Nemedian, Aquilonian, Brythunian, Ophirian, Corinthian, Kothic, Argossean, Zingaran
- Magical affinity: bard, cleric, cloistered cleric variant (UA), crusader (may join Shining Crusade organization DMGII), druid, sorcerer, wizard, wizard specialist, domain wizard variant (UA), specialist wizard variant (UA). Clerics of Mitra may join the Sun Fane organization (PHBII)
- Regional Clans: undesignated from Hyb. War map

Hyrkanian (and Turanian)

Hyrkanians are dark and generally tall and slender, though a squat slant-eyed type exists, resulting form mixture with other races. These two races are technically one and very similar to a "Mongol" culture, however Turanians are 'settled' and more like Turks. They're known for their skill with scimitars and shortbows and ability to ride.

- Environment: plains or steppes
- Benefit: Bonus feat. May join Merata Kon (PHBII)
- Drawback: -2 penalty to enchantment saves
- Religion: Erlik (yellow hand of death; Prophet "Living Tarim"); Hanuman in Zamboula
- Language: Hyrkanian
- Magical affinity: cleric, sha'ir (or wizard sha'ir with 5hp "Gen" elemental familiar who "retrieves" his spells), sorcerer, wizard
- Regional Clans: undesignated from Hyb. War map

Hyperborean

The Hyperboreans tall, light-haired and fair-skinned. They are the most ancient of Hyborian races with the peak of their empire being around 2000 years ago that covered all of the Nordheimr lands. They erect huge stone keeps on their snowy plains and have grown more frigid and cruel, turning increasingly to the ways of sorcery to battle the continual onslaughts from Asgard and to protect from the rising power of Turan in the east. They Hyperboreans consider themselves a superior race. Once fair of form and feature, the Hyperborean nobles are now for the most part albinos, grim, gaunt and somewhat xenophobic. Commoners on the other hand had mixed somewhat with Aesir, Brythunian or Turanian blood.

- Environment: any cold
- Abilities: + 2 int/-2 dex
- Benefit: +1 Action Point each level
- Drawback: -1 to reflex saves
- Religion: Bori (the old hero god), Baba Yaga, Svarog (sky), Svarazic (fire), Storjunka (stone), Kied Kie Jubmel (lord of the herds), Louhi (white hand)
- Language: Hyperborean
- Magical affinity: Battle sorcerer (UA variant), duskblade, hexblade, sorcerer, wizard specialist (any), spellcaster, warlock, warmage
- *Regional Clans: Sigtona (southern), Pomicia (west), Haloga (northwest), Buri (Hyperborean Tundra), Jumala (Hyperbor Valley)*

Iranistani (and Drujistani)

Persian-type culture. Tan with steely-blue-black hair. They are a greedy race.

- Environment: desert and hills
- Benefit: x.p. for loot 1:3. May take Genie bloodline (UA)
- Drawback: -1 action point each level
- Religion: Asura, Persian

- Language: Iranistani
- Magical affinity: Sha'ir (or wizard sha'ir with 5hp "Gen" elemental familiar who retrieves his spells), , spellcaster, wizard
- Regional Clans: undesignated from Hyb. War map

Khitai (and Lemurian or Kusani)

Oriental Adventures.

- Environment: choose one
- Benefit: select one bonus feat. May take Dragon or elemental bloodline.
- Drawback: -2 penalty to one save type; -2 to one untrained skill
- Religion: Chinese, Japanese, Yun, Yag-kosha, etc.
- Language: Khitai or Lemurian Islander language
- Magical affinity: Oriental, sorcerer, spellcaster, shaman, shugenja, wu jen, dragon shaman, spirit shaman, domain wizard
- Regional Clans: Crab (knowledge-arcane), Phoenix (know: arcane), Unicorn/Horse (ride), Crane (diplomacy), Dragon (know: history), Lion (know: war), Scorpion (bluff).

Neanderthal, Eiglophian

They are degenerate men possibly mixed with the blood of apes or other beasts. (See FROSTBURN for details)

- Environment: mountains
- Abilities: +2str, +2 con, -2 dex, -3 int
- Benefit: Primitive weapon mastery (+1), climate tolerant. May take minotaur, troll or ogre bloodline (UA)
- Drawback: Not human enough to gain starting "human" bonus feat, etc., illiterate
- Language (illiterate): grunts and other noises
- Regional Clans: Macha (west), Haraka (central), Tonda (east)



Nordheimer - Aesir

Norse clan-based cultures. Aesir are blonde reavers and war with the Vanir and Hyperboreans. On the great glacier, they trade, travel, and war on ice-ships as far as Khitai and Pathenia.

- Environment: mountains or tundra
- Abilities: +3 con/-2 dex
- Benefit/Drawback: None
- Language: Nordheimr
- Magical affinity: Savage bard (UA variant)
- *Regional Clans:*
- Wolfraven - Southwest Asgard - Ferocious warriors - hate the Hyperborei and don't get along with Vanir, Neanderthals, or Cimmerians.

- Njalli - Southeast (Njal's Lands) - Excellent traders - frequently raided by Hyperborea. Trade with Cimmeria and Border Jarldom.
- Vigrid - Central Asgard Tundra - talented hunters and survivalists. Their mommoth are near unstoppable in battle. Their berserk include Frostragers.
- Ginnungagap - North - Frozen Lands province. Are known as the great nothing. They have ice ships which travel the northern ice sheets. They are not a numerous people but travel as far as Khitai and trade with the Iseir (Ice Folk)
- *Religion:* The pantheon of the Nordheimr is headed up by **Ymir**, the frost giant that sprang from the milk of Audhulma, the primeval cow. The giants and Buri, the first man, later sprung from Ymir. Bor, the son of Buri and the giantess Thrya, married a frost giantess, Bestla. Their offspring were Odin and the twins Vili and Ve.

When Odin (war), Vili (intelligence & emotion) and Ve (senses) slew Ymir, the world was created from his body, but Ymir is still worshipped as supreme in the pantheon. All of the other gods exist from the standard pantheon, but they are considered minor.

The *realms* of the cosmic tree, Yggdrasil, are: Nordheim (man), Nidavellir (dwarves and dark dwarves), Jotunheim (frost giants), Hvergelmir (dragons), Muspelheim (fire giants), Alfheim (fey and landvaettir spirits), Hel (the evil dark), and Ysgard (Valhalla and the land of the gods). The Nordheimr lands are prophesied to experience a Frostfell advancement of the glaciers and that a snake will devour the world at the end (called Ragnarok).

Nordheimr - Vanir

Norse clan-based cultures. Vanir are red haired and war with the Aesir and Cimmerians. Most seafaring Vanir hunt by Kayak, however there are Longships. They command a little magic.

- Environment: seacoast, mountain, or taiga/forest
- Abilities: +3 con/-2 dex
- Benefit/Drawback: None
- Religion: (see Aesir)
- Language: Nordheimr
- Magical affinity: bard or sorcerer
- *Regional Clans:*
- Hrogrhalli - Northwest coast - Trade with the Iseir both by sea and across the Knurring (growling) river. They have traded and raided as far as Island and the boastful lot brag of discovery in lands called Hellaland or Markland. Jarl Ulvstan of the Wolf.
- Vestagder - North-Central Western Coast - Led by Jarl Starkad a legendary hero of the area. His hold is called Starkadsgarth. They have particular trouble with giants and trolls.
- Brising - Western Blue Mountains. Clan is led by Jarl Hergrim. They live along the many cataracts of the Howling River, watercourse in the far north of Vanaheim Its source is the glaciers and Vodyanoi ice caves of the far north. His hall is in the town of the Three rivers where the Blue, Howling and one other

river come together. The Brising clan has significant trouble frost giants (and their Tlalusk mounts).

- Gunnlod - Eastern Blue Mountains - Known for their treachery. Jarl Halvdan the Black. He is rumored to be controlled by an evil Marzanna witch. Their heroes wear the the pelts of Snowcloaks.
- Himinrjot - Western swampy tiaga and Eiglophian mountains. Jarl Gudrod has many shieldmaidens in his court. They frequently hunt Branta amongst their other prey.
- Sluvatten - Central swampy tiaga and Eiglophian mountains. Jarl Agder. The strongest Vanir hail from these lands and wear bear pelts. They commonly battle Cimmerians, Neanderthals and beastmen.
- Vrerre - Southern Blue Mountains - Much forested area. Some of their heroes are rumored to ride Megaloceros. Clan is led by Jarl Álfr. They highly revere fey and spirit animals and their land is overrun with large animals. The jarl has many Knights of the Iron Glacier in his command.
- Sjolvi - Southern Central West Coast - Jarl Lireigh hails from the village of the same name southwards. Skaun is a village in his realm known for its pit-fighting. This chaotic land is often beset upon by pjuke (goblins) and other nuisance creatures.
- Sverdsvatter - Southwest Coast. Trade and raid Picts. Jarl Thorfel the Fair rules from the Hall of the Lake Dwellers on the Isle fo Swords on an Isle located on a lake. Their heroes wear the pelts of smilodon.
- Ymirhalli - Southeast Swampy Tiaga and Eiglophian mountains- High trade/raid area with Aesir Jarl Leikn. Ymir is said to reside in the mountains here and their households are supposedly frequented by domovoi and gnomes. Their skalds include Stormsingers.
- Miajnk - Islands of Umiank - Jarl Huggleik. A violent people of the islands raid frequently as far south as Zingara. Urskan are rumored to live on the islands.

Nordheimr-Iseir (Is'folk, ancestor race)

Forefathers of the Aesir and Vanir, they are the original children of the Great Glacier. They are tough people who exist solely by hunting, fishing, sealing, and whaling along the margins of the frozen seas. They live in the harshest portion of the north, and must get along without resources found in other lands, such as wood or iron. The Iseir have devised many ingenious implements such as kayaks, harpoons, parkas and various types of light, portable shelters. They also have mastered the blue and rimefire ices and it is rumored that they have connections to the dark dwarves of the underworld.

- Regional Clans: Mjrod (coastal), Caribou (west), and Rimefire (central)
- Environment: tundra or mountains
- Abilities: +3 con/-2 dex
- Benefit: +2 to notice ice/snow hazards; climate tolerant. May take a giant or fey bloodline (unearthed arcna)
- Drawback: Uncivilized/primitive, illiterate

- Religion: (see Aesir)
- Language: Ice folk (runic)
- Magical affinity: Shugenja, spirit shaman
- *Regional Clans:*
- Mjrod or Manneskjur - Costal - Western Coast. They trade frequently with the city of the Icerazor Spires and know the location of it (see Frostburn). The bravest wear the teeth of Zeuglodon or Malasynep.
- Permia (Caribou) - Central great glacier and northern reaches of the Blue glacial mountains. They live a harsh life trading with ice-ship travellers. They battle for existence with Delzommen neanderthals (Frostburn 176), evil Frost Folk, and great snow apes (Yeti). They commonly carry a bonebow.
- Rimefire (Rjmfyr) - Central east great glacier (north of Asgard and Hyperborea). Mostly sealers and whalers of a little-known northern bay, they are led by benign ice-witches that are constantly being hunted by Hyperborean magik-seekers. They are rumored to have connections to Uldra as well as the dwarves of the underworld and midgard. They command many secrets of the Blue and Rimefire ice.



Pict

Short, stocky, dark-skinned with black hair confined by copper bands, decorated with feathers. Uncivilized 'savage' culture unknowing of it's ancient empire origins. Totem barbarian variants (UA) are more common with this race.

- Environment: forest
- Abilities: +2 dex/-2con
- Benefits: Proficient in all primitive weapons
- Drawback: Illiterate; -2 to diplomacy
- Religion: Jhebbel Sag (darkness, fear), Gullah (apes), Jhil (raven, trickster, fertility), animal spirits of their clan, Four Brothers of the Night
- Language: Pictish (illiterate)
- Magical affinity: druid, spirit shaman, druidic avenger variant (UA)
- Regional Clans/Tribes: Wolf, Eagle, Sabertooth, Panther, Sea Falcon, Lion, Crow, Beaver, Bear, Cormorant, Otter, Shrike.

Shemite (desert, meadow, or Pelishti)

Shemites (all three versions) tend to be larger in stature with hook noses, dark eyes, and blue-black hair. Desert Shemites tend to be from trading nomad families. In general, they are known to be unrepentant liars and tellers of tall tales. Their largest tribe is known as the Zuagir and they consistently raid western territories of Shem. The Western/Plains Shemites are in more 'civilized' lands and call themselves by any number of tribal names, particularly the Anakim or Akkharim. They have a long standing rivalry with the desert Shemites. All Shemites make some of the best mercenaries anywhere. Pelishtim are from the Pelishtia region of western Shem, they are a race of noted warriors and sorcerers. They are some of the most learned folk outside of Stygia and Khitai.

- Environment: desert or plains
- Benefit: +1 action point each level. Pelishti may take Celestial bloodline (UA). May join Brightmantle Weapon Forge and Trading Consortium (PHBII)
- Drawback: -1 penalty to will & reflex saves (they are lucky, but fatalistic race)
- Religion: Sumerian and Babylonian; by city state
- Language: Shemitish
- Magical affinity: Pelishtim-any except psionic
- Regional Clans: undesignated

S'Tarra

(Zamora, Stygia, Shem, Punt, Kush, Zembabawei, Kambuja). Character has bloodlines of ancient races of serpent-men that ruled thousands of years ago and always have a well-hidden characteristic of their heritage (weakness). Otherwise they appear as whatever race they have bred into (Shemite, Stygian, Kambujan, etc.). They have no regional clans

- Environment: desert or jungle
- Abilities: +1 int/+1 wis/+1 cha/ -1 str/-1 dex/-1 con
- Benefit: Bonus feat: As spell *Disguise Self* once per day for one hour as a feat. Must be taken at 1st level. Long-lived. May take the Yuan-ti or doppelganger bloodline (UA)
- Drawback: Serpent-man characteristic
- Language: Ancient S'tarra & homeland
- Magical affinity: any except psionic

Stygian (or Taian or Tlazitlani)

Stygians are tall, broad and black haired with dusky skin and handsome, straight features that are the epitome of Egyptian culture. They produce famous sorcerers. Some ancient families have the skin the color of pale ivory. Their naming is typical Egyptian. The khopesh is a favored weapon among Stygians.

Taian's are actually part of the most extended portion of Hyborian settler mixed with local blood. They are taller, more slender, and darker skin of most Stygians with blue-black hair. Naming is much less 'Stygian': Ausar, Clan Yaro, Daris (F), Parasan, Clan Varan-ghi. Otanis.

Tlazitlani are mixed heavily with black bloodlines and are use human and animal sacrifice extensively in their rituals. They are around the Lake Zuad region.

- Environment: Stygian – desert; Taian-mountain; Tlazitli - jungle
- Abilities: +2 int/-2 con
- Benefit: +1 Action point. Tlazitlani may take vampire bloodline (UA). May join Darkspire College of Thaun or The One and the Five (aka Black Ring of Stygia) (PHBII)
- Drawback: -2 penalty to all saving throws vs evil or tempting-like effects
- Religion: headed up by Set
- Language: Stygian
- Magical affinity: Any except psionic. May take the Item Familiar feat from Unearthed Arcana.
- Regional Clans: undesignated

Vendhyan (or Kosalan, Kuru, or Kambuljan)

India-subcontinent cultures.

- Benefit/Drawback: +2 to one save/-2 to one save.
- Environment: Choose one
- Religion: Asura, Katari, Yama, Yajur, Hanuman and the Indian pantheon
- Language: Vendhyan (or Kosalan, Kuru, or Kambujan)
- Magical affinity: Any except psionic
- Regional Clans/Oriental: Bhalluka (crab; wild lore), Gandharva (phoenix; knowledge-arcane), Kokaha (unicorn; ride), Lakshmana (crane; diplomacy), Naga (dragon; knowledge-history), Singha (lion; knowledge-war), Vrisika (scorpion; bluff). Required: The OA Mahasarpa web enhancement at Wizards.Com.

Vendhyan, Himalayan Tribesmen

- As Vendhyan except:
- Benefits: May take Apprentice or Mentor feat from DMGII; May take gith bloodline (UA)
- Environment: hills & mountains
- Religion: Hanuman, totem deities & demons
- Language: Afghuli
- Magical affinity: Psionic, divine bard variant (UA), bardic sage variant (UA) or Meruvian Cloistered Cleric variant (UA)
- Regional clans: Mountain Vendhyan tribes including Afguli, Irakzai, Galzai, Dagozai, Wazuli, Meruvian, Zhaibari and Khurakzai

Zamoran (and Kezankian mountain tribesman)

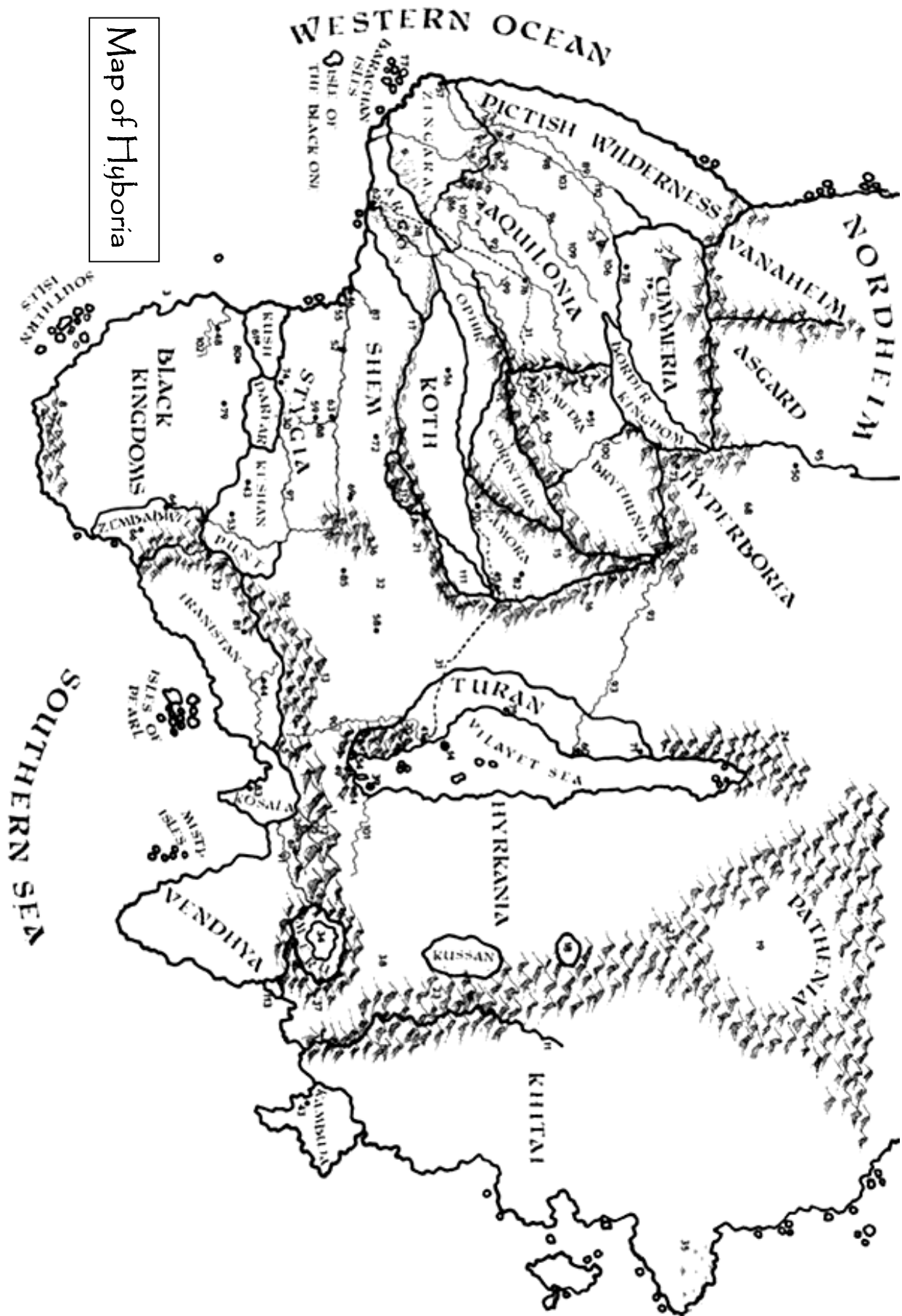
The evil descendents of the ancient Zhemri are smaller, Black-haired and fairly dark of complexion with pointy noses. They are legendary thieves. Names: Ukranian .

The Kezankians, hostile to strangers, consists of lean, bearded barbarians with black eyes who wear turbans and have forked beards. Every clan wars with the other clans in long-standing blood-feuds. They are known for their use of flails in combat.

- Regional Clans/gangs: undesignated/city
- Environment: urban or man-made
- Abilities: +2 dex/ -2 con/-1 str
- Benefits: +2 circumstance bonus to all move silently, hide, sleight-of-hand, or gather information checks that relate to theft, assassination and the locations or powers of legendary or magical objects; and +1 circumstance bonus to base damage rolls when performing a coup-de-grace. May join the Red Knives Thieves' Gang (DMGII) or Caravan of Shadows (PHBII)
- Drawback: abilities; may take devil or demon bloodline (UA)
- Religion: Zhemri pantheon, Zath, Bel
- Language: Zamoran or Kezankian
- Magical affinity: beguiler, spellthief, wizard
- Magical affinity (Kezankian): spirit shaman (called an Imalla (Primitive spirits and totem deities).

Notes:

Map of Hyboria



Nordheimr Map

