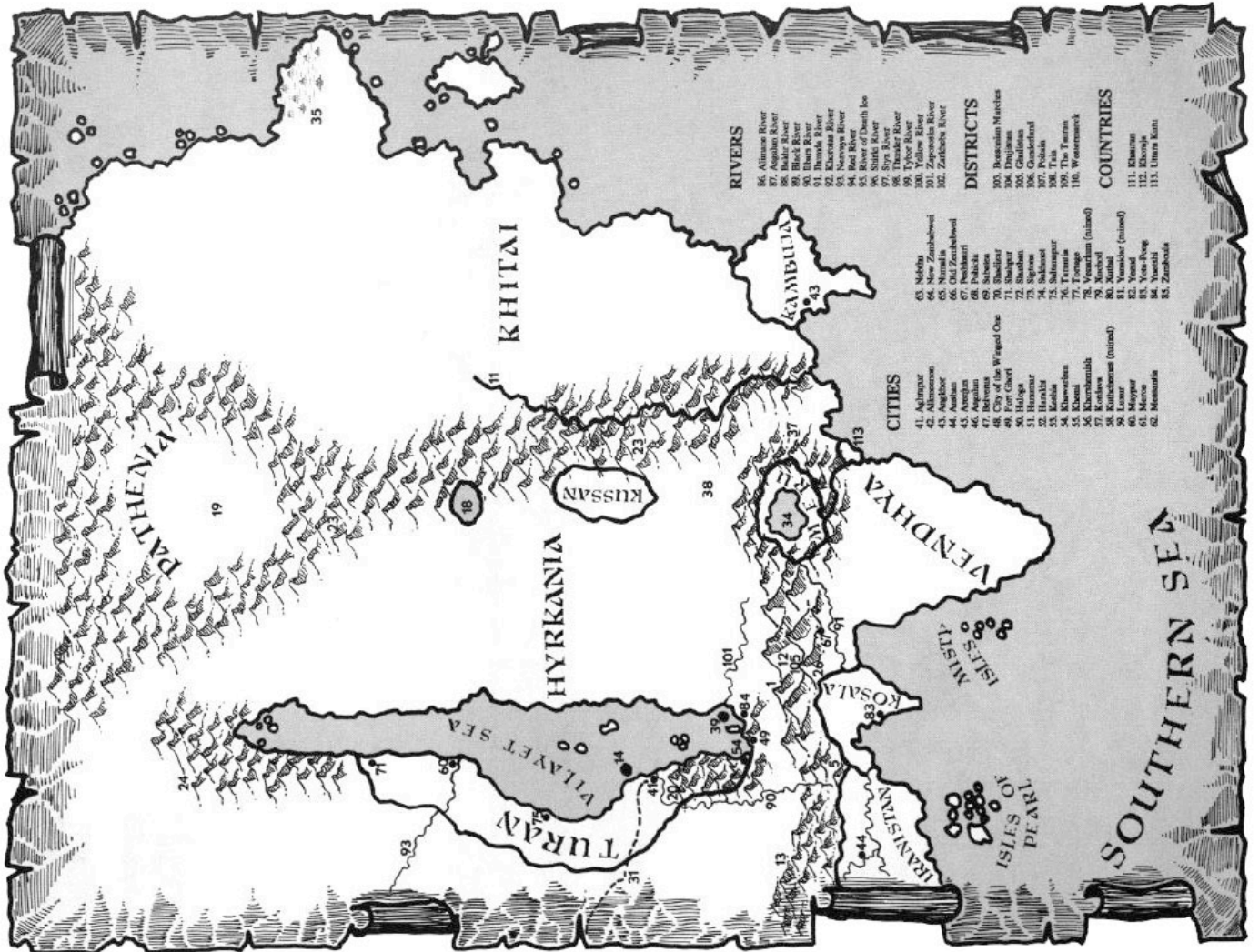


HYBORIAN ATLAS





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- 87. Asapha River
- 88. Balar River
- 89. Bhor River
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- 95. River of Death Is
- 96. Sildis River
- 97. Syla River
- 98. Syla River
- 99. Typho River
- 100. Yellow River
- 101. Zaporosla River
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- 103. Boreasian Maritas
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Scale 1" = 850 miles

To Antilia (3,000 miles)

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A

ABBADDRAH a Shemitish City-state that lies in the eastern meadowlands along the banks of the River Styx east of Luxor. It is a surprisingly upright and compact city of white domes, surrounded by a thick battlemented wall. It is the junction of caravan roads leading to Asgalun in the west and Eruk in the north. To the northeast of the city lies a magnificent cedar forest.

ABOMBI A town on the Black Coast sacked by Conan and Bêlit. It was built on the ruins of an ancient deserted city that was abandoned at its height, eons ago, by men of some unknown elder race.

ACHERON An ancient kingdom, extinct in Conan's time, founded by a northern offshoot of the Lemurian survivors several thousand years after the Cataclysm. Its area roughly corresponded to Aquilonia, Argos, and Nemedra, and its dominion later extended over western Koth, Ophir, and Corinthia. The latter three nations were also under the hegemony of Old Stygia at one time, apparently falling to Acheron at a later date. It seems likely that Acheron overextended itself by annexing these Stygian satellites, leaving its northern frontier vulnerable to the subsequent Hyborian invasions. The exact chronology of Acheron is shaky; but it seems to have flourished for about 2500 years, a theocracy under the control of wizards. The barbarian pressure of the more vigorous Hybori pouring down from the north ultimately destroyed Acheron. Its

demise took place 3000 years before the time of Conan. The resurrected wizard Xaltotun attempted to restore the ancient kingdom, but was frustrated by Conan.

ACHMAI HOLD A stone keep several miles outside of the Turanian town of Gala. The keep was formerly a bandit fort.

ADHMET, WELL OF A palm-groved oasis lying in the desert east of the Colchian Mountains.

AETOLIAN ISLANDS A series of steep, rugged islands on the east-central Vilayet Sea. The peaks of several are tall enough to be seen far out at sea. Their rocky slopes afford little space for agriculture or habitation. Deadly reefs and terrible maelstroms protect the island chain.

AESIR a blond tribe inhabiting the northern nation of Asgard, the eastern part of Nordheim. They are close kin to the Vanir of western Nordheim, who have red hair. Both peoples are presumably descendents of the mysterious pre-Cataclysmic race of Thule. While still in a Mesolithic stage of culture, the Æsir invaded and destroyed the first Hyborean kingdom, Hyperborea the Elder. People of the later Hyperborea, which Conan knew, were an admixture of Æsir and Hyborean genes. Contact with the Hyperbo-reans raised the cultural level of the Æsir. They disdained agriculture and herding, but improved their life-style as hunters and fighters until they were able to establish a rude kingdom of their own, Asgard. After the Age of Conan, Æsir mercenaries usurped the government of Nemedias and resisted the later waves of Hyrkanian invaders. Æsir still living in Asgard were forced out of their home-

land by the encroaching glaciers. They swarmed into Brythunia and became known as the Brythons or Britons.

AFGHULI The largest and most dominant group of tribesmen of the southwestern Himelian Mountains above Vendhya. Conan aspired to be their chief.

AFGHULISTAN The region of the southwestern Himelians inhabited by the Afghuli tribe. The word should not be confused with Ghulistan. The legendary blood-noose, a type of red asp, lives here.

AFU A river in the Blacklands south of Kush. There is a ford, called “Water-horse Crossing”, on the river.

AGHRAPUR ALSO SPELLED AGRAPUR AND AGRAHPUR A large seaport on the Vilayet, capital of the Turanian Empire and the location of a huge, ornate palace built on a crag overlooking the sea. The bulk of the city lay inland, on the estuary of the Ilbars River. Caravans from the west and south converged on Aghrapur. Goods from the east could come around the southern end of the Vilayet, but were more likely transshipped across the sea from Rhamdan or Khorusun. Aghrapur was probably the most splendid and populous of all the western cities during the Age of Conan.

AKBITANA ALSO SPELLED AKBATANA A desert city of Shem situated south of Khoraja. It was a center of trading and steel making.

AKHBET An uninhabited island in the sea west of Khemi, in Stygia.

AKHLAT Called The Accursed, an oasis and former trading city in the Shan-e-Sorkh desert region, dominated by a gorgon until the coming of Conan.

AKIF A city of Turan, situated on the Ilbars River.

AKKHARIA One of the southernmost city-states of Shem.

AKREL, OASIS OF It was situated in the desert east of Khauran.

AKRIM RIVER A short watercourse rising in the Colchian Mountains south of the Vilayet Sea. After cutting a path through steep uplands, it widened and became shallow as it traversed the coastal flatland where the Yuetshi people had their villages. It emptied into the Vilayet south of the Zaporoska River.

AL AZAIR A city of southern Turan.

ALBIONA A county in Aquilonia near Tarantia.

ALCALAIS A fabled island kingdom said to lie somewhere in the Western Ocean. The mysterious island is an ancient legend--no one can say if it actually existed.

ALHMET A Turanian satrapy.

ALIMANE RIVER A tributary of the Khorotas River that rose in the hills north of Poitain, thence flowing southeasterly along the Rabirian Mountains to form the western border between Poitain and Zingara. It has several fords and is generally unnavigable.

ALKARION The capital of Phalkar, westernmost province of the Border Kingdom.

ALKMEENON Ancient capital of a white race which once established a kingdom in southwestern Keshan. Situated on a tableland separated from the rest of Keshan by a forbidding escarpment, the Alkmeenon discovered by Conan was in a small, circular canyon with only a few carefully concealed entrances, overgrown with jungle. Legendary jewels, the Teeth of Gwahlur, lured Conan to the city.

ALLIGATOR PICTS A clan dwelling near Thandara.

ALOË A city of the central taiga of Asgard.

ALTAKU, WELL OF LAYS on the road to Khoraja from Akbitana.

ALTAQUA A desert tribe of southeast Stygia. They are considered heathens since they don't worship Set.

ALTUGA A southern district of Poitain, renowned for its excellent red wine. (Conan the Rogue)

ALWAZAR A city-state of western Brythunia.

AMANAR'S STRONGHOLD Also called the Dark Fortress by local tribesmen, it is located in the Kezankian Mountains of eastern Zamora. It lay several leagues north of a mountain pass used by caravans heading to Sultanapur. The keep was the lair of the powerful, renegade sorcerer, Amanar.

AMANOPET Presumably a Stygian city, home to wizards.

AMAPUR A city of Turan, once a seaport. The city has the ruins of a huge stone wharf, yet lies more than a hundred

leagues from the nearest sea. (Conan and the Treasure of Python)

AMAZON A southern black kingdom, ruled by women, situated some distance south of Kulalo and probably adjacent to Atlaia. The capital was Gamburu and it had man-eating kalamtu trees. After the Age of Conan, the Hyrkanian empire of Turan extended its sway as far as Amazon, translating large numbers of the people into Shem.

AMENTET An ancient empire of city-states that existed more than seven hundred years before Conan's age, in the region east of Stygia. The capital city was also called Amentet. Its last king, Dumahk, fell in battle attacking the mountainous city-state of Khyfa. The furious Khyfans followed Amentet's army back home, and after a long, bitter holy war, destroyed the empire and razed its cities.

AMILIUS A barony in northern Aquilonia.

AMIR JEHUN PASS Lays to the west of the Shalazah Pass of the Himelian Mountains in Afghuli territory, offering the shortest way from Vendhya to the Gurashah Valley on the northern side of the mountains.

AMUN, OASIS OF Waterhole on the Southern Desert along the Deadman's Journey caravan route. Omri tribesmen guard it.

ANAKIA A city-state of Shem.

ANCIENT ONES, TEMPLE OF THE The ruined temple of precataclysmic gods located on an island near the south bank of the River Styx in the Khopshef Province of Stygia.

ANDARRA one of the “dreamlands” referred to by a dweller in Xuthal, presumed to be mythical.

ANGKHOR The jungle-girded capital city of the eastern kingdom of Kambuja, ruled by a god-king of the Scarlet Circle.

ANSHAN The capital of Iranistan.

ANTILLA A crescent-shaped chain of seven large islands in the far Western Ocean, to which the remnant population of Atlantis fled after the Cataclysm. Antilla lay southwest of the sunken continent and east of the mysterious land of Mayapan, approximately 3,000 miles west of the Argossean coast. The islands are sand-covered coral reefs rising over a volcanic base. The only city in the archipelago was Pta-huacan.

ANUPHAR One of the largest, most prosperous of the Corinthian city-states. It lies upon the Road of Kings and is possibly the unnamed city where Rogues in the House takes place.

AOI, LAKE A spring-fed mountain lake located high in the Rabirian Mountains of Zingara. The lake empties into a raging mountain stream, a tributary of the mighty Thunder River.

APHAKA, OASIS OF It lays in the desert north of Kuthchemes. It had a shrine to Set.

APHAKI A people, originally from Shem (Aphaka?), who migrated southwestward and established the city of Tom-balku in the Southern Desert of Kush.

AQABA A well-watered Turanian oasis-town in the Eastern Desert.

AQUILONIA The foremost of the Hyborean kingdoms during Conan's time, situated east of the Pictish wilderness, west of Nemedra, north of Zingara and Ophir, and south of Cimmeria. Aquilonia apparently had a pleasant, temperate climate rather like that of modern France or Germany. The Border Range of Nemedra naturally delineated its borders on the east, the thickly forested hills of Cimmeria to the north, the large Thunder River to the west, and the Tybor River in the south. Another area of rugged mountains arose in the southern province of Poitain, which was flanked by the Alimane and Khorotas Rivers. The frontier region of Westermarck between the Thunder and Black Rivers was thinly settled and beleaguered by Picts. Certain barons sponsored its provinces of Oriskonie, Conawaga, and Schohira. Thandara was independent. East of the Thunder River and curving northward toward the Cimmerian lands lay the narrow buffer province called the Bossonian Marches, or Bossonia. The nobles of Aquilonia were apparently not able to extend their sway over the staunch villagers of this region. Another enclave that resisted the power of Aquilonian nobility was Gunderland in the far northwestern hills. Its ancient people, of the purest Hyborean stock, "never considered themselves exactly Aquilonians"(according to Howard). Among the other provinces or counties mentioned in the Saga were Pellia (the only region ruled by a prince), Tauran, Couthen, Manara, Thune, Raman, and Karaban. Baronies mentioned include Kormon, Torh, Amilius, Lor, Imius, and

Attalus. The capital of Aquilonia was Tarantia, lying on the Road of Kings, the main east-west trade route of the Hyborian world. Interior Aquilonia was well drained by the rivers Shirki, Khorotas, Ossar, Fury, and the presumed Valkia. East of the Shirki and extending nearly to the foothills of the Border Range of Nemedias lay fertile plains interspersed with "tame" woodlands. Before Conan became king, much of the good cropland was sequestered by the aristocracy for use as hunting preserves, forcing the expanding population into risky colonizing ventures in Westermarck. The history of Aquilonia is complex and can only be adequately appreciated through a reading of the Saga itself. We have assumed, after considering both historical and geographical factors, that Aquilonian Acheron fell to invading Hyborians some time after Nemedian Acheron. With the establishment of a Hyborian kingdom in Aquilonia, the nation became "supreme in the western world", the most powerful from a commercial and military standpoint---though perhaps second to Nemedias in cultural richness. By Conan's time, Aquilonia's royal house was in a state of decadence and the Westermarck region on the verge of revolt. Conan first came to power in the Westermarck. Subsequently, a Poitainian faction helped Conan usurp the Aquilonian throne. He ruled for some 20 turbulent years before abdicating in favor of his son, Conan II, called Conn. Years later when Aquilonia was at its zenith, it annexed Zingara, Argos, Ophir, and western Shem. Some 500 years after Conan's time, internal decay and a Pictish invasion destroyed Aquilonia.

ARALLU Apparently synonymous with hell.

ARANZA DESERT A scrubland in Zamora east of the Karpash Mountains. It is home to the Pili, a type of reptile-man. The Pili drove all humans from the desert at the Battle of Aranza, 1200 years before the Age of Conan.

ARAWU Also called the “Shore of Bones”, Arawu is a small crescent-shaped island where traditionally the Ganaki do battle with the Kezati Horde. The island is the center of the Rahaman Island chain. There is no wildlife on the island, although a huge pile of skulls lies at the southern end of it.

ARENJUN So-called City of Thieves in Zamora, which boasted more larcenists than any other place in the Hyborian world. Its most lawless quarter was The Maul.

ARDUBAL, TEMPLE OF The ruin of an ancient temple in the northwest of Zamora. The ruins lie next to a small village. Although thought by local legends to have been the temple of King Ardubal IX, they are the remnants of the ancient city of Pulawar, which fell into ruin over a thousand years before.

ARGOS a Hyborian kingdom situated southwest of Ophir, west of Koth and Shem, and south of Zingara--where an Argossean panhandle juts westward. Argos was a nation of paramount seafarers, with cosmopolitan cities along the coast. Its capital, Messantia, lay on the coast at the estuary of the Khorotas River. The most fertile region in Argos is the Khorotas River valley. The valley is filled with fruit orchards, farms, and oak forests where Argos' shipbuilding industry gets its wood. The inland provinces were culturally rather backward. Along the Zingaran border were

ghoul-haunted forests; south of these lay orchards and croplands. The Argossean people were an amalgam of Zingaran and Shemite races. They were the best sailors in the Hyborian world--according to everyone but the mariners of Zingara! Argos was anciently a part of Acheron. It may have been the third of the Hyborian kingdoms to be established, after Nemedias and Aquilonia. Argos had a long-standing feud with Zingara, based on their maritime rivalry. Zingara essayed an incursion into Argos when Conan was a young man. The Argosseans under King Milo trounced King Ferdrugo's invaders soundly. After Conan's time, the Aquilonian Empire annexed Argos. Still later, the Pictish hordes looted and burned the region. With the advance of the glaciers, Argos vanished beneath the sea.

ARMAVIR A barony in northern Aquilonia around the easternmost district of the kingdom of Argos. Its bare, rolling hills are lightly populated, mostly around the region's artesian wells.

ARPAD A Hyrkanian tribe of the Ashkuz horde, they are excellent horse-archers.

ASGAKIN A city-state of Shem famed for its copper craftsmen.

ASGALUN OR ASKALON, The most important coastal city of Shem, situated on the Asgalun River. Asgalun was the capital of the region of Pelishtia, a degenerate metropolis that was "a contrast of splendor and decay". The royal palace was in a walled inner city. Bêlit's people were once "kings in Asgalun".

ASGALUN RIVER A great Shemitish river that winds eastward through the vineyards of Kyros and Ghaza.

ASGARD OR ÆSGAARD The nation of the Æsir, situated east of Vanaheim and the Blue Mountains, west of Hyperborea and the putative River of Death Ice, and north of Cimmeria and the Eiglophian Mountains. Asgard and Vanaheim together comprised the region known as Nordheim, which was probably analogous to the mysterious Thule of pre-Cataclysmic times. The high mountain regions were permanently glaciated, with the glaciers growing as the climate cooled. In the southern lowlands, taiga forest was presumed to cover much of the terrain. North of this lay the tundra, a soggy plain underlaid by permafrost. The Æsir who populated this rugged land were a numerous and virile lot. A shade less bloodthirsty than their neighbors the Vanir, they nonetheless gloried in warfare, wearing their famous horned helmets and swinging awesome battle-axes. During their more peaceable moments, the Æsir supported themselves by hunting abundant musk ox, mammoth, bear, reindeer, moose, fox, and the like. They doubtless augmented their meat diet by gathering lingonberries and other wild fruits in season. They had no agriculture. Each tribe of Asgard was ruled by a “king”, whose headquarters was a timber-roofed Great Hall. There seems to have been a rough alliance between Asgard and Cimmeria, since the young Conan spent time with the Æsir raiding both Vanaheim and Hyperborea. Asgard was one of the few nations never subdued during the wars of the latter Hyborian Age. The creeping glaciers ultimately

forced its people out. After the end of the Ice Age, the heights of Asgard formed the Scandinavian Peninsula.

ASHABAL A Shemitish town a half days walk west of Nakhmet along the north bank of the River Styx. There is a great temple to Ashar, god of winds, located there.

ASHKUZ A huge Hyrkanian horde consisting of many nomad tribes with different belief systems.

ASHMIR A small city-state that lies next to a slow, green river in northern Zamora.

ASHRAF A Turanian outpost-town that lies beyond the Vilyayet Sea in southern Hyrkania. It is located west of the city of Djemal.

ASHUR An ancient Shemitish maritime nation that existed fifteen hundred years before Conan's age. Its chief seaport was located on the site of present-day Asgalun. The nation existed for three hundred years before its destruction, exploring coasts from far to the north of Vanaheim to the very southern tip of the continent, and beyond. One expedition is said to have reached Vendhya by sailing to the south. After an earthquake leveled the walls and much of the city, local Shemites looted Ashur, destroying it utterly.

ASMARK CASTLE Ancestral castle that serves as the seat of the Ophirean county of Asmark. It is located halfway between Ianthe and the Aquilonian border.

ASROTH'S FORTRESS A large, black-rock citadel of a mighty, undead sorcerer, the fortress lies in extreme western Koth. It is situated atop a low cliff on a rocky hillside.

Beneath and to the east of it are extensive boglands, drained by a stagnant river.

ASSHURI A group, possibly a clan, of Shemitic mercenaries having origins in the city-states of Nippr, Shumir, and Eruk, among others. Nippr and Shumir developed warriors during Shem's breakaway from Stygia. Eruk's fighters arose in response to Kothian invasions.

ASTAR RIVER An Argossian tributary of the Khorotas River. It passes through Hypsonia and the Plain of Pallos.

ASWANA A small, quiet city of eastern Shem, it lies along the River Styx. It is the sister-city of Bel-Phar, which lies across the river from it.

ATHOS A city of the uplands of Argos, it lies on a small river across from the village of Zotoz.

ATHROS A powerful city-state that lies in the meadowlands of central Corinthia, southeast of Polopponi. Several leagues to the west lies the Sea of Gray Despair, a wasteland of salt.

ATILLEOS A Corinthian city-state that borders Menalos.

ATLAIA A half-mythical black kingdom situated far to the south, adjacent to Amazon.

ATLANTIS A small continent in the Western Ocean with a high level of culture, between the Pictish Isles and the Thurian continent. Witch-kings, whose emblem was a black kraken, ruled Atlantis. There was also a daughter-colony of the Atlantean kingdom on the Thurian mainland. Atlantis reached its highest culture after the fall of

Valusia. Atlantean colonists on the mainland are said to have intermarried with the barbarian people of “Elder Cimmeria”. Some 8000 years before the birth of Conan, a geological event termed the Cataclysm took place. Atlantis sank beneath the ocean. Part of its population managed to flee in ships to Antilla and to Thuria, but most of the Atlanteans perished. Their stock was preserved in the daughter-colony on the Thurian mainland, which quickly descended into savagery. Robert E. Howard calls the degenerate Atlanteans “apish”, which is surely an exaggeration, since only a few thousand years later they became the Cimmerians. The genetic heritage of ancient Atlantis has its culmination in Conan and his barbarian congeners.

ATTALUS A barony (or perhaps a province) of Aquilonia. Its baron boasted descent from the old royal house of Aquilonia and had designs on Conan’s throne at one time. The people of Attalus boasted the greatest advances in commerce and culture, though the whole level of Aquilonian civilization was enviable. Attalus is located in southeast Aquilonia, in the region about Tarantia, the capital.

ATTAR KARAPESK Capital of the Hyrkanian nomad clans. It is a mobile tent and palisade city of horse nomads.

ATUPA A tool-age tribe of hunters living deep in the forests of northeastern Brythunia.

ATZEL’S FORTRESS The broken stone stronghold of the bandit-lord Atzel. It is located north of Cragfell on Ymir’s Pass in the Border Kingdom.

AUZAKIA One of the Seven Sacred Cities of Meru, lying on the shore of Sumeru Tso.

AYLLU A warrior tribe living on the nameless continent that lies east of Khitai across the sea. They swear loyalty to their Lord-Inka.

AZILIS A nomadic tribe of desert raiders that live in the Southern Desert around Qjara.

AZWERI A tribe of the Talakma Mountains of Meru.

B

BAALUR A Shemitish city-state, the octagonal-walled city lies in the foothills of the Pyrrhenian Mountains. The city-state is the richest of all the Shemitish city-states in crops and husbandry. It is a major caravan center, lying between the Hyborean lands and the sunny, southern realms.

BAHARI An encampment or oasis south of Yaralet in northwestern Turan.

BAJKARIS A tribe of the eastern Iranistani desert. They wear distinctively striped kaffiyehs and are allied to the Kaklani tribe.

BAJRS A tribe living on the Isles of Pearl.

BAKALAH A black kingdom south of Kush, prone to slave raiding.

BAKHARUS A town famous for well-made Bakhariot belts.

BAKHR RIVER A small tributary of the Styx, rising in central Stygia and flowing northward. Its confluence is three leagues east of the Ford of Bubastes. The ruined city of Nebthu is near here. The Stygian capital of Luxor lies on the banks of the Upper Bakhr.

BALKHANA A city of the Hyrkanian Steppe, famous for horses.

BAMULA, GREATER A tribe of the northern Black Kingdoms south of Kush, noted for their ferocity in battle. Conan was a war-chief of this tribe for a brief time, but was driven out by their witch doctors.

BAMULA, LESSER A tribe of the Black Kingdoms south of Kush that speak a variant dialect of the Bamula language.

BARACHA STRAIT The dangerous stretch of water that lies in the Western Ocean between Zingara and the Barachan Isles.

BARACHAN ISLES Also called Baracha, a substantial archipelago of 13 volcanic islands lying off the shore of Zingara in the Western Ocean. The islands are sprinkled with small, safe coves, making a perfect haven for pirates. Its only settlement was the neutral harbor of Tortage. Most of the pirates were former Argosseans.

BARUBA A city in Keshan.

BATARI A hill-tribe of Afghulistan.

BEACH AT EDGE OF WORLD Land's end at the southern edge of the Hyborian world-continent, where Conan battled Thoth-Amon. A tunnel led to it from the city of Yanoga, stronghold of the remnant population of serpent-folk.

Bear Picts A tribe of the Pictish Wilderness.

BÊCHARADUR A coastal city-state in the meadow region of Shem.

BELGLAT A bustling hamlet of the Border Kingdom.

BEL-PHAR A small, stone city of eastern Stygia, it lies along the River Styx. It is the sister-city of Aswana, which lies across the river from it.

BELVERUS The monument-filled and marble columned capital of Nemedra, formerly the site of a hilltop fortress. It lay fairly close to the Aquilonian border. An excellent road and major trade route, the Road of Kings, connected Belverus with Tarantia and with eastern areas. The city's thieves district is called the Hellgate.

BENI NUER A tribe of scavengers living on the edge of the desert south of Khauran.

BEN MORGH ALSO CALLED THE "MOUNTAIN OF HEROES" Ben Morgh is the sacred Mount of Crom, located in northeast Cimmeria. It is the highest eminence visible from Cimmeria. High upon the east side is a large cave, the House of Crom.

BERTHALIA A Brythunian city-state lying beneath a mountain range.

BEZFARDA An Argossean city-state that lies near a tangled, unicorn-haunted forest.

BHAGOBAN, CITADEL OF Located deep in the jungle a half days' journey from the Vendhyan city of Gopur.

BHAMBAR PASS A pass leading over the Misty Mountains of Turan.

BHORAJI A city of western Koth, site of a huge temple to the god, Mitra.

BIGHARMA A black tribe dwelling in the savanna south of Tombalku.

BIRRANTIA A coastal-town of the Argossean “panhandle”.

BISARA A small fishing village at the southern edge of the Lake of Salt in central Koth.

BITAXA RIVER A tributary of the Alimane River, it courses down the Giant’s Notch and on through eastern Poitain.

BLAAL A barony of Valusia, whose lord was next in succession to Kull.

BLACK CAVES ALSO CALLED THE GROTTERIUM NEGROTUS An extraordinarily vast cavern system beneath the Karpash Mountains of eastern Corinthia.

BLACK CITADEL A ruined city on the plains of Kush.

BLACK COAST A general name for the coast of Kush and the lands south of it, inhabited by black nations and tribes. The Black Coast was one of the more “civilized” regions of the Black Kingdoms, as the coastal tribes traded regularly with merchant ships from Stygia and Shem. Far to the south dwell the black corsairs of the Southern Isles.

BLACK FOREST An up-river woodland in Bamula territory.

BLACK LOTUS SWAMP A forlorn, snake-infested marsh that lies on the south bank of the Styx several days travel up-river from Khemi in Stygia.

BLACK MOUNTAINS A range lying on the border of southwestern Cimmeria and Pictland. The source of the Black River is found here.

BLACK MOUNTAIN PICTS A Pictish tribe living near the southwest Cimmerian border.

BLACK ONES, ISLE OF THE An isolated island in the Western Ocean, lying “several weeks” journey from the continent.

BLACK RIVER A major watercourse of the western world-continent, flowing roughly southwest from its source in the Black Mountains of northern Pictland, marking the western border of the Aquilonia frontier. It had a swift current but “sullen” aspect at Fort Tuscelan, which implies that it must have been quite deep and carried a considerable volume of water. In its lower reaches, Black River flowed into Zingara, then angled westward to the sea. Its mouth was at Kordava, capital of Zingara. This area was an ancient agricultural center; there may have been a floodplain along the course of the lower Black River, with fertile silt deposited during each spring inundation of the land.

BLACK SANDS, DESERT OF A wasteland of the Far East, lying adjacent to Wan Tengri.

BLACK SERPENT, TOWER OF THE The temple of the sorcerer, Thulsa Doom, is located on the eastern edge of Shadizar, in Zamora. It contains the “Eye of the Serpent”, a jewel supposed to have mystic powers.

BLASTED LAND An area of west-central Border Kingdom that was struck by a meteorite. The blast and fire damage was so great that it takes days to ride across it. Animal and plant life have returned to the area, but are horribly changed and misshapen.

THE “BLASTED LANDS” A region in Hyrkania located three days ride east of the Vilayet Sea. This tortured, decaying land was the result of mighty sorcery.

BLODDOLK FOREST A large, dark forest of strange fauna and stranger flora located to the northwest of Mornstadinos in Corinthia. The forest is home to the “Kiss of the Lance”, a carnivorous tree.

BLOOD ISLES A string of three islands off the coast of Kush, the southernmost is closest to the mainland. The natives prey on passing ships.

BLOOD OF ATTLOS MOUNTAINS A mountain range of the southern desert, lying due west of Qjara. The range is comprised mostly of red rock, hence the name.

BLOODSTAINED GOD, TEMPLE OF THE AN An ancient edifice, possibly Grondarian, situated in the Kezankian Mountains east of Zamora.

BLOODY COAST The Hyrkanian coast of the Vilayet Sea.

BLUE MOUNTAINS A range in far Vanaheim, presumed to mark the border with Asgard.

BLUE RIVER A wide, deep river that drains the snowmelt of the taiga and mountains of northern Vanaheim. Its source is in the Blue Mountains.

BLUE-SAND CREEK Located in the Thanza region of the Border Range.

BLUE STAG CLAN A Hyrkanian horse clan of the Arpad nomad tribe.

BONES, COAST OF Named for the jagged, white rocks that line the shore, it is located on the Black Coast six days sail south of the Zarkheba River.

BOOTY ISLAND The island where Conan buries his treasure as a pirate of the Barachans, off the coast of Shem.

BORANA A tribe of the Black Coast living near the Coast of Bones. They are thought to be cannibals and speak a variant of classic Kushite.

BORDER KINGDOM A peculiar region lying south of Cimmeria and Asgard and southwest of Hyperborea. The Border Kingdom was a bulwark between Nemedias and Brythunia and the more primitive nations to the north. It is presumed to have been the last of the Hyborian kingdoms established, the home of rebel nobles who could not live peaceably in the more felicitous southern lands. The Border Kingdom apparently served as a trade route for hardy merchants who wished to avoid paying tolls on the highways of Nemedias. Its Great Salt Marsh is the basin that received internal drainage from Brythunia, Corinthia, and northern and eastern Nemedias. The northern area is described as having "hardly any level ground, it was seemingly built on a slant, consisting of hills rising to peaks or sloping into valleys, rushing streams with few quiet pools, and endless forests". South of this area is described as a "dreary waste of desolate, empty moors. . . . Here and there gnarled and stunted trees grew sparsely." It has numerous bogs, pools and streams near the Great Salt Marsh.

BORDER RANGE The deeply forested, slate-colored mountains that marked the border between Aquilonia and Ne-

media, extending from the north at the Cimmerian border, southward to the Tybor River.

BORDER-TOWN There is a town of several hundred people a days ride northwest of the Border Range. Northeast of the town is a large lake with marshy edges.

BORNI A black tribe dwelling in the savanna south of Tombalku.

BOROKO MARSHLANDS A swampy area of northeastern Keshan.

BOSSONIAN MARCHES OR BOSSONIA A province of Aquilonia, fronting on Cimmeria and the Pictish Wilderness. The population lived in walled villages defended by archers. Bossonians were the rugged descendants of an unknown aboriginal people admixed with Hyborians. They combined grainland farming with hunting. Their lands extended from the Border Kingdom in the north to Zingara in the southwest, cutting Cimmeria off from Aquilonia in the region called Gunderland. The Bossonians, whose culture was rustic, helped to colonize the hinterlands between the Black and Thunder Rivers. Peerless fighting men, they were the backbone of the Aquilonian armies of conquest. After the time of Conan, the Bossonian Marches were increasingly important as a bulwark against the Picts. When the Marches eventually capitulated, the Picts overwhelmed Aquilonia.

BOUGANKAD A fortified town located on the steppe east of Brythunia. It is the conglomeration of five small villages.

The town is named after Bo-Ugan, the headman of the town.

BOWYER VILLAGES Hyrkanian Border-villages north of Khitai, where the laminated bowstaves of the horseback tribes are made.

BREATH OF ARENJUN An oasis two hard days ride southeast of Arenjun in the desert. Also known as the “Sight of Kherdpur”, Conan calls it the “Oasis of Death”.

BROCELLIAN FOREST The great forest of northern Poitain, the woods are said to harbor supernatural beings, such as the fabled satyr. The forest is a splendid hunting ground for the nobles.

BROKEN GRAY MOUNTAIN A peak in the Karpash mountains. Beneath the mountain is a crypt, guarding the resting-place of the Horn of Dagoth. The peak is a day’s ride southeast of Crater Lake, on the Zamoran side of the mountains.

BROKEN LEG GLENN A small sheltered valley in the area of northern Cimmeria controlled by Conan’s clan.

BRUTHEIM A subterranean city in Asgard, ruled by intelligent apes.

BRYTHUNIA A loosely-knit kingdom comprised of city-states, lying east of Nemedica, south of Hyperborea and the Border Kingdom, and north of Corinthia and Zamora. Its Nemedian frontier is the north-flowing Yellow River. Another river, the Frozen, flowed eastward along the Brythunian side of the Graaskal Mountains and marked

the northern border. The highlands in the northeast were cleft by numerous passes, through which Hyrkanian invaders poured during the years following the Age of Conan. Interior Brythunia was a land of fertile, subhumid prairies interspersed with very thick, wolf-haunted coniferous forests. Brythunia was probably primarily agricultural, with its aristocracy based upon land-owning boyars who made their headquarters in the fortified cities. The most fertile soils were probably to be found in the alluvial deposits of the interior river valleys and in the southern piedmont. The ethnogeny of the Brythunians was complex. The people were said to be an admixture of refugees from Hyperborea the Elder and ancient Acheron, together with later Hyborian invaders and Zamorans. The absence of aboriginal genes leads to the inference that Brythunia was virtually uninhabited at the time of the first Hyborian Drang nach Suden, which apparently thrust southwestward at the tempting target of Acheronian Nemedea, rather than cross the rugged Graaskals. After the Hyborian conquest of Acheron, refugees from there and from Hyperborea the Elder (subjugated by Æsir) established city-states in Brythunia. As the Brythunians flourished and moved southward, they mingled with the more ancient Zamorans. It is of note that the country appears to have two different royal capital cities, Sargossa and Pirogia. Sargossa is the original, traditional capital, but by Conan's first visit to Brythunia, the capital had moved to Pirogia. By his second visit, the capital had moved back to Sargossa, probably due to a war with Corinthia having erupted. The lords of Brythunia were probably as thornily independent of their nominal king as were the Polish aristocrats who dwelled in

the same land millennia later. According to the Saga, the women of Brythunia were mostly blonde, spirited, and beautiful, much sought by slave traders.

BUBASTES, FORD OF a crossing On the River Styx that served as a rendezvous for Conan's forces during an invasion of Stygia. It is on a major caravan route between trading centers of the North and the Stygian capital of Luxur.

BUDINI A Hyrkanian tribe of the Ashkuz horde, they are believed to be the greatest drunkards beneath the sky.

BUDRA A kingdom in existence at the time of Acheron's fall, nothing is known of it save its name.

BUKHROSHA A Hyrkanian caravan-city, renowned for its incense and spices, lying on the Silk Road caravan route southeast of Sogaria.

BURIAL MOUNDS OF THE DEAD KINGS Located half a league north of the Mountain of Power, on the western shore of the Vilayet Sea. The mounds are the tumuli of the sort where people bury their royalty. On the far side of the mounds are the eons-old ruins of a long forgotten city. The necropolis is said to have been there since the days of the Titans.

BURYAT A city of dwarf-men located south of Akkharria, in southwestern Shem. The "Sea of Buryat", a rank ocean of plumed and waving grass surrounds the city to such a height that the city cannot be discerned from a distance.



CAMBRES A small, semi-nomadic nation that lies north of the Vilayet Sea and east of the domains of Thungia and Tormanna. The royal hall sits atop a large mound surrounded by a huge stone wall said to have been built by giants. In Conan's time, the nation grew to encompass both the Thungia and the Tormanna nations.

CAMOONIAN DESERT Arid lands east of the Zalgara Hills of ancient Valusia.

CANTRIUM A baronial city of western Aquilonia.

CARNOLLA A city-state of Ophir, lying south of the Plain of Shamu.

CASCAN A Zingaran fishing village built on the side of a hill crest above Thunder River.

CASTILLIA A minor seaport of Zingara.

CASTRIA A barony, presumed to be in Aquilonia, offered as a reward by Conan to one of his henchmen.

CETRISS, PALACE OF An ancient, abandoned palace carved into a cliff of living rock in a canyon amid the crags of the Dragon's Spine in eastern Stygia. It was the abode of Cetriiss the mage during the days of Old Stygia, 3000 years ago. It was here that he created a living flower-fungus hybrid, the green lotus. He used the sorcerous powers of the lotus to keep the world-hungering Empire of Acheron at bay.

CHARNINA a Brythunian City-state, notable for being the first real city Conan encounters upon leaving Cimmeria as a youth.

CHIMNEYS OF SHAITAN A range of volcanic cinder-cones lying south of the Sea of Shartoum. It is a wasteland of fuming ash mounds, cyclopean stones, and smoking fumaroles. A place called the “Chasm of Fire”, used to smelt ore, can be found here.

CHO HIEN A small Khitain city-state, located on the border of Vendhya.

CHO-YANG The chief port-city of Khitai. A tall, thin building called the Tower of Heaven dominated the city and can be seen far out to sea. There is a local palace of Khitai’s Emperor in this city.

CHUA A barbarian tribe of northern Khitai.

CHUMA A warrior tribe native to the nameless continent that lies across the sea east of Khitai. They live on the western coast beneath a range of tall mountains.

CIMMERIA A nation of barbarian tribes situated north of Aquilonia and separated from it by a narrow strip of the Bossonian Marches and Gunderland. The Pictish Wilderness lay to the west of Cimmeria. The high Eiglophian Mountains walled off the country from Vanaheim and Asgard on the north. Cimmeria, birthplace of Conan, was an unremittingly somber land, “all of hills, darkly wooded, under skies nearly always gray, with winds moaning drearily down the valleys”. The people were the direct descendants of vanished Atlanteans. They were tall and power-

ful, with dark hair and blue or gray eyes. Cimmerian tribes existed contemporaneously with Atlantis, intermarrying with Atlantean colonists on the Thurian continent prior to the Cataclysm. Cimmerians of Conan's time were apparently still in a hunting and gathering culture, living in villages deep in the humid forests. The people used iron weapons and had borrowed other elements from the higher cultures to the south. The Cimmerian's chief god was Crom, who took little interest in human affairs. Conan was a maverick Cimmerian, one of the few to venture out of the sopping woodlands. The Saga mentions no other Cimmerians living among the advanced nations. Five hundred years after the Age of Conan, the Cimmerians were still ensconced in their ancient homeland. Hyrkanian invaders exploded into other Hyborian kingdoms; but their thrust fizzled out amid the ferociously defended Cimmerian hills. Only the great Nordheimr surge in advance of the glaciers finally displaced the black-haired barbarians. Many ousted Cimmerians then moved eastward, all the way to the southwestern shore of the Vilayet.

CITY OF BRASS A ruined, ancient city that lies in the desert of eastern Shem. The city is the ruins of the Holy City of Nithia, destroyed by the Acheronian army three thousand years before Conan's age. Marvelous verses are writ in gold on its marble walls. It is rumored to appear only once every century, and to be the resting-place of an incredible artifact, a statue called the "Grim, Grey God".

CITY OF MOUNDS Located on Hyrkania's "Steppe of Famine" two days hard ride northwest of Sogaria. It is the secret necropolis containing the dead of the Ashkuz horde.

CLOUD PEAK A high peak in the mountains of Valusia.

COBRA CLAN A warrior society of the Kwanyi tribe of the Black Kingdoms.

COLCHIA A realm of forested mountains south of the Vilayet Sea.

COLCHIAN MOUNTAINS A minor range south of the Vilayet Sea, extending from near the Zaporoska River in the east, westward behind the Yuetshi villages, and finally running into the Ilbars Mountain range in the southwest. The Colchian's were adjacent to the Misty Mountains along the western side of the Vilayet. Brylukas, a species of vampire, lived in parts of the Colchians.

COMMORIA A kingdom of pre-Cataclysmic times which warred with Valusia. It is not mentioned in the Kull stories.

CONACH A clan of north-northwest Cimmeria; they have ice-blue eyes and craggy features. This is the Cimmerian clan that Conan is from.

CONAJOHARA An Aquilonian province of the Westermarck between the Black and Thunder Rivers, joining Conawaga and Schohira with Oriskonie and the city of Velitrium. Bounded by South Creek and North Creek, it is described as a "19 mile-wide spear thrust into the Pictish Wilderness". It was abandoned after the fall of Fort Tuscelan.

CONALL'S VALLEY A wooded valley at the foot of Ben Morgh in northeast Cimmeria. The "Field of the Dead" is located at the upper end of it.

CONAWAGA A province of the Westermarck, the largest, richest and most thickly settled of the frontier regions. It was sponsored by the Baron of Torh. South of Conawaga lay Schohira and Thandara. Oriskonie lay north of it. Its capital was Scandaga.

CORINTHIA One of the lesser Hyborian kingdoms (or perhaps a confederacy), comprised of loosely allied city-states and presumed to be mostly mountainous. It lay south of Brythunia and Nemediā, west of Zamora, east of Ophir, and north of Koth. The western reaches contain rank after rank of forested ridges, extending to the jagged wall of the Karpash Mountains. The Road of Kings, a major trade route, passed through central Corinthia. Corinthia apparently had a separate identity as early as the florescence of Acheron. It was subject to the latter, then “gained its independence” with the fall of the ancient empire to the Hyborians. Some time during the 3000 years that followed, it came under the growing hegemony of the Hyborians. The economy of Corinthia may have been both pastoral and agricultural, with specialized small industries in the city-states.

CORINTHIA RIVER A watercourse in the eastern part of Corinthia.

COUNCIL ROCK An upright granite boulder used for clan gatherings by the Picts. It is found in a clearing at the confluence of South Creek and Black River.

COUTHEN A county or small province in Aquilonia.

COYAGA A village in the Westermarck, 10 miles beyond Ogaha Creek.

CRAGSFELL A small fortified village atop a craggy tor in the eastern Border Kingdom. At its center is a long, timber hall.

CRATER LAKE the collapsed, water-filled caldera of a long-extinct volcano, located in the Karpash Mountains along the Zamora-Corinthian border. In the center of the lake is a crystal fortress, the abode of the sorcerer Amon-Rama. The lake lies north of several small villages.

CRIMSON SPRINGS a Turanian village that lies high in the foothills of the Ilbars Mountains, near the Valley of Demons.

CRIMSON SUN, TEMPLE OF THE A basalt ziggurat located on the steppe east of Brythunia, nestled into the east-side of a Kezankian mountain peak. The temple lies across a small river from the fortified town of Bougankad. The temple is the abode of a sorcerer named Thotas. (Star of Doom)

CROM, HOUSE OF A huge cave on the east side of Ben Morgh in Cimmeria. A giant statue of Crom resides in the cave.

CROTON A wicked town on the borderlands between Aquilonia and Nemedra. It is claimed by both and garrisoned by neither. It is a resting-place for outlaws and criminals of all kinds. The great Acheronian city of Karutonia once stood here. The ruins appear as hills surrounding the town.

CULARIO The city is the seat of government in the province of Poitain of Aquilonia. A royal garrison is found here.

CULT OF DOOM, COMPOUND OF THE located several leagues north of Aghrapur, beside the Vilayet Sea. The compound was the site of the magic rituals of the sorcerer Jhandar, until Conan destroyed it.



DAGON Ruined capital city of Dagonia on the Isle of Xapur, once ruled by the Yezmite cult. The Yuetshi people sacked Dagon.

DAGONIA Name of an extinct ancient empire once centered about its capital city, Dagon, on the Isle of Xapur.

DAGOTH HILL A site of pre-human ruins haunted by demons, in Koth.

DAGOZAI A mountain tribe of the Himelian Mountains, dwelling south of the Zhaibari.

DAL CLAUDH A Cimmerian clan.

DAMAOS An Argossian archonal house.

DANIBOS RIVER A south and west flowing river in Brythunia, its source is in the snows of Hyperborea. It flows past the northern capital of Sargossa.

DAN-MARCAH A free city on the northern coast of Shem, near the Argossian border. Bêlit's father was from this small city.

DARAMISH a large town of eastern Koth.

DARBA HILLS A range of hills northeast of Fort Sikander in Venjipur. The overgrown ruins of an abandoned town lie atop one of the hills. The Turanian army fought a battle here.

DARFAR A black kingdom of hot, humid jungle lying between Kush and Keshan, south of the Purple Lotus Swamp of central Stygia. It was inhabited by cannibals and raided by slavers from Shem. The men dressed up their hair with mud, building up a hornlike coiffure. Their teeth were filed. The natives of Darfar worship the demon-god Yog.

DARK DREAMS, CAPE OF THE Southernmost point of the Hyborian world-continent. The “cape” is actually an island, home to the serpent-men.

DARKWOOD A deserted, haunted forest in eastern Nemedi, said to be the last remnant of a far vaster pine forest that had flourished during the cycles of prehistory antedating even Acheron.

DEAD, SWAMPS OF THE A place beyond Khitai, where grew the insanity-provoking gray lotus.

DEAD ELEPHANT VALLEY A valley in the Blacklands where several Lesser Bamula villages and a huge number of elephant bones are located.

DEADLANDS An area on the Hyrkanian coast, three days sail north of the Aetolian Isles. The water here is black and foul.

DEADLANDS, THE An area of the isle of Ganaku where giant spiders and deadly serpents live. It is said to teem with creatures so vile that only the most evil of gods could have brought them into existence. In the center lies the ruined fortress of Rahamji.

DEADMAN'S JOURNEY The caravan route taken by slavers raiding the Blacklands of Punt and Zembabwei. It crosses the Southern Desert from Khauran to the River Styx.

DEATH ISLAND A “rampart of rock crowned with a fire-belching volcano” lying due south of the Isle of the Black Ones, deep in the Western Ocean. The wreck of the legendary treasure-ship Phoenix lies amid the deadly coral reefs surrounding the island.

DEATH, LAKE OF A storm-tossed, freshwater lake located in the Black Kingdoms west of Xuchotl. The island of the Ichiribu tribe lies at the center of this huge lake. To the west lie verdant hills, and beyond that lies the bulk of Thunder Mountain. Beneath the lake lies the underground ruins called the “Stone City”.

DEATH MASK MOUNTAINS A rugged range in central Brythunia that has four high peaks, with a hidden valley between them. Dire wolves roam the mountains.

DEMASCAR A large island in the sea south of the Thurian continent. It is the rival of the island of Rikos. It sank shortly after Kull's visit.

DEMBI A ruined castle and village that lay in the north central part of the Border Kingdom. The keep sits atop a rocky hill, while the village lies at the foot of the hill.

DEMON'S TOOTH MOUNTAIN An eminence in Brythunia.

DEMONS, VALLEY OF THE An alpine valley, high in the foothills of the Ilbars Mountains, that lies below the “Lord of the Wind” peak.

DENIZKENAR A port city of southern Iranistan nearby the Mountains of Gold.

DESPERATION, MOUNTAINS OF A near-vertical range of mountains in the Southern Desert that lies directly north of the city-state of Qjara. The range lies south of the border kingdoms of eastern Koth. Several caravan routes cross the mountains, except in the winter season when the mountain passes are blocked by snow and ice.

DEVIL'S THUMB A peak on the westernmost edge of the Mountains of Fire.

DEWA A city-state of Khitai.

DIDYMION HILLS A series of low hills lying between Mesantia and the Plain of Pallos in central Argos.

DIMMORZ Twin Hyrkanian city (with Razadan) near Makkalet on the eastern shore of the Vilayet Sea.

DINANDER A Nemedian, baronial city-state that lies to the southwest of the Varakiel. The province lies amid farm and grainlands, with neither mountains nor rivers to protect it.

DIVA, GORGE OF a canyon In the Colchian Mountains running parallel to the Akrim River valley, eventually merging with it at the Diva waterfall.

DJAFUR A freeport in the Aetolian island chain on the Vilayet Sea. It is the chief port of the pirates of the "Red Brotherhood".

DJEMAL A small Turanian trading-city lying on the road between Fort Ghorl and the Zaporoska River.

DJUBALA OASIS A waterhole of the Kharamun Desert.

DNIRI KOZAKI One of the many Kozak bands.

DODLIGIAN ROAD The road leading across the Dodligian plain to Castle Slott in Corinthia.

DODLIGIA PLAIN A vast, bare plain, dotted by buttes and rocky ridges. It lies to the north of the Bloddolk forest in Corinthia. A large, lonely mountain rises from the center of the plain.

DONAR PASS A narrow mountain road that runs south through the Karpash Mountain range from eastern Corinthia to Zamora.

DRAGON HILLS A long range of interwoven hills located between Arenjun and Zamboula. From a distance the rocky, barren hills appear as a great, gray sleeping dragon. Two days ride south of the hills is a large oasis.

DRAGON'S BEAK A distinctive, rocky headland on the eastern Vilayet Sea north of the Aetolian Isles.

DRAGON'S SPINE A ridge of small peaks off the main caravan route in eastern Stygia. It lay to the southwest of Pteion and south of the Dune Sea.

DRAKKEN HILLS A line of hills on the south and east borders of Tantusium province in Koth.

DRUJISTAN A "land of demons" situated in the remote heights of the Ilbars Mountains south of Kushaf.

DUALI A Zuagir tribe of the Turanian desert, near Fort Wakla. The people have a village at an oasis.

DUNE SEA An accursed, demon-haunted wasteland in Stygia, west of Pteion.

DUTHIL The village where Conan grew up. Located in the southern regions of Cimmeria, Duthil was destroyed by the Aquilonians shortly before the fall of Venarium.

DYING PLACE OF THE ELEPHANTS A legend in the Blacklands, it is said the great, gray beasts go there to end their days. A fortune in ivory could be found there. This possibly refers to Dead Elephant Valley in Bamula Territory.

E

EAGLE PICTS A clan inhabiting territory west of that of the Wolf Picts. Their country had broad rivers, rugged hills, and forests extending to the coast of the Western Ocean. Conan escaped from this tribe.

EAGLE'S ROAD A precarious trail along the southern side of the Diva Gorge, leading to a vantage point above the Castle of Gleg.

EASTERN DESERT Name given to the entire vast arid region east of the Hyborian kingdoms, Shem and Stygia, lying between their eastern borders and the mountains along the Vilayet Sea.

EASTERN HIGH ROAD A caravan road leading from Tantsium to eastern Koth and points beyond.

EASTERN SEA The ocean east of Khitai.

EAST STRAIT A passage through the Aetolian isles to Djafur.

EDOM An ancient, dead empire, whose cities were destroyed by a blast of fire directed by the god Votantha. Thought to have existed since the fall of Acheron, Edom died when its last city, Yb, was destroyed seven hundred years ago for its sins against the proud city of Sark.

EDRAM CASTLE A rural Nemedian keep in northern Dinander province. It lies on the Urlaub River next to a

triple-span stone bridge, and controls access to the road. A small village lies to the east on the river.

EIDORAN, RUINS OF A dead city on an isolated plateau in the Pyrrhenian Mountains of eastern Argos. The site was the battlefield between priests of Set and Mitra.

EIGLOPHIAN MOUNTAINS A high range trending east and west along the southern borders of Vanaheim, Asgard, and Hyperborea. The mountains loomed over northern Cimmeria and harbored a relict population of cannibalistic pithecanthropoids, as well as such fauna as snow dragons and vampiric ice-worms. The passes were open only in spring and summer.

EKINARI A nomad tribe of the desert south of Khauran.

ELEPHANT, TOWER OF THE A structure in Arenjun, lair of a wizard who enslaved an alien being.

ELEPHANT SHRINE A ruined, overgrown temple to an unknown Venji elephant-god. The Turanian army fought a battle here.

ELGASH An ancient city of the lost empire of Edom, the city was destroyed by the god Votantha over seven hundred years ago. Its location is not known.

ELIKA A Zamoran town just off the road between Shadizar and the Karpash range. It lies beside the Illitese River.

ELKAD A small, walled city-state located in a meteor crater in the steppe east of Zamora. The hidden city, originally a remote Zamoran outpost, is hemmed in by hill and outcropping, and by a low range of mountains to the north-

west. The city is cursed and the inhabitants believe that they must make human sacrifice to appease the “Earth-folk”, demons from another star.

ELKAR OF THE WAVES A mighty seaport on the Vilayet Sea, located at the site of present day Shahpur. The site is pre-cataclysmic, existing at the same time as the kingdom of Valusia.

ELLOBOLU LAKE The narrow, marble-lined lake of the eastern Styx in Stygia that is considered to be bottomless.

ELOIKAS CASTLE The palace-keep of the king of the north-central Border Kingdom. The castle lies 3 days ride north of Dembi.

EL-SHAH-MADDOC A city-state of lying above the Kothian Hills, destroyed during the Age of Conan. It is now a ghost-city buried beneath a sea of ash, due to the “wrath of the gods”.

ELYMIA A small village sitting astride the Road of the Kings between Tarantia and Poitain in Aquilonia.

ERIBUK PASS A pass leading from eastern Khoraja into the kingdom of Koth.

ERIDU A city of the eastern Border Kingdom. Eridu was a transplanted Brythunian city dedicated to the worship of Moloq. It lies in a deep valley, next to a central lake, surrounded by towering cliffs.

ERKULUM The walled “City of Set”, located in eastern Stygia along the River Styx.

ERLIK, TEMPLE OF A center of the priests of Erlik, Yellow God of Death, in forbidden Pathenia.

ERUK A city-state of Shem, on the main caravan route.

ESHUR A city-state of Stygia, it is quite ancient.

F

FANGS OF ZHAFUR A barren mountain range of the Southern Desert, lying west of the Mountains of Desperation. The range appears at a distance to be the jawbone of some long dead creature.

FARAZI A clan of Taia.

FAR ISLES An island chain in the Eastern Sea famed for its beautiful dye pigments and leather made from rayfish skin.

FARSUN A pre-Cataclysmic nation lying south and somewhat west of Valusia.

FASHODA A tribe of the Black Lands that lives over a weeks journey inland from the coast on the Great Savanna. They are great fighters and love to raid one another for cattle. They count their wealth only in cattle and worship a cattle-god.

FATHADA A mountain people of northern Kush, they speak a variant of classic Kushite.

FEMESH VALLEY Site of a battle fought by Conan in Vendhya, probably lying along a small tributary of the Jhumda River.

FESTERING SWAMP A swampy waste in western Koth, the home of death, pestilence, and unclean things. The swamp is drained by a unnamed watercourse that begins in the low mountains between Koth and Argos, and sluggishly

flows through the fens to the Western Sea. East of the swamp lies hilly woodlands, and beyond that lies the city of Suthad.

FIELD OF CHIEFS A field of strangely carved stones set up in a geometric pattern. It is claimed to have been a battlefield between Crom and Ymir. The Standing Stone in the center of the field is the sacred meeting place of the clans of Cimmeria.

FIELD OF THE DEAD A valley filled with cairns raised to Cimmerian chieftains and heroes of ages past. The field is located in Conall's valley at the south foot of Ben Morgh.

FIRE, MOUNTAINS OF A range of volcanoes on the northern border of Shem, the northeast edge lies within sight of the foothills of the southern Kezankian Mountains.

FIRE DRAKE, CAVE OF THE A cavern in the Karpash mountains between Zamora and Brythunia. The cave and the small village above it were the lair of a mysterious sorcerer and his pet dragon - god.

FIRES OF THE SOUTH Volcanic mountains of the far southern Black Coast, mentioned by Belit.

FISH EATERS A tribe of the Blacklands south of Kush. Their land borders on Bamula territory and they are thought to be poor warriors.

FLAMING MOUNTAINS A volcanic range in Koth, south of Khrosha. The Kothian Hills lie north and Khoraja east of them.

FLATLAND A kind of everglade plain, periodically flooded, in the northwestern reaches of Zembabwei.

FORBIDDEN CITY Also called Old Zembabwei, the southern capital of Zembabwei kingdom, forbidden to foreigners. It had topless towers used as wyvern cotes. Set, the serpent god, was worshipped here under the name Damballah.

FORBIDDEN LAKE A mysterious body of water in the Zalgaran Hills of ancient Valusia.

FORBIDDEN MOUNTAINS Lying to the east of Giant's Fall, they are the source of Green River. The range is home to the bambana, half-ape beastmen. The local natives are forbidden to climb them as they are thought to be the home of the spirits.

FORBIDDEN SWAMP A brooding, steamy wilderness in southern Valusia, wherein lies a temple of the ancient Serpentmen.

FOREST LAKES A petty, Nemedian domain, ruled by a squire.

FORGOTTEN DEAD, CITY OF THE AN incredibly ancient city lying high in a hidden valley in the Jukala Mountain Range. The ruined city appears to have been built and then buried underground sometimes eons past. They were then raised up on the flank of a volcano and scoured clean by snowmelt running over them. A temple to the Silurian god Jukala lies amid the ruined city.

FORGOTTEN ISLE An island in the Western Sea that is a fragment of lost Atlantis. It lies nearest to the coast of the Pictish Wilderness.

FRASOL A county in Ophir.

FROZEN LAND Also called the Great Isle of Ice, it is a land of ice and snow that lies far to the south of the Hyborian world-continent.

FROZEN RIVER Marks the border between Hyperborea and Brythunia.

FURIES, CAPE OF A Hyrkanian promontory on the east coast of the Vilayet Sea near the Aetolian island chain.

FURY BORDER-FORT A former Ophirean garrison that lies low on a bend of the River Fury south of Sicas. It is a relic from the time when Ophir's border lie further north than at the present time.

FURY RIVER A southwest flowing tributary that joins the Khorotas River a hundred leagues from Sicas.

G

GALA A sleepy, Turanian town lying between the Shimak River and Fort Zheman.

GALLA A Cimmerian clan, their bodies are covered with tattoos and they wear their hair in a topknot. They are considered wild and primitive, even among the Cimmerians.

GALPARAN A town in western Aquilonia, on the southern bank of the River Shirki above Tanasul, situated on a river crossing.

GALZAI A tribe of the southeastern Himelian Mountains, living between the Wazulis and the Afghulis, somewhat to the north of the regular trail in that region.

GAMBURU The capital of Amazon, which lay inland from and several days' march east of Kulalo. A twelve-foot wall of stone having four gates surrounded it. The buildings were partly of ancient stone, partly of newer construction, hinting that an extinct civilization originally built the city. The royal palace was of red sandstone, fronted by a plaza with a planting of kalamtu trees.

GANA A tribe of Rahaman-Vendhyan ancestry living on the Rahaman Islands in the Southern Ocean. They are remarkably tall, the shortest one was still taller than Conan. They worship an ancestor-deity named Muhingo.

GANAKU The large tropical island where the Ganak tribe lives. It lies to the east of Arawu in the Southern Ocean. On the island lie the ruins of Rahamji.

GAO RIVER A crocodile-infested river of the Black Kingdoms west of Xuchotl, it empties into the south shore of the Lake of Death.

GARLINGAS A clan of the Æsir. They live near the Cimmerian border beneath Ben Morgh.

GARMA, ROAD OF A road leading through the Misty Mountains to Samara in Turan.

GAZAL A city and oasis in the Southern Desert of Stygia, built by the Gazali.

GAZALI A people that dwelt in southern Koth about 900 years before Conan's time, who were driven into the Southern Desert of Stygia because of their belief in Mitra. They built Gazal.

GENDAI FOREST Located ten leagues west of Gwandiakan, the forest is wild and undeveloped, with tall trees reaching toward the sky. Huge swarms of tiny, stinging flies that drive men mad inhabit the forest. The ruins of Maharastra are located here.

GERAUT A tribe of the Kharamun Desert west of Shahpur. They wear black turbans and have a reputation for killing anyone whom lays a hand upon them.

GERNACH RIVER A small, eastward flowing river that cuts the Cambres nation into two nearly equal pieces.

GERULS A Hyrkanian tribe of the Ashkuz horde, they wear green facial tattoos and are rumored to eat human flesh.

GHAFF, MOUNT A mountain in the Karpash range, upon which sits the citadel of Yezud.

GHAMUD A nomad desert tribe south of Khoraja.

GHANARA A region inhabited by a handsome brown folk, possibly identical to Ghanata.

GHANATA A fierce Negroid desert people living in the eastern part of the Southern Desert, south of Stygia. They were famed for their curved, razor-sharp knives. Perhaps identical to Ghanara.

GHARAT, TEMPLE OF Lies 50 miles south of Fort Wakla in northern Turan, near the caravan route.

GHAZA A western Shemitish city-state famed for its expensive wine, which was exported via the caravan route to Zamboula. It lies on the Asgalun River, near Kyros.

GHOR A village on the trail to Mount Yimsha.

GHORBAL A Nemedian province mentioned in the first draft of Hour of the Dragon, discarded by the final version.

GHORI, FORT A Turanian citadel lying southeast of the Vilayet, at the edge of the Hyrkanian steppe. It guarded the eastern caravan route.

GHOST SWAMP A parleying place of the Picts, situated southeast of Tullian's Creek in the Westermarck.

GHOSTS, GORGE OF A canyon on the northern edge of Drujistan, trending roughly east and west.

GHOUFAG A tribe living in the Misty Mountains of Turan.

GHOULS, FOREST OF A haunted woodland in southern Zingara, on the Argossean border.

GHULISTAN Name for the entire region inhabited by mountain tribes of the southern Himelians, north of Kosala and west of Vendhya. It should not be confused with Afghulistan, the southern part of Ghulistan where the Afghuli people dwell. Narrow, torturous valleys separate the high, sheer mountains of Ghulistan. Nevertheless, there are caravan routes through the mountains. One commonly traveled route is the Amir Jehun Pass, a wide valley extending almost halfway through the mountains from the Hyrkanian side, and ending in the Valley of Gurashah. Similarly, on the southeastern side, the knife-like crevasse of the Zhaibar Pass provides Vendhyan access to Ghulistan.

GIANT WATERFALL A cascade situated far to the south of Zembabwe, east of Amazon. Its river, which was small when Conan saw it in the dry season, plunged 250 feet, flowing southward into the Land of No Return. To the west of the Giant Waterfall rose jagged peaks; to the south lay a dissected plateau, rising in the distance to low hills and then to the range of high mountains that guarded the Land of No Return. The Giant Waterfall River is presumed to have downcut this rejuvenated terrain, maintaining its course through the (presumably volcanic) moun-

tains and eventually emptying into the Southern Ocean at the Edge of the World.

GIANT'S FALL A majestic waterfall with a perpetual rainbow, three days journey east of the Black Coast on the Green River. The cataract pours over a great escarpment.

GIANT'S NOTCH A slippery, steep, narrow cleft in the Imirian Escarpment of northern Poitain. The Road of Kings passes through the notch.

GIANT'S STONES A huge circle of standing stones, rumored to have been built by a race of long-dead giants. The circle is a nexus, or gateway to the "Shifting Land".

GIRUMGI A nomad tribe of the desert north of Zamboula.

GLEG, CASTLE OF A stronghold in the Colchian Mountains.

GLOOM, MOUNTAINS OF A wall of granite in eastern Koth that separated the barony of Korveka from Koth proper.

GOADEL, MOUNT A high, snow-covered peak of the Kezankian Mountains. It has a tribe of ape-men living above the snowline.

GOD-MEN A clan of men living in the Black Kingdoms on Thunder Mountain. They control the magic of the "Living Wind". Their priests are of two classes, the Speakers to the "Living Wind", and the Silent Brothers.

Go'HENGI A tribe of the Black Kingdoms that live on the Gao River southwest of Thunder Mountain.

GOLAMIRA, MOUNT The "black-hearted" Mount of Eternal Time in Aquilonia, where the legendary sage Epime-

treus slept for 1500 years in a phoenix-guarded tomb. He sent forth his ghost when Aquilonia was in need.

GOLD, MOUNTAINS Of a mountain range that touches the Southern Ocean at Iranistan's farthest southwestern shore. The range runs roughly north to south.

GOPUR a city Of golden minarets, located in the jungles of southern Vendhya.

GORALIAN HILLS A region in northwestern Aquilonia, a few miles north of the River Shirki, above Tanasul.

GRAASKAL MOUNTAINS A region in southern Hyperborea, presumed to be on the Brythunian border.

GRAND GORGE OF THE RIVER STYX A canyon complex on the River Styx east of Keshan. The northern end is impassable due to cataracts and whirlpools. It is a stark array of ragged multi-colored spires, sheer cliffs, and tortuous ravines.

GRASSLANDS OF KUSH A savanna that comprised most of the interior of the kingdom. It had herds of antelope, zebra, and buffalo, preyed on by lions.

GRAY APES, MOUNTAINS OF THE Highlands east of Zamora and trending north around the Vilayet, where dwelt man-eating anthropoids closely related to the snow -apes of the Icy Wastes.

GRAY DESPAIR, SEA OF A bleak wasteland of salt, located in west-central Corinthia. The center of the wasteland was rumored to be the site of an ancient city that was razed during the Age of Acheron. All the land surrounding it as

far as the eye can see was salted so that nothing would ever grow there.

GRAYLANDS A land of the dead, it is described as a sort of Limbo. The River of Death lay at its border.

GREAT DESERT An arid wasteland in northwestern Khitai, whence came invading nomads. It is presumed to merge with the Wuhuan Desert farther to the west.

GREAT ESCARPMENT A huge cliff of rock that separates the fertile valley of the River Styx from the high desert of Stygia.

GREAT GOURD HILL A Kwanyi lookout post that, on a clear day, one can see the island of the Ichiribu.

GREAT ISLE OF ICE see *Frozen Land*.

GREAT KHOROTAS BRIDGE A huge wooden span with stone pilings lying across the River Khorotas east of Messantia in Argos. It lies across the "Great Road" heading toward Ophir. There are gates and guardhouses on the bridge.

GREAT ROCK A huge red dome of stone, 1200 feet high, that lies several days' march inland from the coast of the Unknown Land. The caverns in it are the abode of a race of serpent-men.

GREAT SALT MARSH A large basin in the Border Kingdom that received the internal drainage from rivers in Brythunia, Corinthia, and parts of Nemediia. The Great Salt Marsh was skirted by Conan, who reported that bogs, pools, and streams surrounded it. Perhaps in pre-

Cataclysmic times the region was a much larger inland sea, or even an arm of the western Ocean such as shown on a map of the Thurian Continent south of Thule.

GREAT SAVANNA Lies between the forests east of Giant's Fall and the Forbidden Mountains. The plains are huge, with the amount of animals numbering in the tens of thousands.

GREAT STONE SKULL A geologic formation or mirage in the shape of a skull, masking the city of Yanoga in the Land of No Return.

GREAT WALL OF KHITAI Said to run north-south across the plains and valleys adjacent to the Wuhuan Desert. We have presumed that the main Wall was located further east, closer to Paikang, in the position of the more elaborate defenses built during the historical era.

GREAT WALL OF KOTH A location in Koth lying near the city of Khalis.

GREEN RIVER A sluggish, scum-covered river that empties into the Western Ocean on the Coast of Bones. One hour upstream is a stream of fresh water that flows in from nearby hills. Crocodiles and hippos inhabit the river.

GREEN RIVER BORANA A coastal tribe of the Black Coast that live alongside Green River. They are thought to be cannibals. Their chief's name is Ashko.

GREEN WATER An oasis-town of Iranistan's northern district, one days ride southeast of the Ilbars River. It is a major caravan crossroads.

GREENWOOD FOREST A small forest several leagues east of Khorshemish in Koth.

GRONDAR Easternmost of the Seven Empires on the Thurian continent in pre-Cataclysmic times. Dark people with “slitted, yellow eyes” populated Grondar, the “Shadowy Land”. The nation challenged Valusia and was subjugated by Kull. The temple of the Bloodstained God in eastern Zamora was thought to be Grondarian.

GUARRALID A duchy in Zingara.

GUNDERLAND A northern province of Aquilonia, bordering on Cimmeria and the Bossonian Marches and extending eastward to touch the chalk moors of the Border Kingdom. It was isolated from the rest of Aquilonia by thick woods that harbored aurochs, bears, wolves, and other dangerous wildlife. Howard claimed that Gunderland was once a separate kingdom. The Gundermen became vassals of Aquilonia for expediency’s sake, but this did not deter them from serving as mercenaries in the armies of other Hyborian kingdoms.

GUNDER MARCHES A Nemedian name for Gunderland.

GUNDERMEN Inhabitants of Gunderland. Tawny-haired, gray-eyed, tall, and sturdy, they were closest to the ancestral stock of the Hyborian people. Gundermen often served as mercenaries. They were also the backbone of the Aquilonian infantry.

GURASHAH OR GURASHA A valley and presumed river in the northern foothills of the Himelian Mountains, through which the main route from Vendhya to Hyrkania passed.

GWADIRI A tribe of pearl fishers and mariners that live on the Isles of Pearl.

GWANDIAKAN A city of northwest Vendhya, in the foothills of the Himelia mountains. It is larger than Sultanpur and Agrahpur together, but only half the size of Ayodhya. A city of alabaster towers, golden domes, and columned temples, it is a favored summer resort of the Vendhyan court.

GWAWELA A Pictish village, nearest across the Black River from Fort Tuscelan.

H

HABIRU A nomad tribe of the Southern desert.

HALOGA The mighty fortress of Queen Vammater in Hyperborea. It is located just across the border from Asgard.

HALVA'AR REACHES An area in the far north of Asgard. It was a fine fur-trapping region.

HAMMERGODT FALLS A huge waterfall, over 100 meters in height, that lies on the Blue River below the Vanir trading town of Three Rivers.

HANSHAL A free village on the road through the Kothian Hills. It lies due north of Kyros. Merchants and tradesmen control it.

HANUMAR A town in Nemediā, not on a direct route from Numalia to Berverus. There is a temple to the elder-god Ibis located in this city.

HARAAN PASS A mountain road leading high through the Karpash range between Corinthia and Zamora.

HARAKHT This city of Stygia is situated on the River Styx halfway between Khemi and Luxur. It is the city of the Hawk-God.

HARANGI A clan of hillmen living in the hills of southern Koth.

HARITH, WELL OF A fortified oasis of the desert south of Hyrkania. The abandoned ruins of a Turanian outpost can be found here.

HARUK A Turanian town that lies south of Gala. A range of low hills lies north of the town.

HATHOR-KA'S ESTATE Owned by one of the wealthiest landowner in Stygia, the huge estate is located on the River Styx some distance east of Khemi. Dominating the estate is a modest temple and numerous shrines.

HAUNTED LANDS A badlands region of the Border Kingdom, inhabited by demons.

HAUNTED PASS Located on the north fork of the Corinthian Road, high in the Karpash mountains between Corinthia and Zamora. Strange, unnerving sounds make the pass especially eerie.

HAUNTED PYRAMIDS Ruins of sinister reputation situated in Stygia.

HAUNTED SEA An area of the Western Ocean lying far to the west of the coast of Kush. The Isle of Mists can be found there.

HAWK PICTS OR ONAYAGA A clan dwelling just beyond the Westermarck, said to be not quite as barbaric as other clans.

HELU RIVER A watercourse in the Taian province of Stygia. The presence of this river makes the region one of the most fertile in Stygia. It empties into the Styx River.

HERANIUM A city in Nemediā, five days march from Belverus. It contains a royal garrison of 1000 soldiers.

HEROES, MOUNTAIN OF see *Ben Morgh*.

HIGH BRYTHUNIAN ROAD A desolate route that leads from southeast Brythunia to the western parts of the country.

HIGH CORINTHIAN ROAD The stretch of road leading from central Corinthia, over the Karpash Mountains, to Shadizar in Zamora.

HIGH DESERT OF STYGIA Starting atop the Great Escarpment, the desert spreads for hundreds of leagues into western Stygia. The desert is all but uninhabited, yet it is dotted with the ruins of ancient forts, temples erected to forgotten gods, and enigmatic statues and monuments. The Sphinx of King Rahotep is found here.

HIMELIAN MOUNTAINS An extensive high range north of Vendhya, later part of the modern Himalaya. Its highest peak was Mount Pajaram, the "Pillar of the Gods". Its southern reaches, inhabited by fierce tribes, were called Ghulistan. North of the Himelians was the great intermontane basin of Meru with its lake Sumero Tso. The Talakma Mountains, which fringe the northern parts of the basin, are presumed to merge with the Himelians to the east and west of Meru.

HIONG-NU A city of northern Khitai that was sacked by a Hyrkanian horde.

HISPAN A province in Zingara.

HIZEN A city-state of Khitai.

HO, LAKE LIES in Khitai, has crayfish. It is presumed to be identical with the large lake adjacent to Wan Tengri.

HOME LAKE The selkie name of Lake Sargasso.

HORNS OF SHUSHTU A remarkable mountain complex in the Black Lands, the tops terminate in two nearly identical crags, one colored black and the other one white. To the west of the "Horns" lies a great inhospitable desert. Waterholes are few and far between, although one permanent oasis lies a day and a half march from the mountains. A pass runs between the twin crags and the ruins of an ancient road lies there. Vertical stone walls lie along the road and these are covered with pre-Pythonic hieroglyphs and pre-human carvings. To the east of the peaks is a large temperate plateau, where the cyclopean ruins of a city of Acheron lie. The center of the plateau is a depressed valley, with all the mountain streams running into and forming a broad, dark lake. The ruins of a city built by prehistoric snakemen lie to the west of the lake. A colony of Acheronian refugees built New Python atop these ruins. There are also the ruins of a stronghold on the eastside of the lake. Beneath this stronghold lies the treasure of Python, the ancient Acheronian capital.

HOT-SPRINGS LAKE A medium-sized lake in the hill country of eastern Stygia. The lake's aromatic water is said to cure "all manners of rheums and agues." The Stygians believe it to be the holy source of the River Styx's life-giving waters.

HOWLING RIVER A watercourse in the far north of Vanaheim. It has many cataracts and rapids, hence its name. Its source is the glaciers of the Far North.

HWONG A saffron-skinned warrior tribe living in the jungles of Venjipur.

HYBORI A tribe of unknown origin led into the Far North at the time of the Cataclysm by a legendary chief, Bori. Displacing the indigenous white apes of the region, they prospered in this unlikely environment. At first, the Hybori were nomads dwelling in horsehide tents. Then some unchronicled genius discovered how to dress stone, and the Hybori built mighty keeps surrounded by curtain walls. Since the keeps would have been useful for defense but damp, cold, and uncomfortable for everyday life, the bailey area probably contained residential buildings, stables, storehouses, and the like. Peasants, traders, and others dependent upon the protection of the castle probably lived in huts clustered outside the walls. Some 1500 years after Bori's time, the Hybori had achieved a fairly high culture. They were a sturdy people with tawny hair and gray eyes. As their population increased, they conquered and absorbed weaker tribes and eventually established the first Hyborian kingdom--Hyperborea the Elder. (At some later date this was destroyed by an invasion of the Æsir.) Hyborian tribes who resisted the lords of Hyperborea the Elder began a great southward movement that continued over hundreds of years. The horde probably migrated through the easy Skull Gate Pass. They encountered Picts scattered throughout the Border Kingdom lands and drove them westward. Then the Hyborians had a choice of

marching eastward around the Great Salt Marsh into future Brythunia, or westward into Nemedi--which was then part of the empire of Acheron. We have presumed the latter for the main body of invaders, since scouts would have reported the tempting riches of the southern empire. Brythunia, a virtual wilderness, would keep until later. It is possible the decadent and unsuspecting cities of Acheronian Nemedi fell like sitting ducks before the barbarians, especially if--as we have presumed--the overextended army of Acheron was engaged in pacifying lands newly wrested from Old Stygia far to the south. We believe that both geography and known Hyborian history point to Nemedi as the first of the southern Hyborian kingdoms. Nemedi's wealth and its protected position relative to Acheronian Aquilonia would have permitted it to prosper as the western regions of the older realm decayed. A Hyborian power base in Nemedi would have been quite resistant to Acheronian thrusts. (Note that Nemedi was the only Hyborian kingdom not destroyed in the turbulent era following the Age of Conan.) According to the Saga, at least 2500 years were to pass before the Hyborians were secure in both Nemedi and Aquilonia. Cimmeria was too tough a nut to crack and so it was bypassed. Pictland was similarly given a miss. The conquest of the later Hyborian kingdoms to the south must have proceeded with deliberation as the Hyborian population continued to grow. Argos would have fallen easily, as would western Koth. Mountain-girt Ophir and Corinthia would have been more difficult to subdue. (The latter three had been briefly independent after the withdrawal of Acheronian forces.) The beleaguered army of Old Stygia probably

stopped the Hyborian movement near the Koth-Shem frontier. In the centuries that followed, Shem grew from a no-man's-land nominally subject to Koth into a kingdom whose people combined Shemite and Hyborian genes. Border Kingdom barons, suffered to exist because it tended to discourage military adventures on the part of the new Hyperboreans into Nemedias. By Conan's time, the original tribe of the Hybori was thoroughly merged with other races. The purest strain of the original stock was to be found only in remote Gunderland.

HYBORIAN KINGDOMS Included Aquilonia, Nemedias, Brythunia, Hyperborea, Koth, Ophir, Argos, Corinthia, and the Border Kingdom--nations tracing their ancestry to the Hybori. Some scholars include Zingara in the group.

HYPERBOREA A northeastern Hyborian kingdom situated east of Asgard, west of Turan, And north of Brythunia and the Border Kingdom. It is presumed that the western boundary of Hyperborea with Asgard was the River of Death Ice, having its source in the Eiglophians. This stream would be shallow, clogged by glacial debris. Since it was also frozen throughout the long winters, it provided an ineffectual barrier against invading Æsir. The eastern Hyperborean frontier was also quite open, delineated vaguely by low hills, a few lakes, and a small river flowing north from the Graaskal Range or Frozen River. Conan crossed over the mountains into Brythunia, but had a rugged time of it. The principle break in the southern rampart was Skull Gate Pass. The climate of Hyperborea is presumed to have been milder during its florescence, al-

lowing some simple agriculture as well as herding and hunting. The early barons built stone keeps. The lower classes lived in huts or cave-like hovels, scratching out gardens near the protective castles and herding first ponies and reindeer, and later shaggy cattle. As the lordlings consolidated their positions and Hyperborea became a kingdom, rebellious tribes migrated southward in an invading horde, into the lands of Acheron. It was probably much later that Hyperborea the Elder was overwhelmed by a wave of Mesolithic Æsir--perhaps after the climate took a turn for the worse and the economy had been weakened by crop failure and loss of domestic animals. The invading Æsir settled among the ruins, intermarried with the survivors, and created a new nation--which also called itself Hyperborea. It prospered and eventually attained a high culture--apparently abetted by a clique of wizards of alien origin. By Conan's time, Hyperborean slave raiding had added Hyrkanian and Zamoran genes to those of the northern tribes. The people were pale-skinned, extremely tall and gaunt, with white hair and greenish eyes. The Hyperboreans had to fight off not only Æsir, but also Vanir and occasional Cimmerians. The climate was once more taking a turn for the worse and the culture was decaying. Political control was largely vested in a wizard's guild called the White Hand, which tried to ally itself with other occult forces in Stygia, Nemediā, and distant Kam-buja. After the Age of Conan, Hyperborea was conquered by Hyrkanians who galloped around the frozen tundra north of the Vilayet Sea.

HYPSONIA A county or province in central Argos.

HYRKANIA The fabled “Wolf-land” of demons and sorcerers, Hyrkania has vast subhumid to semiarid tract of prairie, steppe, high desert, taiga forest, and tundra lying east of the Vilayet Sea, west of Khitai, and north of Vendhya and Meru. The northern coast of the Vilayet is described as marshy, with snow-gleaming mountains far to the north. South of the mountains are hills, home to the dreaded savarysk, the cannibal-horse of the northern steppe. In Conan’s time it had many city-states, more or less firmly under the control of the Turanian Empire. Autonomous regions were situated along the northeastern shore of the Sea and deep into the interior, with Turanian vassals along the southeastern coast and the eastern caravan routes.

HYRKANIAN MAIN Pirate slang for the Vilayet Sea.

HYRKANIANS A people of Lemurian ethnogeny who moved into the arid eastern center of the world-continent long after their chain of islands sank during the Cataclysm. They freed themselves from servitude in ancient Khitai and began to dominate the steppes and deserts west of the Great Wall. Eventually, some of these northern Lemurians invaded the western reaches of the continent and became the ancestors of the Acheronians. Others stayed in the Hyrkanian steppe, apparently living in enclaves among the many aboriginal tribes, until after the establishment of the Hyborian Kingdoms. Then a southern Hyrkanian clan migrated around the southern end of the Vilayet Sea and established the kingdom of Turan. Other Hyrkanians made periodic forays around the northern end of the Vilayet to harry the outposts of Hyperborea; but their raids

did not amount to much until after the era of Conan. In Conan's time, citizens of the Turanian Empire were proud of their Hyrkanian heritage and likely to refer to themselves as Hyrkanians. Wizardry was admired and respected by its inhabitants. They were horse warriors and shrewd traders, defending their caravan cities against all comers and completely dominating the Vilayet Sea. They maintained close ties with the Hyrkanian tribes east of the Vilayet, who were at least nominally part of the Empire of Turan. The Hyrkanians that Conan met were mostly tall, dark and slender. A second racial type was short and slant-eyed; it resulted from an admixture of the original Lemurian genes with those of aborigines native to the mountains of the northeastern Vilayet shore and the northern taiga. We may also assume that the Hyrkanians shared the genes of other nomadic tribes of the interior, and also those of Khitai. Hyrkanian warriors, who rode sturdy steppe ponies, were masters of the double-curved bow.

HYRKANIAN STEPPE the great treeless part of Hyrkania.

HYRXA LAKE an Argossean lake lying nearby Messantia.



IANTHE The Royal Capital of Ophir is a city of domes, towers, and red tiled roofs. It is located in the north of the country, built around a high, stone outcrop along the Red River. The river winds around this black shale cliff, cutting the city in half. There are only two bridges, one a floating bridge, spanning the river here. The “Citadel”, lies in the midst of the city, atop the outcrop. It has high, crenellated granite walls, and is the where the Ianthium holds court. The bulk of the city lies north and west of the river.

ICARIA An isolated community in the Rabirian Mountains of Zingara.

ICHIRIBU A tribe of the Black Kingdoms. They live on an island in the Lake of Death, above the underground ruins called the “Stone City”.

ICY NORTH A region where meteorites were found, presumed to lie in the remote northeastern taiga.

ICY WASTES A generalized term for the northern reaches of the world-continent, an area of tundra, taiga, and glaciation that was inhabited by savage snow-apes, the original inhabitants of the Hyborian homeland (Hyperborea). Invading savages led by Bori drove the snow-apes above the Arctic Circle, where they not only survived, but also throve. They are the presumed ancestral stock from which

derived the gray man-eating apes dwelling in the mountains around the northern Sea of Vilayet and elsewhere.

IKRAHADIA A Brythunian borderland trading center, it lies on the main northern trade route between the Hyborian kingdom and the cities of the Vilayet. It is nearly a weeks ride northwest of the town of Bougankad.

ILBARS MOUNTAINS A range lying south of the Colchians below the Sea of Vilayet and extending southwestward toward the arid plateau of Iranistan. Its highest peak was called the "Lord of the Winds" by the hill-tribes living there. Drujistan was a region in the southern Ilbars. Towns in all but the northernmost Ilbars Range were nominally subject to Iranistan, but hostile to it.

ILBARS RIVER The main watercourse of the Turanian Empire, it flows from its sources in the Colchian and Ilbars Mountains, north through steppe and meadowlands, past walled Samara. The massif of the Misty Mountains prevented the Ilbars from reaching the Vilayet by the shortest route; and so the river flowed along the edge of the desert until it reached the vicinity of caravan rich Akif. There it angled eastward, swollen by drainage from the Misties, until it reached the Vilayet in a broad estuary at Aghrapur. Turan claims the area north of the upper river, Iranistan the area to the south, though neither has any military presence within several days travel to either side.

ILKHAR OF THE PEARLY TOWERS A lost city of the Great Desert, its people sinned greatly and the gods destroyed it with a rain of fire that lasted three days. Wizards of Ama-

nopet raised the ruins into the sky and it was never seen again.

ILLITENSE RIVER A broad, cold waterway fed by numerous mountain streams, born largely of snowmelt high atop the southern slopes of the Karpash Mountain range.

IMIRIAN ESCARPMENT A high, cliff-face of basalt, it marks the edge of the Imirian Plateau, and runs from the Alimane to the Khorotas rivers.

IMIRIAN PLATEAU A large, flat tableland north of the province of Poitain in Aquilonia.

IMIRUS A barony of Aquilonia, its demesne lay in northern Poitain.

IN-BETWEEN-LANDS A monster-haunted spirit-world lying between life and death.

INCENSE ROAD A caravan road between Asgalun and Baa-lur, so named because the very dust of the road smelled of spices and fragrances spilled from north-bound caravans.

INIZIO, TRADING POST OF Located on Black River where Zingara borders the Pictish Wilderness. Since the owner was part Pict, Pictish warriors never bothered his waystation.

INNASFALN A Brythunian village by the foot of the western slope of the Karpash Mountains. It lies at the beginning of a pass through the mountains. The sparsely inhabited area around Innasfaln has been claimed by Zamora, who doesn't feel the need to garrison it.

INUPAK'S VILLAGE The half-buried village made of snow and ice belonging to a native tribe that lives in the far northwest of the nameless continent that lies across the Eastern Ocean from that Hyborian world-continent.

IRAKZAI A hill-tribe of the western foothills of the Hime-
lian Mountains, despised as "lowlanders" by the tribes of
Ghulistan.

IRANISTAN A nation south of the Vilayet Sea and the Ilbars
Mountains, west of Venjipur and Vendhya. It was the chief
rival of Turan. Its capital was Anshan. It traded with
Vendhya and with the Black Kingdoms, and probably with
the Hyborian realms as well. Oil pools were to be found in
its central regions.

IRON STATUES, ISLE OF An island in the Vilayet Sea near the
western shore, having mysterious ruins of a great hall with
rows of iron statues. The island is oval with the northern
shore highest and falling off into cliffs.

ISHDARIS An ancient power, presumed to be contempora-
neous with Acheron. It's black armies' worshiped Ikribu as
a god of war.

ISSEDON One of the Seven Sacred Cities of Meru, lying on
the shore of Sumero Tso.

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JAGA A headhunting tribe of the Talakma foothills of Kusan.

JANAGAR OF THE OPAL GATES An ancient lost city, rich beyond imagining, that existed before the oceans swallowed Atlantis. The city lies in the heart of the desert between Zamboula and Kutcherne. It sits in the center of a great depression, deep enough to hide the city unless you are right on top of it. The city has mighty walls, towers of purple, green, alabaster, or red marble, with cupolas of bronze atop each. Beautiful palaces, temples, and flat-topped terraces lie beneath the towers, rich with flashing gems. The massive gate carvings are inset with opals, hence its name. Janagar reigned for five thousand years as “Queen of the World”. Near the end of that time, the priest-kings gave the order to seek out the existing pre-human races and learn their knowledge. Eventually, their acquisition of magical knowledge became so great that the god-like “Powers” took notice of them and began to blast the priest-kings with spells so terrible that the very fabric of the world vibrated with each attack. This was the Great Cataclysm that altered the structure of the entire world. Janagar survived because a final spell, the “Spell of Unchanging” preserved the city and hid it from the “Powers”. The cost of this great magic made a desert of the land around the city. This forced the people of Janagar into a subterranean existence, living on mushrooms. The

city was reduced to ruins in Conan's age by the mage, Ar-saces of Iranistan.

JATTE A village of giants living in Zamora, several hours walk off the Shadizar Road.

JEBAIL, MOUNTAINS OF A small range near Sultanapur in northern Turan.

JELUBA RIVER Flowed eastward from Tombalku, whose inhabitants were ignorant of whether it joined the Zarkheba or flowed further east to Darfar and Keshan. We have presumed that it entered a tributary of the Zarkheba.

JERACULAM A city in Nemediā, five days march from Belverus. It contains a royal garrison of 2000 soldiers.

JERIDA A city in Zingara, home of a sailor, and so placed on the navigable part of the lower Thunder River.

JHEBBAL SAG, SACRED GROVE OF Located in a southern area of the Pictish Wilderness, near Zingara's border, the grove is described as a place where the old gods are more than memory.

JHELAI A place in Vendhya having caves tenanted by hermits.

JHUMDA RIVER Presumed to flow southwesterly through Vendhya from its source in the Himelian Mountains. On its banks, Hyrkanian invaders from Khorusun and Secunderam were defeated by Vendhyān troops under the leadership of Conan.

JIHJI One of the Black Kingdoms, or possibly a mere village in interior Kush.

JUGRA A village of Wazuli tribesmen in the Zhaibar Pass region of the Himelian Mountains.

JUKALA, MOUNTAINS OF A towering, volcanic mountain range located in the Blacklands south of Punt. The mountains are covered with thick glaciers and huge snowfields. Geysers and hot-springs are a common sight. The peaks are one of the sources of the River Styx. The rare silver lotus grows in a hidden valley high in the mountains.

k

KAETTA A small, Shemitish city-state that lies between the River Styx and the ruins of Nithia. It sits atop a plateau, affording a panoramic view of the desert for leagues in all directions. While the inhabitants worship the god, Mitra, his temple is actually an ancient temple of Ibis. Opals are the main export of this city. Kaetta sits atop a spring of cold, fresh water.

KADDONIA A province of the Border Kingdom adjacent to Phalkar.

KAH-TAH-DHEN The Mountain at the Heart of Hell, an eroded volcanic plug that lies east of Shushan. It is the abode of a giant spider.

KAKLANI A tribe of the southern Iranistani desert. They wear yellow robes striped with red.

KALANDOR A small city at the foot of the Karpash Mountains of Zamora. It lies to the north of Yezud.

KALEEKHAT A city of Vendhya. Asoka, a master-wizard of the First Rank resides there.

KAMALLA A small city in the desert of eastern Corinthia.

KAMBUJA An eastern kingdom ruled by a god-king, presumed to lie east of Vendhya. Its capital was Angkhor.

KAMELIA A pre-Cataclysmic Thurian kingdom.

KAMULA One of the “vanished elder cities” of the pre-Cataclysmic kingdom of Valusia. It lay north of the capital. An ancient map showed it in the Shem-Stygia region, but this is doubtful.

KANDALA A small city of western Khauran.

KANGRA This Vendhyan city lies in a beautiful northern vale, and is the site of the King’s Summer Court.

KARABAN A county or province of Aquilonia.

KARAPUR A city in the country of Venjipur. (Conan the Hero)

KARA-SHEHR SO-CALLED CITY OF THE DEAD A ruined outpost of ancient Acheron, situated southeast of the Vilayet Sea.

KARATAS A human palisade-town on the lip of Sargasso Lake in Zamora. The name is Zamoran for “Black Rock”, and is named for the huge block of black stone that juts above it.

KARNATH A Stygian city mentioned in the first draft of Hour of the Dragon, then discarded by the final draft. I have placed it on the coast west of Kheshatta, the western terminus of Stygia’s great east-west caravan route.

KARNEMET An untamed Zingaran seaport.

KARPASH MOUNTAINS Also called the Karpashian Range, this long, rugged range of the central Hyborian kingdoms, is an amalgam of several mountain ranges of differing ages. The eastern section, a spur of the Kezankian

mountain range (misidentified in Conan the Magnificent), the Karpash range runs for hundreds of leagues along the borders of western Zamora and eastern Corinthia-Brythunia. The mountains in this area are composed of red and black rock that was pushed up over a million years ago. Although old and worn, there are many volcanic peaks in this part of the range, a few still active. There are a couple of volcanoes whose collapsed calderas have formed crater lakes, and hot springs are prevalent on the southeastern Brythunian side. There are numerous passes across the eastern Karpash range, as well as several large cavern complexes beneath them. Liquid bitumen has been discovered in the mountains. Kezankian tribesmen live in the parts of the Karpash that abut the Kezankian Mountain range. The western section, between the borders of northeastern Ophir, southern Nemedra, and southwestern Corinthia, is geologically relatively recent. The mountains in this area are a jagged wall of iron-gray and white granite. They are quite high, and there are very few mountain passes. In many locations along the Ophirean border are veins of gold and deposits of precious stones. The western mountains are considered to be haunted by vampires, ghost mists, and terrible lightning storms.

KARPASH WATCH-TOWER A square, stone keep with garrison, used by Corinthia to watch the Western Pass through the Karpash Mountains, as well as the approaches to it. Aquilonian forces fought a series of battles here.

KARUTONIA A great city of Acheron, it stood upon the foothills of the Border Range on the Aquilonian side. At one time over a million people lived there.

KASFIR A city of Iranistan, it is the center of the nation's slave trade.

KASMAR PASS An oft-snowy pass through the Colchian Mountains between Venjipur and the high hinterlands of Turan and Iranistan.

KASSALI The capital of Punt. At the center of the city lies the royal palace and its high towers. The walls are made of sun-dried mud spangled with ornaments of glass and gold.

KATCHKAZ A short-lived kingdom that existed five-hundred years before Conan's time. Sogaria was part of this kingdom.

KATHAI An exotic, jade-rich city-state of western Khitai. Its palace has an ivory inlaid dome.

KAVARI A fishing-port on the southwest Vilayet Sea. It lies on the coast amid the foothills of the Misty Mountains.

KCHAKA A black nation or tribe dwelling west of Zembabwei, of which the latter nation was an offshoot.

KELBAZA A walled Brythunian city lying on the Lema Plains.

KELKA A city on an isolated island in the Western Ocean, preyed upon by Barachan pirates. Conan and Bêlit visited it. The inhabitants of the island-city worship the goddess Ashtoreth.

KERLAIT A tribe of Hyrkania.

KESHAAN A city on the western shore of the Vilayet Sea.

KESHAN A barbaric kingdom situated south of Stygia, west of Darfar, and east of Punt, mostly covered with tropical rainforest. It was the hereditary enemy of Punt and itself endured slave raids from Stygia and Shem. The Negroid population was ruled by a mixed race of lighter complexion claiming descent from the “mythical” people of Alkmeenon. The capital city is Keshia.

KESHIA The capital city of Keshan, a settlement of thatched huts clustering around the mud wall of the royal palace, which was made of mud, stone, and bamboo.

KETHA A city on the caravan route from Zamboula to Shadizar. The city is famed for its stone quarries. Presumed to be in southern Zamora or northern Khauron.

KEZANKIAN Mountains A range trending north to south along the eastern borders of Zamora and Koth. The hill people were hostile to strangers. A pass and the Temple of the Bloodstained God lay near Arenjun. The Kezankians are presumed to be a youthful range, thrown up at the time of the Lesser Cataclysm when the Vilayet achieved its Hyborian Age basin. The older Nezvaya River was thus able to maintain its course through the northern part of the range, providing a northern corridor to the West. There are numerous hot springs on the western slopes near the Karpash range. Streams originating from them have a slight sulfur taste.

KEZANK-MARCH A Turanian town two days ride from Agrahpur toward the Kezankian Mountains.

KEZATI HORDE A tribe of man-sized vultures, constantly at war with the Ganaki. They live on the island of Zati and are also called the “Children of Ezat”.

KHADARS A nomadic tribe of desert raiders that live in the Southern Desert around Qjara.

KHAJAR, OASIS OF LAYS in Stygia, three days’ travel by camel eastward from the shore of the Western Ocean, and far to the west of Nebthu. The wizard Thoth-Amon made his home here.

KHALIS A city in the country of Koth, it lay near the Great Wall of Koth. It is presumed to be in eastern Koth.

KHALKAT An Ophirean barony.

KHANYRIA A town or city in Khoraja, home of the sorcerer Pelias.

KHARAMUN DESERT A sizable arid waste surrounding Zam-boula.

KHAROYA A Zuagir tribe dwelling in the desert of Turan near the Duali.

KHARSHOI A village in Zamora located a few leagues east of Yezud’s citadel. It has the nearest ropewalk to Yezud.

KHAURAN A small border kingdom between the eastern tip of Koth and the Eastern Desert region of the Zuagirs. It had rich meadows and very fertile croplands. The ruling caste was Hyborian while the soldiers were Shemitish. The farming class was of ancient aboriginal stock. Kothic adventurers founded Khauran at a time when many tiny prin-

cipalities were being carved out of the fertile uplands. In Conan's time only Khauran and Khoraja had managed to retain their independence from Koth.

KHAURAN CITY Presumed capital of the kingdom of Khauran. It stood within sight of a river that separated grasslands from desert.

KHAWARIZM OR KHAWARISM The southernmost port of Turan on the western shore of the Vilayet Sea. There was no harbor north of it before Aghrapur. Slaves are traded for in this city. It was sacked and burned by Conan.

KHEBA An ancient power, presumed to be contemporaneous with Acheron. Its black armies' worshiped Ikribu as a god of war.

KHEMI Most important city and greatest port of Stygia, situated on the shore of the River Styx at its estuary with the Western Ocean. Khemi is known for its black walls and sinister citadels. It was the priestly capital of Stygia and did not welcome outlanders. Pyramids and other tombs stood in the nearby desert. Xaltotun died for the first time at Khemi.

KHERDPUR A city of northern Turan on the caravan route from Fort Wakla.

KHESHATTA A city of magicians in southern Stygia, situated on the north-south caravan route from Kush.

KHESRON The lower village or suburb of the citadel of Yezud in Zamora. It is small, the largest building being a

two-story inn. It was the start of a caravan route that ran through the Kezankian Mountains to Sultanapur.

KHET The fabled “City of Scorpions”, its ruins lie in Stygia along the River Styx. A contemporary of Acheron, the city was dedicated to the worship of the minor, Acheronian goddess, Selkhet. During the “Years of Dissolution”, the city was abandoned and eventually fell into decay and ruin.

KHIFARS A nomadic tribe of desert raiders that live in the Southern Desert around Qjara.

KHIRGULI A hunting tribe of the eastern Himelians.

KHISHTAM A village in Corinthia.

KHITAI An important kingdom of the Far East, shielded from western invasion by a Great Wall. It was comprised of many city-states in the north, the greatest of which was Paikang. Its people were called Khitans. Khitai extended its hegemony over a vast area of the Far East--from the northern taiga forests to the edge of the Kambujan jungle. Its influence weakened beyond the western satellite kingdom of Kusan, but it claimed all the land east of the Mountains of Night. Khitai had a varied economy. The city-states were centers of manufacturing and commerce. The craftsmen doubtless produced sophisticated art-objects. There was ample food from myriad small farms and ranches. Mines produced gold, silver, other metals, and precious stones. Silken textiles, rare drugs, spices, and magical paraphernalia were traded to the West. The terrain of northern Khitai is depicted in Return of Conan as

being “jungle”, but this can hardly be the case. Even if the climate was warmer and wetter, the word “jungle must be reinterpreted to mean “dense humid-continental forest”, similar to that of Pictland. The people of Khitai were very ancient--undoubtedly flourishing during pre-Cataclysmic times. After the Cataclysm, refugee Lemurians entered Khitai and were promptly enslaved. Later, the Lemurians rebelled and overthrew the ancient Khitan civilization before migrating westward.

KHOPSHEF PROVINCE An area of Stygia immediately to the west of Pashtun. It is a district of no large cities.

KHOR A great, fertile valley in Aquilonia, mentioned in the first draft of Hour of the Dragon, but discarded by the final draft. Presumably the mighty Khorotas River flowed through this valley on its way past Tarantia.

KHORAF A slavers' port on the eastern shore of the Vilayet Sea.

KHORAJA A small but important kingdom lying southeast of Koth; also its walled capital city. The southern border of Khoraja was the steep Kothian Escarpment, pierced only by the Shamlā Pass, part of the main caravan route from the Hyborian kingdoms into the East and South. Khoraja was once part of Shem. Kothic adventurers took over the strategic area, making it one of several small, independent nations lying along the eastern Kothian frontier.

KHORALA A ruined city in the jungles of Vendhya whence came the famed jewel, “Star of Khorala”.

KHORBUL A Hyrkanian stronghold in the region north of the Himelian Mountains.

KHORGAS RIVER A Kothic river, starting in the highlands of northern Khoraja. The river valley was the site of an ambush of an Imperial Kothic Legion. It is small and fordable in many places. It presumably flows into Salt Lake.

KHORLU A Hyrkanian city-state.

KHOROTAS RIVER Major watercourse of central Aquilonia, navigable in its middle reaches, having its principal sources in the Border Range of Nemedra. The Khorotas flowed within a mile of Tarantia. When it reached the mountains of Poitain, it dropped in a series of cascades, waterfalls, and rapids. It was joined by large tributaries, the Fury above, and the Tybor and the Alimane below Poitain, and eventually reached the Western Ocean at Messantia in Argos. The Assuran cult floated their dead down this river on skiffs. Hour of the Dragon states that the main road (the Road of Kings) from Tarantia follows the border of Poitain before crossing into Argos. It would be logical to assume that some goods would be transferred to boats at this point and floated down to Messantia.

KHORSHEMISH So called “Jewel of the South” and “Queen of the South”, the capital of Koth is a walled city of spires dominated by the Scarlet Citadel. Orchards and meadows surrounded it. Khorshemish was founded 3000 years before Conan’s time, on the ruins of an earlier city.

KHORUSUN ALSO SPELLED **KHOROSUN** AND **KHURUSUN**, a principal Turanian port on the eastern shore of the Vilayet, sacked by Conan as a kozak. It sent troops on an invasion of Vendhya. The walled city was renowned for its goldsmiths.

KHOZGARI A tribe of the Misty Mountains of Turan.

KHROSHA A city in Koth near the Flaming Mountains, where cunning poisoned boxes were made.

KHROSHA, MOUNT A volcano in the Flaming Mountains west of Khoraja.

KHULM A small fort, edging a stream, north of Sogaria in western Hyrkania.

KHUNLUN A city-state of Khitai.

KHURAKZAI A Himelian mountain tribe friendly to Conan, presumed to be a branch of the Afghulis.

KHURUM A village of the Wazuli tribe, and also a river and valley of the same name, situated in the Himelian mountains on the trail east of Afghulistan. It was named for a legendary Amir having a famous tulwar.

KHYFA A mountainous Shemitish realm, the inhabitants are loyal Mitra worshippers. They destroyed the empire of Amentet in a holy war seven hundred years before Conan's age.

KIDESSA, OASIS OF Situated in the Southern Desert of Kush, near Tombalku.

KII A city-state of Khitai.

KING KALENIUS, TOMB OF The mausoleum of one of Thuria's greatest kings, found on a submerged peninsula that was once part of Kordava's harbor in Zingara. The thousand columned tomb and its surrounding barrow took thirty years to build, and was one of the wonders of the Thurian world. The "Final Guard", one thousand of Kalenius' finest warriors, transformed into deathless creatures of living stone, guards the tomb.

KING'S ALTAR A hill on the left side of the Valley of the Lions, near its wide mouth.

KINGS, WELL OF An ancient stone waterhole in the arid lands of Zamora that lies several days east and north of Shadizar. Huge toppled slabs of worn black stone surround it.

KIRGHIZ A hill tribe in the Himelian Mountains north of Vendhya, reputed to be devil-worshippers. They have a temple-stronghold called the "Forbidden City" that lies on a cliff-side in the shadow of Mount Raktavashi.

KIRJAHAN A barony in western Ophir, near the Aquilonian border.

KIZIL-BEZZIN A caravan city between Zamboula and Khoraja.

KLETSK a Nemedian Village that lies north of Edram Castle.

KNIFE CREEK A stream in Schohira, just south of Fort Kwanyara.

KOLARI A crossroads encampment, presumably in Hyperborea, it lay in a region of rolling hills.

KOMAHAR A province of the ancient kingdom of Valusia.

KOMATH A village presumed to be in Zamora.

KORDAFA A mysterious country south of Kush, whence came the black wizard Muru. If he was typical, the Kordafans were tall, intensely black, with narrow heads, aquiline features, and kinky hair trimmed into a fantastic crest.

KORDAVA Capital of the kingdom of Zingara, a port on the Western Ocean situated at the mouth of the Black River. It had a renowned school of swordsmanship. The royal palace had a floor of polished crystal. The underground thieves' district in Kordava is called "The Pit".

KORMON A barony of Aquilonia, seat of the overlord of Schohira.

KORVEKA A barony in eastern Koth in the blue lake country. The barony is fertile land, fed by clear lakes and rivers emanating in the mountains that cut it off from Koth proper. Corinthia and Zamora lay to the north across a sky-reaching mountain range. Its easternmost border is nestled up against the little queendom of Khauran. Korveka was the site of a successful Khaurani battle.

KORVELA BAY Situated on the Pictish Coast far to the north of Zingara, site of a fortress built by Count Valenso of Korzetta. Two points of land, the southern shorter than the northern, formed a protected anchorage.

KORZETTA, CASTLE OF The Zingaran stronghold of exiled Count Valenso, who built a fortress on Korvela Bay. The emblem of Korzetta was a scarlet falcon on a gold field.

KOSALA A tropical kingdom west of Vendhya and east of Venjipur, said to be inhabited by large brown people and slender olive-skinned people. The region is hilly, less fertile than Vendhya, but more livable than Ghulistan or modern Iranistan. Its coast along the Southern Ocean holds few viable ports, and the Kosalans are indifferent sailors. Its god, Yajur, was worshiped by means of ritual strangulation at the city of Yota-Pong. The Tlazitlans, mystery-race of Xuchotl, originated here.

KOTH A Hyborian kingdom south of Ophir, Corinthia, and Zamora, North of Shem and Argos, and bordered on the east by Khoraja and Khauran. The terrain of Koth is an exercise in geographical ingenuity. The steep peaks of the Karpash Range were an impassable barrier along the Corinthian border, as this area was not crossed by caravans. Further west, the mountains softened into hills below western Ophir, and were traversed by at least two passes. Along the Argossean frontier, the Pyrrhenian Mountains deflected moist air masses, creating Koth's western meadowlands (sub-humid prairie), fading into known deserts east of Khorshemish. This mountain range curved south, then to the east above Shem. It quickly faded into rugged hill-country, gaining elevation and impenetrability again at the Flaming Mountains, a volcanic range. The important road going south out of Khorshemish traversed a pass on the way to Eruk in Shem. One thousand miles of uplands culminated in the Kothian Es-

carpment, a huge wall that ran along the edge of the Eastern Desert before rising into the southern bulk of the Kezankian Mountains. The eastern region of the kingdom is described as “fertile uplands”. This presupposes that the hills south of Zamora acted as a moisture trap to water the region and fill its “blue lakes and rivers”. It also makes necessary a basin-style drainage pattern for eastern Koth. A saline body of water in the barrens of central Koth called Salt Lake, together with additional smaller bodies of freshwater, took care of the runoff. Koth has meadows and orchards in the western and farms in the eastern uplands. The anomalous desert of Koth, mentioned in *Return of Conan*, has been placed in the central kingdom. Its ancient capital, Khorshemish, is the center of the armor-making industry that is Koth’s pride and joy. Almost all scholars discussing Koth’s history have presumed it to be the first of the Hyborian kingdoms. The geography of the world-continent and its effect on the movement of the early Hyborians makes such a hypothesis unlikely. Koth is very old, but it was probably not originally established by Hyborians. Valusian refugees are more plausible precursors. In *Hour of the Dragon*, Howard says: “The barbarians (Hybori) who overthrew Acheron set up new kingdoms. Where the Empire had stretched now rose realms called Aquilonia, and Nemediia, and Argos, from the tribes that founded them. The older kingdoms of Ophir, Corinthia, and western Koth, which had been subject to the kings of Acheron, regained their independence with the fall of the Empire.” This is ambiguous, since it may be interpreted to mean that Ophir, Corinthia, and western Koth were independent contemporaneous with the early

florescence of Acheron. If this were the case, the Hybori could hardly have dominated them. How would the Northerners have gotten there? Through Acheron? Through Zamora? Through Brythunia? One may also ask what happened to the populations of pre-Cataclysmic nations not chronicled in the Saga? Once in a while they get the short shrift as “aborigines” contributing their genes to better known groups; but may we not also assume that relict populations from Valusia, Thurania, and even Zaarf-hana found refuge in the mountains of Ophir and Corinthia---and in Koth itself---rebuilding their shattered culture as the Hyborians were doing in the Far North. I think so. And their subsequent history would be tied to that of Old Stygia and, later, Acheron. After the Hyborian consolidated their positions in Nemedica and Aquilonia, they could have moved southward once more to take over the Mysterious Three. . . . The elephant-being, Yag-kosha, mentions Koth between Nemedica and Aquilonia as he speaks of ancient Hyborian kingdoms. On more secure historical ground, chroniclers report that Hyborians from Koth drove the Old Stygians out of the western meadowlands of Shem into the lands south of the Styx. The Kothic hosts had to withdraw to their ultimate borderline when Shemite city-states increased in power. In Conan’s time, Koth was constantly in the throes of civil war. Its king, described as “penurious”, was involved with Ophir in a disastrous adventure against Conan’s Aquilonia. After the Age of Conan, Koth became a vassal of Aquilonia. Still later, it was a battleground where rampaging Picts and Hyrkanian empire-builders warred “incessantly”.

KOTHIAN ESCARPMENT An area along the southern border of Koth, where its hills “fall away sheerly” in the east, making a bizarre, virtually unbroken, mile high sheer rock wall at the edge of the Eastern Desert. Its origin is unknown and its presence inexplicable. A rain forest thrives in the escarpment’s shadows, grown out of humid air pockets created by storms breaking against the forbidding wall. Beyond the rain forest lies the Eastern Desert. Zaheemi warriors have been ancestrally charged with maintaining their ancient lands, from above the wall to the forests below. The wall extended along the southeastern part of Khoraja and southern Koth for “1000 miles”. Shamla Pass, the only major break in the rampart, is heavily traveled by caravans and lined with vendors and merchants. A northern branch of the escarpment lies between Koth and Khoraja. Some twenty leagues north of the pass lies a seldom-used secret way through the wall. An ancient race once built a stone causeway between the escarpment and a nearby granite butte. Both the causeway and the race that built it have long since disappeared. The Zaheemi have replaced the structure with a rope bridge that stretches fl of a mile above the forest below. Because of high winds and frequent storms, this route is not at all popular. To the northeast was another pass at Khauran. The Kothian Uplands that are the western extension of the escarpment formed the border between Koth and Shem. There is a pass near Eruk in Shem. The skilled mercenaries of that country doubtless learned their trade during early clashes between Koth and the city-states to the south.

KOTHIAN UPLANDS Fertile highlands in eastern Koth, having blue lakes, rivers, and cities. The hills are presumed to become more barren as they lose elevation in the east and eventually break off abruptly at the Kothian Escarpment.

KOVA A city and principality in Zingara.

KOZAKI A horde of outlaws, also called “Free Companions”, roaming the Turanian Steppe west of the Vilayet Sea. The word means “wastrel”. Conan was once their leader, or hetman.

KRINGUS HILL Located in the Thanza region of the Border Range.

KRO ISLES An island group settled by a primitive, Pict-like aborigine tribe called the Kro. The isles contain ancient partially submerged ruins.

KSHATRIYA A caste of noble warriors of Vendhya.

KTHANTOS, TEMPLE OF The ruins of an ancient temple belonging to the demon-god Kthantos are located high in the western Karpash Mountains, on an unused pass. The glossy black pool at the center of the ruins is where the earthly form of the nearly forgotten god resides.

KUIGAR NOMADS A sizable tribe of the Hyrkanian Steppe, ruled by a Great Khan.

KULALO A village on the Zikamba River south of Kush, seat of the Burgeoning domain of Juma the Kushite, an old crony of Conan's.

KUNGADO A tribe of the Blacklands east of Bamula territory.

KUSAI A border-city of Uttara Kuru.

KUSAN A minor satellite kingdom of western Khitai; also its capital city. Its monarch concluded a treaty of friendship and trade with Turan, after Conan helped dethrone a usurping tyrant-wizard.

KUSH Northernmost of the Black Kingdoms situated south of Stygia. There were Kushite villages along the shore of the Western Ocean, then a band of thick forest. Inland stretched a savanna, which ended in eastern hills. Beyond this was the Southern Desert, only nominally part of the kingdom. Its capital city was called Meroë. Kush gave its name to the whole southern part of the world-continent. Barachan pirates were the first northerners to raid and trade with Kush. Later, Argos and Zingara had a thriving traffic in gold, ivory silver, copra, pearls, and slaves. Kush imported beads, silks, sugar, and brass-hilted swords. The kingdom was ruled by a brown-skinned, part-Stygian race which despised the black lower classes.

KUSHAF A town in the Ilbars Mountains, hostile to the hegemony of Iranistan.

KUTCHERNES A city of the southern desert north of the Styx. It is the center of several major caravan routes.

KUTCHMES A city nearby Zamboula, a temple of the "Ancient Ones" is located there.

KUTH OF THE STAR GIRDLE One of the “dreamlands” referred to by a dweller in Xuthal, presumably mythical.

KUTHCHEMES A ruined city with an ivory dome, situated in the desert southeast of Shem, to the southwest was the Big Bend of the Styx. The city flourished 3000 years before Conan’s time, contemporaneous with Acheron and Old Stygia. The ancient god Zug lives at the bottom of a pit beneath the ruins, next to the subterranean “River of Darkness”.

KUZKO The sacred capital city of the Lord-Inka. It lies in a valley across a vast, green mountain range from the western coast of the nameless continent that lies across the sea east of Khitai. The Lord-Inka’s palace-temple is inside a huge step-pyramid.

KWANYARA, FORT Southernmost fort in the Westermarck province of Thandara, it lies on the east bank of the Black River.

KWANYI A tribe of the Black Kingdoms south of Kush. They live on the edge of the Lake of Death, in the hills below Thunder Mountain. The tribe is broken into various totem clans.

KYROS A western Shemitish city-state famed for its expensive wine. It lies on the Asgalun River.

KYROS BROTHERS TRADING POST A small trade-outpost on the extreme northwest coast of the Vilayet Sea.

L

LACHEISH A Cimmerian clan, described as having shaven temples. They live near Ben Morgh.

LAIR OF LIONS A long abandoned city in the Blacklands east of Watambi territory. It was deserted nearly 1000 years before Conan's time, it's name long since forgotten. It was the time-lost abode of Amra, the Lord of Lions.

LAKMASH OF THE SILVER GATES A Hyrkanian caravan-city renowned for its silver and gold work.

LAND OF NO RETURN A region far to the south of Zembabwei, beyond the Great Waterfall, surrounded by high mountains. It had bleak plateaus, scrubland, and a sandy plain. To the southeast was the Great Stone Skull, which guarded a city harboring a relict population of pre-Cataclysmic serpent-folk. Geysers and fumaroles suggest volcanic activity.

LANJAU Also called the "City of the Ages", it is a ruined city of Hyperborea the Elder, and it lies in northern Corinthia.

LARSHA Called "The Accursed", a ruined city of Zamora, lying to the east of Shadizar. It allegedly dated back to Cataclysmic times. Legends claim that it is the abandoned capital of the Zhemri, and contains their ancient treasures.

LEMA PLAINS A prairie region in Brythunia.

LEMURIA An island chain laying far beyond Khitai, in the Eastern Ocean. The mist-shrouded isles are all that remain of a once spacious land that sank beneath the sea during the Cataclysm. Lemuria-of-the-West, mentioned in Tuzun Thune, may have been a colony.

LEMURIANS The race of Lemuria. After the destruction of their land, the Lemurians fled to the eastern shore of the world-continent where the ancestors of the Khitans enslaved them for many centuries. Later they were able to revolt successfully against their masters and migrate westward. This migration may have been prompted by racial memories of the ancient colony of Lemuria-of-the-West. There were in ancient times two main lobes of Lemurian movement: the southern, which eventually founded Old Stygia, and the northern, which founded Acheron. A much later movement of Lemurian peoples out of the deserts and steppes of the Far East gave rise to the Hyrkanians.

LENG A walled town lying high in the hill-country of eastern Brythunia, not far from the borders of Corinthia and Nemediia. It lies at the convergence of two passes that allow access to the plains that lie to the east, west, and south. The wind constantly blows here.

LEOPARD CLAN A warrior society of the Kwanyi tribe of the Black Kingdoms.

LESSER PASSAGE A caravan route running from Zamboula to the bend of the Styx River. For the most part, it skirts the periphery of the desert. It is longer, but considered safer than most routes.

LEUCTA A remote, western Ophirean walled town that lies on the junction of three roads.

LIBNUN HILLS A small area of uplands south of Asgalun in western Shem.

LIGUREANS A tribe of light-skinned primitives, non-Pictish in origin, living in small enclaves among the northwestern Picts. They were usually at war with the Picts but sometimes allied with them. Ligureans had a druidic cult centered at Nuadwyddon.

LIMNAE A city-state of Corinthia.

LIONS, VALLEY OF A region in the Goralian Hills north of the River Shirki, site of one of Conan's greatest battles.

LIREIGH, VILLAGE OF A settlement in Vanaheim on the western coast, named for its chieftain.

LITTLE WILDERNESS A heavily wooded area lying between Thandara and Schohira, flanked by the Black and Thunder Rivers. The only safe road between these provinces went east of the Thunder through the Bossonian Marches.

LIVING WIND, CAVE OF THE A cavern on Thunder Mountain that contains the magic of the "Living Wind".

LOCHNAGER The Cimmerian village where Conan's mother hailed from. It was located to the northwest of the village of Duthil.

LODIER A barony in Ophir.

LOKHRI An Argossian archonal house.

LONIKA A city-state that lies in the fertile meadowlands of central Corinthia, southwest of its traditional ally, the city-state of Polopponi.

LOPLAIN A small city, assumed to be in eastern Corinthia.

LOR a barony in Aquilonia.

LORD OF THE WIND The pre-eminent peak of the Ilbars Mountain range.

LOST HOPE, TOWER OF a fortress In Belverus in Nemediia. It sits atop a ruined temple of Ahriman.

LOST JUNGLE A forested site in Khitai, guarded by the priests of Yun, where the rare and deadly black lotus grew. Its pollen and flowers were poisonous. Yag-kosha, the elephant being, was once worshipped there. Gray Apes lived in the region.

LOULAN PLATEAU A barren tableland in the far northeast of the Hyrkanian Steppe, just west of forbidden Pathenia.

LOW VILLAGES A number of small villages that lie in the lowlands beneath the hills of southern Koth.

LUA A peaceful, coastal tribe of Kushites, they are well regarded as mariners.

LUCERTHAN A village of the Border Kingdom.

LUXUR The administrative capital of Stygia, site of the Ivory Throne, and principal commercial center of the Kingdom. It was located inland from Khemi, the religious capital, and was once under the power of the Yezmite cult. We have located Luxur on the upper Bakhr River, on a

line with the important Ford of Bubastes crossing the Styx. It is presumed that the Bakhr, shallow in Conan's time, was once navigable up to Luxur. The city was later connected to the Styx by a broad canal. The lands around Luxur were presumably fertile and well watered during the florescence of Old Stygia, justifying the position of Luxur as capital.

LYNX CREEK A stream in Conayaga, beyond which lay Ghost Swamp.

LYNX PICTS A clan of the Pictish Wilderness.

LYSENIUS, CAVES OF Caverns of the sorcerer Lysenius are located in a ravine in Owl Pict lands in the Pictish Wilderness.

M

MADNESS, MOUNTAINS OF An ice-covered range that lies several leagues in from the coast of the Frozen Land, due south-southeast of the Silver Islands. The ruined city of an ancient star-faring race lies in a cave beneath the mountains.

MAHARASTRA A ruined city located in the Gendai forest of northwest Vendhya. The ruins are the abandoned remains of the first capital city of Vendhya, and contain the tomb of its first king, Orissa the Conqueror. His worst foe was a priestess of Kahli named Jhaora. When she sacrificed Orissa's brother to appease her bloodthirsty god, he declared a holy war on her and crushed her realm. Jhaora escaped with the treasure of Maharashtra and eventually settled on the island of Rahama.

MAKAN-E-MORDAN OR PLACE OF GHOSTS An area in the Shan-e-Sorkh desert having towering eminences, dunes, and red sand.

MAKKALET A Hyrkanian city-state on the eastern shore of the Vilayet Sea. It lay opposite the Isle of Iron Statues.

MALAGU A warrior tribe native to the nameless continent that lies across the sea east of Khitai. Their tribal lands lie south across a river from the Shuta lands.

MALIKTA A Hyrkanian caravan-city where jewels, stones, pearls, and jade of the east are traded by the hundred-weight.

MANARA A county or province in Aquilonia.

MARU, PLAIN OF A flat grassland below the city of Athos in northeastern Argos.

MASSACRE MEADOW A boggy flatland of grass, brush, and few trees, it is located at a fordable spot on South Creek in Schohira, upstream from the Council Rock.

MATAMBA A black tribe dwelling northeast of Kulalo.

MATUBIS A sizeable sea-village on the Black Coast north of the Watambi tribe.

MAUL The name of districts in Arenjun and in Shadizar of Zamora, where criminals caroused with impunity.

MAYAPAN ALSO CALLED ZOTHIQUE It is a mysterious continent in the Western Hemisphere, beyond Antilla, where Conan goes after his battle with the people of Ptahuacan.

MAYPUR a Turanian City on a caravan route.

MECANTA A county of Ophir.

MEHAR MARSH A swamp-sea of reeds bordering the Vilayet Sea between Aghrapur and Sultanpur. The swamp is the abode of a dangerous “swamp cat”.

MENALOS A Corinthian city-state that borders Atilleos.

MEROË Capital of Kush, situated in a grassy plain near a meandering river. Its spires and domes were sheathed with copper.

MERU A little-known kingdom situated south of the Taklakma Mountains and north of Himelians. It was a vast in-

termontane basin containing a brackish lake, Sumeru Tso, on the shores of which stood the Seven Sacred Cities. Its capital was Shamballah. A god-king or rimpoche ruled Meru. Legend said that if the people defied the rule of the shamans, Meru would rise to the height of the mountains, becoming a cold wasteland. Something of the sort evidently happened, since the region is known as Tibet in modern times.

MESSANTIA Capital of Argos and one of the greatest sea-ports of the Hyborian Age. Messantia was the terminus for the Road of Kings and for trade routes out of Aquilonia, Koth, Shem, Zingara, and the interior. The main road from Tarantia went along the eastern border of Poitain, coming into the Argossean uplands and winding to the coast. A shorter but more dangerous route from Poitain followed the Zingaran shore of the Alimane, then ran southeast through a ghoulish forest. Messantia was on the estuary of the Khorotas and is presumed to be not far from Venezia.

MEVANO, FORD OF A ford of the Alimane River. It is the northernmost of the three fords leading from Argos to Aquilonia.

MERTYOS Home-city of Lysinka, the bandit-chieftainess. It is presumed to be in northern Aquilonia.

MESHKEN A small city lying in the western reaches of the kingdom of Khoraja.

M'GAI A sect of nomadic Kushites, they had dealings with Belit and Amra.

MIDDLE OCEAN The Khitian name for the Southern Ocean.

MIDDLE SEA A Hyrkanian name for the Vilayet Sea.

MINDANGA A black tribe dwelling in the savanna south of Tombalku.

MIST, ISLE OF A lonely island lying amid the Haunted Sea, it was the abode of Tezcatlipoca, Lord of the Mists.

MIST, MOUNTAINS OF A mountain range in the Black kingdoms near Bamula territory.

MISTS, VALLEY OF The a vale cut into a spur on the flank of Mount Goadel in the Kezankian Mountain range.

MISTY ISLES A cluster of small islands off the west coast of Vendhya, where secret herbs are grown.

MISTY MOUNTAINS A rugged mountain range lying parallel to the western Vilayet Sea in southern Turan.

MITRA, TEMPLE OF Located in Numantia in Corinthia, the temple initiates acolytes into the ancient, secret "Order of Xuequelos". The order has watched the world since the age of the Lemurian Empire.

MOGAR, ISLAND OF The an isle of the Western Ocean that lies far off the trade routes. A legendary lost treasure is thought to be hidden on the isle.

MONKEY CLAN A warrior society of the Kwanyi tribe of the Black Kingdoms.

MONOLITH OF KING HSIA A tomb site in Kusan, supposed to contain treasure.

MOON, MOUNTAINS OF The a mountain range in the Blacklands located far away from the Bamula tribe.

MOON-GOD, MOUNTAIN OF The a peak in Ophir.

MOORS Barren chalky plains in the Border Kingdom near the point where it meets Cimmeria, Aquilonia, and Nemedias.

MORNSTADINOS The “Jewel of Corinthia” is a small city near the Zamoran border. It has high walls and is one of the few cities ruled by a senate in Corinthia.

M'RUKI A tribe of the Black Kingdoms that live on the savanna west of Thunder Mountain.

MU A land of pre-Cataclysmic times. As yet, nothing of it has been revealed in the Saga except its name.

MURROGH A clan of southeastern Cimmeria; brown eyes and a square jaw are their distinguishing features. They constantly raid the Border Kingdom, and have been waging a blood feud with Conan's clan for at least five generations.

N

NA'AT, ISLE OF A mist-shrouded island of towering cliffs and treacherous reefs that lies astride the River of Night in the Western Ocean west of Antillia.

NACHTA A clan of northwestern Cimmeria, located near the Conach clan.

NAHAREH A village in Turan.

NAIRN A village of the southern marches of Cimmeria. It was located within a couple of day's walk of the Cimmerian village of Duthil.

NAJAPUR A city-province of western Vendhya, covered with verdant forests.

NAKED DESERT An area surrounding Kuthchemes.

NAKHMET A small Shemitish town on the north bank of the River Styx across from the Khopshef Province.

NAMELESS CONTINENT Is situated in the Western Hemisphere and said to have been visited by Conan.

NAMELESS ISLE OR SIOJINA-KISUA An island in the Western Ocean, a "remnant" (more likely an island possession) of vanished Valusia, lying due south of the coast of Shem. The island had a temple of alien architecture, home of the toad-god Tsathoggua, who was worshipped by serpent-men.

NAPLONIA A city-state of western Corinthia.

NAPOLITUS ALSO CALLED **NAPOLIA** This southwestern Argos-sean port city lies at the mouth of the Thunder River.

NEBETHET, SHRINE OF The round, domed temple of the Ivory Goddess is located leagues east of Kassali. The white marble shrine was designed to look like a giant silver skull.

NEBTHU A city on the bank of the Bakhr River, near its confluence with the Styx. It has ruins and a large statue of a hyena-sphinx.

NEDREZZAR A Shemitish city-state located on the Incense Road between Baalur and Asgalun in western Shem. Its northern border with Baalur is the Asgalun River.

NEGARI A hidden, underground city located in the lands of the Matamba, near the Black Coast south of the Zarkheba River. The city is the last outpost of lost Atlantis.

NEG'S TEMPLE The marble-walled abode of the necromancer, Neg, lay on a hillside near the junction of Corinthia, Brythunia and Zamora. It is a temple of "The Men With No Eyes".

NEHEBKU'S NOOSE An ill-omened stretch of water on the Southern Ocean off the Zembabwei coast.

NEMEDIA Second most powerful of the Hyborian kingdoms, it lies east of Aquilonia, south of the Border Kingdom, west of Brythunia, and north of Corinthia and Ophir. The Border Range lies between Aquilonia and Nemedias. Most of the passes into Aquilonia were in the northwest; two southern passes existed, one was a well-defended gap in the range that the Road of Kings ran

through, the other was the difficult Pass of Oteron, which Conan once used. At the south end of the range lies the Tybor Gap, a large river valley that connects the kingdoms of Aquilonia, Nemedica, and Ophir. The rugged, impenetrable range of the Karpash Mountains lay on the southern border with Ophir. The capital city, Belverus, lay in the western part of the kingdom on the main road to Aquilonia. This highway, the Road of Kings, continued eastward to the vicinity of the eastern Nemedian border, then dropped into Corinthia and eventually crossed Zamora and the Eastern Desert. East and west of Belverus were rich croplands and orchards. Northwestern baronies protect the borderlands between the Border Kingdoms and Nemedica proper as far as the Great Salt Marsh. The north-flowing Yellow River marked the heavily forested eastern border between Nemedica and Brythunia, emptying into the Salt Marsh. Two other rivers, the Rhyl and the Urlaub drained interior Nemedica, since without them the country would have been a virtual desert and not at all like the land described in the Saga. Most of the Nemedian rivers have basin-style drainage into the Salt Marsh. Nemedica was anciently a part of Acheron. People of the Nemedian hills boasted of their Acheronian blood. Invading Hyborians destroyed Acheron, and it seems likely that Nemedica became the first of the Hyborian kingdoms. The elephant-being from Yag mentions it first among the new Hyborian nations. Nemedica waged intermittent war with Aquilonia for centuries, but its western neighbor never made much headway against it. Its emblem was a scarlet dragon. Nemedica had a long tradition of scholarship, perhaps an Acheronian heritage. The Nemedian Chronicles

have told most of the history of the Hyborian Age, including the Saga of Conan. In the turbulent years following Conan's reign, Nemedra was defended by mercenary Æsir, who successfully withstood several waves of invaders. It later became a Nordic kingdom before being overrun by the Cimmerians and other tribes fleeing the advancing glaciers.

NERIA A country of the Primal Continent.

NEW PYTHON A ruined city located on the plateau east of the "Horns of Shushtu". The city was built by Acheronian refugees on the ruins of a prehistoric snakeman city. It was to this place, that all the magical artifacts and treasure of the original Python were brought after its destruction by the Hyborean tribes.

NEZVAYA RIVER A Hyperborean river that runs south through rich forestlands speckled with lakes and ponds gouged out by glaciers. It is fed from runoff from the Graaskal Mountains. A tributary, the Frozen, drained the eastern Eiglophian Mountains. It turns eastward at the Zamoran border and empties into the Vilayet Sea after piercing the Kezankian Range. The Turanian city of Yaralet lay on the Nezvaya's northern bank, east of the Kezankians.

NIGHT, MOUNTAINS OF A range in western Khitai.

NIGHT, RIVER OF An ocean current that travels with great rapidity toward the western continent of Mayapan. It lies to the west of Antillia.

NIGHTMARE SWAMP An unhealthy, mist-covered marshland near Fort Ghorri in Turan. At the center lie the ruins of Puhru-Shatammu.

NILUS OR NILE RIVER see *Styx*.

NINCENNO A pre-Cataclysmic kingdom of the Thurian world-continent. It was considered to be a silver-towered land of chivalry and wonder, decency and light.

NINUS, FOUNTAIN OF A spring just west of the city of Shadizar, on the Road of Kings leading to Corinthia.

NIPPUR A city-state of Shem, on the caravan route.

NITHIA, HOLY CITY OF Also known as the “Brass City of Nithia”, it is an ancient city of Ibis worshippers. The city was contemporaneous of the Acheronian Empire. White marble walls and huge brass gates protected Nithia, nine days travel from the nearest city. The “Seven Fountains of Ibis” kept the city green and flourishing at the center of the Nithian Desert. The priest-kings of Nithia were descended from Atlantean kings. In the crystal-domed temple of Ibis was kept the statue of an incredibly ancient Atlantean god, called the “Grim, Grey God”. The statue was carved from a pearl twice the size of a man’s head. When the Acheronian warlord Dhurkhan Blackblade razed the city and claimed the statue, the priest-kings magic buried it in the ruins of the city, in a sandstorm lasting twenty-three days. For the next three-thousand years the city lie nearly forgotten, remembered only as the fabled “City of Brass”, in what became the deserts of eastern Shem.

Nogara, Ford of a ford of the Alimane River. It is the middle of the three fords leading from Argos to Aquilonia.

NORDHEIM A northern region comprising the countries of Asgard and Vanaheim. Its adjective is Nordheimr.

NORTH CREEK A stream nine miles north of Fort Tuscelan, forming the northern boundary of Conajohara. Marshes lay beyond it.

NORTH MARCHES A barony of northern Valusia.

NORTH STRAIT A passage through the northern Aetolians.

NORTHERN CAPITAL One of the two capital cities of Zembabwei, presumably where the Twin Kings spend most of their time. It was the black kingdom's caravan terminus and commercial center, the only city in Zembabwei to have intercourse with the countries of the North.

NORTHLANDS The area that lies east of Hyperborea and north of Turan and the Vilayet Sea. The southern part of this area is desert and semi-arid steppe with a few large rivers. North of the steppe, the land is hilly and covered in pine forests. There are no great rivers, but there are many streams. Beyond the forests are the lands of snow-giants and great dragons. The eastern part of this area rises into the glaciated mountains of northwest Hyrkania.

NOSTUME'S ISLE Lies on the Western Ocean 10 days sail from Messantia, the island is the site of an ancient fortress-temple containing the "Well of Souls", a portal to a strange world of madness and power.

NUADWYDDON, GREAT GROVE OF A holy place of the druids in Pictland, center of a Ligurean cult.

NUMALIA A great, walled Nemedian city of lofty spires. Lying east of Belverus, it marked a junction on the Road of Kings and the southern caravan route through Ophir, Koth, and Khoraja.

NUMANTIA A Corinthian city-state that is the location of a great temple of Mitra.

NYARO, FORT A frontier fort of the Westermarck on the edge of the Pictish Wilderness.

NYWENTHIA A city-state of the sheep-raising district of southern Corinthia.



OGAHA CREEK A stream between Conawaga and Schohira in Westermarck.

OLD CITY A dead city lying near the Black Coast, a half-day's march from a nameless bay. The original inhabitants came from an island called Siojina-Kisua in the Western Ocean.

OLD ZEMBABWEI see *Forbidden City*.

OMRI A tribe of the Southern Desert, living between Khauran and Zamboula.

ONAGRUL A pirate settlement on the shore of the Vilayet Sea, it was once an eastern Turanian seaport.

ONAYAGA see *Hawk Picts*.

ONG A city of northern Zamora named for Ong, the lion-maned god of pain.

OPHIR One of the Hyborian kingdoms, situated south of Aquilonia, Nemedra, and Corinthia, and north of Argos and Koth. Near the Aquilonian border, which is delineated by the Tybor River, Ophir has meadowlands and a few mountains near Poitain. Farmlands, forests, and fortresses cover the north between the Tybor and the capital city, Ianthe. Its royal court is called the Ianthium. Southern Ophir has craggy borderlands, lone and deserted, save for the ramshackle huts of peasants. Hills and a small river lie between Koth and Ophir. The impassable Karpash Moun-

tains lay on the Nemedian frontier and produced the gold and precious stones, which have been linked to the destiny of Ophir down through the ages. In Scarlet Citadel, the Ophirean knights wear gilded armor--an extravagance that hints at the prosperity of the kingdom. A glance at the map reveals that Ophir was really very small. Why did it exist at all? Gold and gemstone mines are the likely answer. Some exegetes have suggested that Ophir was one of the earliest Hyborian kingdoms. Its location far from the Northland home of the original Hybori seems to mitigate against this. Nevertheless, it is a snug little enclave, easily defensible on all borders except that of Koth, where guardian castles were erected at the passes. The penurious rulers of the latter kingdom seem to have troubles enough of their own without taking on an Ophirian army equipped with the best money could buy. Dragon states that Ophir was an independent state contemporaneous with Acheron and dominated by it. When the Hyborians overwhelmed Acheron, Ophir "regained its independence". We may presume that this freedom lasted only until the Hyborians were secure enough in Nemedias and Aquilonia to essay the conquest of the wealthy little nation. At any rate, it became a Hyborian kingdom at a very early date. Early in the reign of Conan, Ophir had an alliance with Aquilonia. This broke down just before the great battle on the Plains of Shamu, where Conan and his army found Ophir arrayed against them together with Koth. The Aquilonian army was destroyed and Conan taken prisoner. Years later, after an abortive invasion, Aquilonia annexed northern Ophir. After the Age of Conan, the Pictish Empire absorbed Ophir. And by modern times, its

fabled treasure mines had long since been swallowed by the Adriatic Sea.

OPHIR PASS A high mountain road between Zamora and Ophir, in the Karpash Mountain range. The pass is thick with bandits that prey upon unwary travelers.

OPKOTHARD A city of mystery, it lay in the valley between the four high peaks of the Death Mask Mountains. It is a city built of massive gray stone, unapproachable save over a domino bridge at the South Gate. The Nameless Spider-God is worshipped here.

ORISKONIE The northernmost province of the Westermarck, situated north of Conawaga.

OS HARKU Site of an Aquilonian penal colony, the island is situated in the middle of the wide Shirki River south of Tanasul. The island must be large, as five to six hundred criminals inhabit it. It has a terrain of forest, cliffs and swamps. Crocodiles and carnivorous serpents roam the shoreline. Aquilonian galleasses patrol the waters around the isle. There is a guardhouse a league upriver. Also called the "Isle of Ill Harbor" and the "Isle of the Damned".

OSSAR RIVER A swift, south-flowing river that starts in the hills to the west of Tarantia, and joins with the River Fury at Sicas.

OSTRICH CLAN A Hyrkanian nomad tribe.

OTERON, PASS OF A mountain pass through the Border Range.

OTTER PICTS A clan of the Pictlands dwelling near Thandara.

OWL PICTS A clan of the Pictish Wilderness. They live north of the Snake Picts.

P

PAH-DISHAH A city-state of Hyrkania, situated some three weeks' ride east of Makkalet. A king who was an early employer of Red Sonja ruled it.

PAIKANG gGreatest city-state of Khitai, situated at the eastern terminus of the great caravan route. It was surrounded by a white marble wall with a moat and had innumerable pagodas with roofs of blue, green, and purple tile. Golden dragons and lions ornamented its great gate. Jungles were said to lie near it, but these were most likely similar to the dense, humid-continental forests of Pictland.

PAJARAM, MOUNT The "Pillar of the Gods" it is the pre-eminent peak in the Himelian Mountain range.

PALAEA A city of the eastern frontier of Aquilonia. The Fourth Tauranian Regiment is stationed there.

PALANA A people of southern Kush, they speak a variant of classic Kushite.

PALIANA One of the Seven Sacred Cities of Meru, lying on the shore of Sumeru Tso.

PALIAN WAY A street in Numalia.

PALLOS, PLAIN OF A fertile plain of north-central Argos lying before the Didymion hills and the Rabirian Mountains.

PANTHER PICTS A clan dwelling near Thandara.

PASHTUN A city situated on an island just north of center on the River Styx. The city is claimed by neither Shem nor Stygia, and acts as both riverport and clearing-house for goods traveling or crossing the river.

PATHENIA A “forbidden” country presumed to be in the bare, black mountainous uplands of northern Khitai, beyond the Loulan Plateau. It was the home of gigantopithecans snow-apes. Yahlgan, the Sacred City of Erlik is in Pathenia.

PEARL, ISLANDS OF Lay in the Southern Ocean to the south of Iranistan. The Gwadiri, Bajris, and Udwunga tribes inhabited them.

PEARL ISLES A small, uninhabited island group lying in the eastern Lake of Salt in central Koth.

PEDASSA A village of Poitain in Aquilonia. At the village is a crossroads leading to the Khorotas and Alimane rivers.

PELISHTIA aA region in Shem. Its capital was Asgalun.

PELLIA A powerful principality of Aquilonia. A river flowed westward into it from the area of the Cave of Zelata. Since a prince ruled no other political unit of the nation, we may presume that Pellia was formidable and prosperous. Its prince challenged Conan’s rule of Aquilonia.

PERAM An Argossian archonal house.

PERGONA A city-state of Ophir.

PESHKHAURI A city and province in northwest Vendhya, ruled by a governor.

PESK An ancient city of the lost empire of Edom, the city was destroyed by the god Votantha over seven hundred years ago. Its location is not known.

PETRA An Aquilonian city, presumably near Tanasul.

PHALANDER A former town of southern Brythunia, the site is now a volcanic cinder cone.

PHALKAR Westernmost province of the Border Kingdom.

PHLYDEA The location of a battle Drusandra fought at. It is assumed to be in Corinthia.

PICTISH ISLANDS OR ISLES OF SUNSET In the pre-Cataclysmic Age, islands far out in the Western Ocean, beyond Atlantis. After the Cataclysm, they were heaved up and became the mountain peaks of a western continent.

PICTISH WILDERNESS see *Pictland*.

PICTLAND OR PICTISH WILDERNESS The far western region of the world continent, lying west of Aquilonia, north of Zingara, and south of Vanaheim. The Aquilonian frontier of Pictland seems to have fluctuated between Thunder River in the east and Black River in the west. The land in between, Westermarck, was rather optimistically deemed a part of Aquilonia. The coast of Pictland, some 1300 miles long, had not a single port city. It was the domain of the Sea-Land Picts, who had small villages and were on a lower cultural level than their inland brethren. They did

not go to sea, but apparently scavenged the strand for walrus and whale carcasses, which yielded ivory that could be traded. Interior Pictland is described as a “howling wilderness”. It is presumed to have been a slowly rising coastal plain, a vast marine forest with mild winters, broadleaf to the south, mixed with conifers to the north--humid, rank, and tangled with briars, thick, shrubby undergrowth, ivy, and other vines. The saber-tooth tiger and other large carnivores such as panthers, venomous pythons, wolves, cave-bears, and dragons made life interesting for the forest-dwelling Picts. The woodland glades were the home of elephants, antelopes, and deer, including the giant elk. The abundance of fur-bearers encouraged the Picts (who went more or less naked) to hunt pelts and trade them to the civilized people in the East. Although Pictland was called a wilderness by the Hyborians, it seems to have been a virtual paradise to the hunting-and-gathering Picts, who thrived in it during the 8,000 years following the Cataclysm.

Picts An irrepressible people originally from the Pictish Islands. At the time of the Cataclysm, the insular Picts were destroyed; but a large colony of them remained on the main Thurian continent in the southern mountains of Valusia. The Picts apparently had a fairly high-level culture under Valusia. Later, they retrogressed to a Mesolithic hunting and gathering level but maintained their genetic vigor and increased in number. The Picts displaced or absorbed an aboriginal Neanderthaloid people and took over the heavily forested western region called Pictland. They “defied the laws of Nature” by remaining in

cultural stasis for the next 7,000 years or so, up until the Age of Conan. Picts were short and dark, of powerful physique, with dark eyes and hair. Howard calls them a “white race”. They were organized into clans or tribes named after a totemic animal such as Hawk or Eagle. Howard describes the Picts as “rude, practical, and prolific”. They used bows and arrows and originally made hammered copper knives and hatchets from lumps of native copper dug from pit mines. Steel knives and axes were added to their armory through later commerce. The most primitive Pict clans were the Sea-Land tribes living along the shore of the Western Ocean. Some clans were described as going naked and painting their bodies when at war. Others, nearer the frontiers of civilization, wore some clothes such as beaded buckskin loincloths and moccasins and had occasional dealings with Aquilonian outposts or Zingaran trading ships. When they are not engaged in gingerly intercourse with civilized folk, trading pelts, tusks, and the like for wine, weapons, and ornaments, the Picts carried on warfare against encroaching settlers. Inland Picts used canoes. After the Age of Conan, the Picts made a great cultural leap forward, which is chronicled in Hyborian Age II. Influenced by one Arus, an exiled Nemedian priest who lived among them for many years, the Picts learned to work iron and to eschew their more counter-progressive habits--such as blood feuds among the clans. The Pictish smiths forged efficient weapons and the newly united clans surged out of the hinterlands to overwhelm decaying Aquilonia. They eventually destroyed the Hyborian nations completely, with the exception of Nemedias, dominating the West from Vanaheim to Zingara and from

Ophir to western Shem. The Pictish Empire was later brought up short by the Hyrkanians. Then came the great glaciers and the southward drift of the Nordheimr, signaling the end of Pictish domination and the descent of their relict population to a Mesolithic level once more.

PIROGIA BRYTHUNIA'S Southern capital, a great walled city located in the southeast part of the country. The present city was built around an older ruined city.

PIT, THE A city under Kordava in Zingara, it is the infamous thieves-den, where criminals and outlaws hold court. One hundred years before Conan's time, Kordava was leveled by earthquake and fire. Finding it easier to fill in than cart away the ruins of old Kordava, a new city was built atop the ruins of the old. The dregs of Kordavan society burrowed under the city and dug out the old ruins, thus creating the "Pit".

PLACE OF GHOSTS see *Makan-e-Mordan*.

PLACE OF MANY HEADS A spectacular group of gigantic rock domes rising above the flat wastelands, two days' walk inland from the coast of the Unknown Land. It is the home of a rainbow serpent the inhabitants call the Snake of Many Colors.

PLEASURE ISLAND A resort in the upper Styx, used by the princes of Stygia.

POHIOLA Second keep of Hyperborea on the Skull Gate trail.

POISON SEA A large, dead, salt-sea lying in the trackless desert northwest of Zamboula. A jagged wasteland of salt-pillars and ponds lie around it.

POITAIN Southernmost province of Aquilonia, bounded on the northwest by the Poitainian Mountains, on the southwest by the Alimane River, on the southeast by the Khorotas River, and on the northeast by the Imirian Escarpment. Poitain is described as a beautiful land of rolling plains, rose gardens and palms. Its prosperous croplands and meadows stretched toward the shallow Alimane; while in the east, uplands created a series of cascades along the Khorotas, which was not navigable along the border of Poitain. The people, called Poitainians, were an admixture of Hyborian and Zingaran stock. The region was not always a part of Aquilonia, but in Conan's time it was one of his most loyal provinces, ruled by Count Trocero. Its heraldic emblem was the golden leopard.

POITAINIAN MOUNTAINS A range of high mountains that lie to the west of the Aquilonian province of Poitain, along the northern border of Zingara.

POLOPPONI A marvelous city-state that lies in the meadowlands of central Corinthia along the Road of Kings. It is built around a hill and towers above the plain. The city is traditionally allied with the city-state of Lonika.

POTOSI A palisaded city of western Koth. The city was founded 4000 years earlier by the Stygians. At that time it was a mighty walled city, site of a fierce battle between the army of Stygia and the hosts of Acheron.

POTREBIA A southern Brythunian city-state.

POUGOI A tribe of the Border Kingdom. Their village lies in the mid-west of the country, 4 days' walk from Cimmeria.

POUGOI, VALE OF The the forested valley that the Pougoi tribesmen dwelled in. At one end of the vale was a magically dammed lake, home to a deadly Star-beast.

POWER, MOUNTAIN OF Thulsa Doom's fortress-temple, located on a conical peak near the Vilayet Sea, due east of Zamora. On the west side of the peak is a bowl-shaped natural amphitheater. The mountain contains a vast network of chambers, some natural, others man-made, and is the home of an ancient race of cannibalistic troglodytes.

PRIMAL CONTINENT A landmass that existed long before Atlantis and Valusia, it is also called the "First Lands".

PTAHUACAN Only city of Antilla and its capital, inhabited by a remnant population of Atlanteans and ruled by priests of the god Xotli from atop their black and crimson ziggurat. Ptahuacan can hold hundreds of thousands of people, but by Conan's time the city was half-abandoned due to the sacrifice of the diminishing populace to their dark deity.

PTEION A ghoulish, ruined city of great antiquity, located in eastern Stygia, not far from the Taian border. The former seat of the black magicians of Stygia, Pteion was abandoned when the desert encroached upon it. Said to have been founded by the serpent men of Valusia, it is

the resting-place of a relic of great power, the Ax of Varanghi.

PUHRU-SHATAMMU A former Turanian center of commerce that lies south of Khawarizm near the Vilayet Sea. It fell into ruin about 100 years before Conan's time, cursed by a demon.

PULAWER An ancient city-state of the Janagar Empire. Great magic destroyed it over one thousand years ago, all that remains is a ruined temple in northern Zamora.

PUNT A black kingdom lying east of Keshan and west of Zembabwei. The River Styx formed the southern and western border of the kingdom, and its tributaries carried gold out of the adjacent mountains. The Puntans gleaned the precious metal from the river by means of close-meshed baskets. East of its capital city, Kassali, stretched a wide savanna, then forest that encroached upon the uplands. Slavers from northern nations invaded Punt and carried off its people. Not much is revealed about the Puntan culture or economy in the Saga. The people worshipped an ivory woman and probably combined hunting and collecting with simple subsistence agriculture and their gold washing.

PURPLE LOTUS SWAMP It lays in south-central Stygia and was the source of a plant whose juices produced temporary paralysis. It was said to be haunted by ghosts.

PYRRHENIAN MOUNTAINS A lofty range in northwestern Shem, beneath them are some of the best and most fertile croplands in the country.

PYRROPHLAGALON Also known as the “City of the Burning Souls”, this lost capital was the very black heart of Acheron. The city was the seat of the House of “Ixion the Devourer” and his two sons, the dread sorcerer Xaltotun, and Dhurkhan Blackblade, the Supreme Warlord of Acheron. The city’s location is not known.

PYTHON SO-CALLED CITY OF PURPLE TOWERS Ancient capital of the evil empire of Acheron, its extent was ten times that of Luxor, Old Stygia’s greatest city. Its wealth was beyond imagining, and its mages and priests the most powerful the world has ever seen. Legends state that its obelisks were “high enough to pierce the moon”. Its royal palace had a gate called the “Ruby Gate”. By Conan’s time it had been extinct for 3000 years. Although Buccaneer infers that Python was located in the Shem-Stygia region because of its appearance on an ancient map, this is certainly an error on the part of the mapmaker. Acheron occupied the land that later comprised Aquilonia and Nemedias. Its capital must be sought in that region. The great antiquity and sophistication of the Nemedian civilization, its secure territorial position which enabled it to resist later invasions, and the conjuring up of the sorcerer Xaltotun within Nemedias all seem to point to the location of vanished Python in that country. Xaltotun was formerly high priest of Set in Python before it was wiped out by barbarians. Although he died in the South, he was resurrected by Nemedians who must have retained racial memories of his ancient prowess. We have placed Python tentatively on the plain north of Hanumar in an area that is now open grazing land. (A strong case could also be made for placing Py-

thon in Aquilonia, however.) At the time Acheron flourished, a river that subsequently changed its course presumably made the area suitable for a large population. Hyborian invaders from the North would have viewed the purple towers on the fruited plain as a sitting duck and eventually razed Python to a mound of rubble.



QAR A ruined, subterranean city that lies below Valusia's City of Wonders. It once lay on the surface a thousand years before the Age of Kull.

QARNAK An area on the west bank of the River Styx in eastern Stygia, it consists of vast, abandoned temple-tombs carved by forgotten races into the crimson face of the river cliffs.

QIRLATA A Zuagir tribe dwelling near Fort Wakla in the desert of Turan.

QJARA A city-state of the Shemitish League in the great Southern Desert. It is a caravan-city, well known for its trade in salt. A river marsh lies along the city's north side, whose source is in the snow-capped Mountains of Desperation to the north. There is a low, eastward running mountain range to the southeast of Qjara. The city-state of Sark lies many leagues across the desert to the southwest.

QUM A city of Iranistan.

R

RABIRIAN MOUNTAINS A tall, serrated and heavily forested range of purple mountains located in the north of Argos and Zingara. The mountains server a bulwark against invasion as they stretch from nearly the coast of Zingara to the Khorotas River. This border range is mined for precious metals.

RAEDA A clan of northeast Cimmeria; they have long noses.

RAGULY CASTLE The stronghold of a Kothian baron who hales from the Karpash Mountains, a foreigner to the province he rules. Its location appears to be in southwestern Koth, just north of the Pyrrhenian Mountains.

RAHAMA The ancient name of the isle of Ganaku. It was inhabited by a race of giants, the Rahaman. They were the masters of stone-craft. Soon after inhabiting the island, the giants discovered a fountain that granted its drinker immortality, so they built a wall of stone around it. Centuries later, three Vendhyan ships led by a priestess named Jhaora visited the island. She massacred the Rahaman and took over the fountain. Since the fountain was the gift of the Rahaman gods, it soon went bad, turning all around it into evil creatures. It eventually dried up. The Rahaman never went back to their stone wall, intermarried with the few remaining Vendhyans, and became the Ganak, which means “Born of the Stone”.

RAHAMAN ISLANDS A chain of islands in the Southern Ocean that lies to the south of the Isles of Pearl. The isles consist of Ganaku in the east, Zati in the west, and the central island of Arawu. The islands are so far out to sea that there are no legends of other lands.

RAHAMJI The walled fortress-tower the Rahaman built around the fountain of immortality. This is the place that the looted treasure of Maharastra is located, including the Opaline Throne of Orissa. A carving of Kahli on one of its walls has the ability to devour souls.

RAKTAVASHI, MOUNT A mountain peak of the Himelian Mountains, located in the Kirghiz lands of northern Vendhya.

RAMAN A border county of northern Aquilonia.

RAMAT, HILLS OF The estates of Khorshemitish nobles are found in these idyllic hills in Koth.

RAMUDA A lively trading-town of the Border Kingdom.

RASHT A small farming village on the banks of the Helu river in Stygia. The major battle of Taian independence took place here.

RAVENGARD A barony west of Sfanol in the Border Kingdom.

RAVEN PICTS A clan that was the hereditary enemy of the Hawks.

RAVENPLAIN The site of a battle between Hyperborea and Brythunia.

RAVONNA A small, independent kingdom that lies in the hills between Argos and Poitain.

RAZADAN A Hyrkanian city near Makkalet, twin to Dimmorz.

RED CLIFFS A small village of the Harangi, presumed to be located in the Drakken Hills of southern Koth.

RED RIVER A broad, swift river in northern Ophir, it is a tributary of the Khoratas river. The river's source is in the Karpash Mountains and it winds through meadows and forests before reaching Ianthe. The river south of Ianthe is navigatable.

RED WASTE see *Shan-e-Sorkh*.

RHAMDAN A Hyrkanian port on the eastern shore of the Vilayet Sea where one leg of the great caravan route ended. Its location is in some doubt.

RHYL RIVER A river in Nemediia, several days ride from the Border Range, and well north of the Thanzas.

RIBETH A fortified city-state lying in the region between the Styx and Ilbars rivers. It is two days ride east of Thesrad across a range of forested hills.

RIDGE OF THE SPIRES A low range of mountains found in the steppe east of Zamora. The city of Elkad lie southeast of them. The remnants of a star-craft lie buried beneath the mountains.

RIKOS A large island in the sea south of the Thurian continent. It is the rival of the island of Demascar. It sank shortly after Kull's visit.

RINJARUIN A city-state of northern Zamora.

RIVER OF DEATH ICE see *Snow Devil Glacier*.

ROAD OF KINGS One of the Hyborian kingdoms' most prominent works is this highway that runs west from the city of Aghrapur on the shore of the Vilayet Sea, passing through Arenjun and Shadizar, along Corinthia, through Belverus and Tarantia, and south through the Poitain to the Khorotas River valley and Messantia. The road provides a single uninterrupted caravan route from the Western Ocean to the shores of the Vilayet Sea. The road was begun nearly 200 years before Conan's birth by several Corinthian city-states. They sought to improve their economic condition, heighten their independence, and steal some of the caravan trade from Khauran. The Corinthian section was connected to pre-existing roads in Zamora and Nemedra. The road is a marvel of Hyborian engineering. Along its best stretches, the surface is covered with paving stones set so firmly into the roadbed that they have been compared to the flooring of a noble palace. Treaties between the Hyborian powers have kept the tolls at a minimum throughout its length.

RONDA A northern barony of Aquilonia.

RONNOCO A city-state of Ophir, near the plain of Shamu.

RUO-GEN Probably a city-state rivaling Paikang and situated south of it.

RUTHALIA A Nemedian town lying to the west of Dinander.

S

SABATEA Shemitish City of evil repute, on the Stygian border near the Taian Mountains, just west of the Shan-e-Sorkh. The city's people worshiped a golden peacock by means of abominable rites. The Wizards of the Black Ring had their headquarters here.

SADORIA A city-state renowned as the garden spot of western Zingara.

SALT LAKE Also called the Lake of Salts, it is located in the barrens of central Koth, and is so salty that only spines and thorns grow along the edge.

SALT VALLEY The main route between Fort Zheman and the village of Winterhome, in the Ilbars Mountains of Turan.

SALT WATER The Kwanyi name for the Western Sea.

SAMARA A city in Turan west of the Misty Mountains.

SAND-LICH, GORGE OF THE A long, broad ravine cut through the Dragon Hills in the desert west of Turan. As the name implies the gorge is haunted by a particularly nasty sand-lich, the remains of Tosya Zul, a mage from Zamboula.

SARELIAN FOREST Located one hours hard ride north of Ianthe in Ophir. The tangled, overgrown forest contains the ruins of an old keep.

SARGASSO LAKE The huge, weed-choked, lake-filled chaldera of Mount Turio in Zamora, home to selkies and electric eels.

SARGASSO, PALACE OF THE The abode of the Mist Mage Abet Blasa, the stone palace was built atop a floating mass of sargasso weed so large that you could walk a days' travel in any direction and never reach the edge.

SARGOSSA The traditional, walled, northern capital of Brythunia's Royal Family is located in the north-central part of the country. The city sits astride the Danibos River and is the location of the fabled Gryphon Throne of Brythunia.

SARIDIS A walled free-town of Shem serving wayfarers, merchants, and Asshuri of all callings. It sits upon the crossing of diverse roads, where the borders of the city-states of Ghaza, Kyros, Anakia, and Akkharia meet. It lies one days ride south from the village of Varhia.

SARK A city-state of the great Southern Desert, lying east of Stygia. Sark is a well-established city, tracing its history back over the last two thousand years. They worship the god Votantha, the "Tree of Mouths".

SARP An ancient kingdom on the northern Vilayet Sea. Its capital was Sarpedon, and it was destroyed during a great cataclysm.

SARPEDON An ancient seaport of the Vilayet Sea. Capital of the kingdom of Sarp, it was known in its time as the "Jewel of the Vilayet". It was a flourishing port ten thousand years prior to Conan's time, benefiting from its tre-

mendous trade economy and powerful navy. A cyclopean granite statue of a man with a raised sword stood guard over the harbor. The city eventually foundered in a cataclysm, the sea burying it in a single night. It lies in ruins in the far northeast Vilayet, beneath the sea not far from the Hyrkanian coast.

SAXULA PASS A deep cleft in the central ridge of the Rabirian Mountains of Argos leading to Poitain in Aquilonia.

SAYARA A small city of northern Zamora.

SCALP CREEK A stream east of Black River, five miles from Fort Tuscelan. Between Scalp Creek and Velitrium were Aquilonian settlements.

SCANDAGA The largest town of the Westermarck province of Conawaga, and seat of its judiciary. It may be synonymous with Skandaga.

SCARLET CITADEL A wizard's stronghold commanding the Kothian capital of Khorshemish.

SCHOHIRA The smallest of the frontier provinces of the Westermarck province of Conawaga, constantly at war with the Picts. The Baron of Kormon sponsored it. South of it lay Thandara and north were Oriskonie and Conawaga. Its main village was Schondara.

SCHONDARA A village in Schohira province of the Westermarck, standing a few miles east of Fort Kwanyara.

SCILDA A rich, arrogant town that was leveled by Captain Brago and his men. It is assumed to be in eastern Ophir.

SEA-LAND PICTS A group of clans living in villages along the coast of the Western Ocean, described as “wilder” than the forest clans. Three of their tribes near Korvela Bay were the Hornbills, the Cormorants, and the Sea-Falcons.

SEA TRIBES People of Hyrkanian descent living on the islands of the eastern Vilayet Sea.

SECUNDERAM A large Turanian city on the Hyrkanian Steppe, ruled by a governor. Troops sent from here invaded Vendhya.

SEI A city of the country Neria, on the Primal Continent.

SENDAJ A squalid, riverside hamlet of western Shem.

SERPENT, PATH OF THE A narrow, sinuous path through the craggy, treacherous peaks of the Karpash Mountains of southeastern Brythunia.

SEVEN EMPIRES The principle political entities of the Western world at the time of Kull. According to Robert Weinberg, the Empires most probably included Valusia, Verulia, Grondar, Kamelia, Thule, Commoria, and the “Triple Federation”. The latter, according to Weinberg, might have included Farsun, Zarfhaana, and one other unnamed country. We suggest that the Triple Federation might have included Farsun, the Atlantean Colonies, and Lemuria-of-the-West. Thurania might also have had a place among the Seven Empires.

SEVEN SACRED CITIES OF MERU All ports on the Sumeru Tso. In order, presumed clockwise, they are: Shamballah

(capital), Shondakor, Thogara, Auzakia, Issedon, Paliana, and Throana.

SEYAN A Taian city on the confluence of the rivers Styx and Helu. It is the Stygian seat of government for the rebellious province of Taia, and a militia is stationed there.

SFANOL A village in the Border Kingdom which serviced merchants who journeyed from Aquilonia to Brythunia by a northern route to avoid paying Nemedian taxes.

SHADIZAR So-called City of Wickedness, walled capital of the kingdom of Zamora. It was known for its spectacular and expensive vices. Shadizar was a crossroads for all the thieves, murderers, pimps, rogues, and renegades of the world.

SHAHPUR A Turanian caravan-city located twelve days ride east of Zamboula on the edge of the Kharamun Desert. One of the caravan routes, called the "Samara Road", enters the city through the "Arch of Good Fortune". There is a ruined temple of the ancient god Ahriman on the western edge of Shahpur. There is a small range of hills lying south of the city and to the west-southwest lies a small mountain range. Originally thought to be a seaport on the Vilayet, a careful examination of the Saga shows this position to be based more on inference, rather than actual evidence.

SHALIZAH PASS In the Himelian Mountains, lay to the North of the road to Turan via the Gurashah Valley.

SHAMAR One of the greatest of all Aquilonian cities, Shamar is older than Atlantis. It was walled and moated with

water from the Tybor River. It has been besieged three times from Ophir, twice from Nemediā, and once from Aquilonia. It's garrison numbers in the thousands. Its governor is always a Duke. The plain southwest of the city, bordering the Tybor River, was the source of the most exquisite wine in the world.

SHAMBALLAH So-called City of Skulls, capital of Meru. It was ruled by a rimpochē or god-king and stood on a large bay facing west. The palace resembled a huge cone made of skulls.

SHAMLA PASS Led from the Eastern Desert into Khoraja, forming the most important eastern break in the Kothian Escarpment. The statement that it was "the only break for 1000 miles" referred to the continuing barrier of the Kothian Hills along the southern border of Koth. North of Shamla there was another important pass at Khauran.

SHAMU, PLAIN OF A region in Ophir, just south of the Tybor River. It was the site of a battle Conan lost, only to return for a later victory.

SHAN-E-SORKH OR RED WASTE An area of red sands in the Eastern Desert west of Aghrapur. The area around Skauraul's tower has drab, yellow sand dunes.

SHANGARA The abode of the "People of the Summit". It is located high in the Misty Mountains of Turan.

SHANGARA, STRAITS OF A mild stretch of water in the southern Vilayet Sea. Ships seldom use it since it lies out of sight of land.

SHANKI A tribe of camel riding desert raiders living in the Southern desert near Zamboula. They live in a permanent encampment at an oasis that has been in their control for “hundreds of years.” They swear by the god, Theba.

SHANKI OASIS An oasis in the Southern Desert northwest of Zamboula. It has been under the control of Shanki warriors for “hundreds of years.”

SHARKEN HILLS A range of hills in western Dinander province.

SHARTOUM A town of caravan raiders living many leagues to the south of Sark, on the north shore of a salty, inland sea.

SHARTOUM, SEA OF A small, salty inland sea that lies to the south of the city-state of Sark.

SHAULUN A village in Khitai a short distance west of Paikang.

SHEM A southern kingdom bounded on the west by the Western Ocean, on the east by the Eastern Desert, on the south by Stygia, and on the north by Argos, Koth and Khoraja. Western Shem was a fertile meadowland with cities and city-states in the hills. The land became more and more arid as one traveled the caravan routes eastward; but busy trade-centers continued to abound. There was constant warfare between the meadow cities and those of the desert. Anciently the lands of Shem were part of the Old Stygian Empire. Nomadic savages of the eastern borders of Shem-Stygia, called the Sons of Shem slowly attained a higher level of culture through contact with the Stygians.

We have presumed a subsequent westward movement of vigorous Shemite peoples, who intermarried with the Stygians of the coastal meadowlands. It may be presumed that the Old Stygian Empire did little with its subject lands north of the Styx other than graze herds and undertake agriculture on a small scale. If Stygia had prospered mightily in the trans-Nilotic area, it would have fought harder to keep it when the invading Kothians came down from the North. The genes of Hybori and Stygians combined with those of west-drifting Shemites to produce a fierce, hybrid people who established the city-states of western Shem after casting off the yoke of Koth. The gods of the Shemites were Ishtar, Ashtoreth, Derketo, Adonis, and Bel. The people were primarily pastoralists, raising cattle in the lush meadows and sheep in the marginal areas. The land was also suited to specialized agriculture--such as the growing of wine-grapes and other fruits--as well as to the growing of grain. There were also reserves of copper and gold. The vigor and intelligence of the Shemites led them to prosper in other commercial areas such as textile production and small manufactures. They also produced an important warrior-clan, the Asshuri, who saw service as mercenaries in many parts of the Hyborian world. They probably arose in response to early Kothian invasions. The Shemites of Conan's time had little truck with the cheapjack coasting galleys of Argos and Zingara. Rather, they were overland traders. However, some Argos-sean galleys traded mirrors, silk cloaks, gilded helmets and swords for Shemite copper and gold. The Aquilonian Empire that arose after the reign of Conan dominated Shem. Later, when Aquilonia had to withdraw to protect

itself against the Picts, Shem began to feel its oats. It conquered neighboring Koth and tried unsuccessfully to invade Stygia. Not long after this, Shem's dreams of glory were destroyed by invading Hyrkanians, who held sway over the land until the advance of the glaciers and the birth of the Mediterranean Sea drowned the once proud nation under fathoms of saltwater.

SHEM, SONS OF a group of nomadic, savage clans that dwelt along the eastern fringe of Old Stygia several thousand years after the Cataclysm. They were the principle ancestors of the Shemites.

SHIFTING LAND, THE a demon-haunted spirit-world. Usually visited during a spirit-trance, the land can be entered through the opening of magical gateways, such as the one at the "Giant's Stones".

SHIHAR a frontier town in northeastern Brythunia, lying at the edge of a great forest. The Kezankian Mountains lie in sight of this stockade-town. It lies a fortnight's walk from Sargossa.

SHIMA STRAITS a body of water lying between Khitai and the island kingdom of Yamatai.

SHIMAK RIVER a tributary of the mighty Ilbars River, it begins as a stream in the eastern Ilbars Mountain range.

SHINU a dread "village of the dead" in Uttara Kuru.

SHIRAKMA a wine-producing region of Vendhya.

SHIRKI RIVER The main tributary of the Thunder River, arising in the mountains of southern Cimmeria and flow-

ing southwesterly through the middle of Aquilonia. In its upper reaches around Tanasul, it was swift and turbulent, cutting through gorges with very few crossings. A rocky reef at Tanasul provided a route into Gunderland, the region north of the Shirki. There was a more difficult crossing at Galparan. We may presume the river flowed more gently below Tanasul; but there must have been a fairly steep profile along its channel, which would make for rapids and cascades all through the Tauran. On a wide section of the river south of Tanasul, lay the penal island of Os Harku, where the criminal dregs of Aquilonian society are incarcerated. Ferries could doubtless cross the Shirki in its lower reaches, but it would probably not be navigable for any distance.

SHONDAKOR One of the Seven Sacred Cities of Meru.

SHU-CHEN Probably a city-state rivaling Paikang and situated north of it.

SHUMIR An ancient city in Shem, birthplace of the god Bel.

SHUSHAN An ancient city of Shem, called “imperial”. (The empire would have to be that of Old Stygia.) Its women dressed in barbaric splendor.

SHUSHAN RIVER A Shemitish watercourse.

SHUTA A warrior tribe native to the nameless continent that lies across the sea east of Khitai. Their tribal lands lie north across a river from the Malagu lands.

SIBU'S OASIS A waterhole in the Dune Sea of eastern Stygia, south of Bel-Phar.

SICAS A small, wicked Aquilonian city of ten thousand people that lies off the King's High Road between Taran-tia and Shamar, at the confluence of the Ossar and Fury Rivers. Its wealth comes mainly from nearby silver mines. Once, it was widely known as the "City of Silver", before the precious ore began to play out. Sicas is lorded over by a King's Reeve.

SIGHING LAKE A body of water in eastern Koth that holds the sunken city of Yagala.

SIGHT OF KHERDPUR An oasis two hard days ride southeast of Arenjun in the desert. Also known as the "Breath of Arenjun", Conan calls it the "Oasis of Death".

SIGTONA Southernmost keep in Hyperborea, along the Skull Gate trail.

SIKANDER, FORT A Turanian palisade fort and village lying on the Gulf of Tarqheba in Venjipur, one full day's journey from Venjipur City.

SILK ROAD The caravan road to Khitai.

SILVER CREEK An area of the Westermarck farmed by settlers from Poitain.

SILVER, ISLES OF OR SOUTHERN ISLES Lie far to the south, along the Black Coast. Bêlit recruited some of her black corsairs from the populace. The islands are famed for their bird-riders, warriors who do battle astride the "Birds-That-Run", a type of ostrich.

SIMURA, GATE OF The entry to Asgalun.

SIOJINA-KISUA The ancient name for Nameless Isle.

SIPTAH'S ISLE A small island off the coast of Stygia south of Khemi. The island is uninhabited except for the sorcerer Siptah, who lives in a high, black tower on the eastern coast.

SITHRA, TEMPLE OF The temple of a serpent-god located far to the south, among the Black Kingdoms. The temple is presumed to be in the vicinity of the snake-man citadel of Yanyoga.

SIX TREES A Turanian village that lies low in the foothills of the Ilbars range, southwest of Fort Zheman.

SKAUN A town of Vanaheim, renowned for its pit fighting.

SKAURAU, STRONGHOLD OF An ancient, ruined, greenstone tower found in the Shan-e-Sorkh desert of southeast Shem.

SKELOS, ISLE OF ALSO CALLED THE ISLE OF HIDDEN GOLD It is located in the Western Ocean far to the west of the coast of Stygia. The island is the location of the fabled "Well of Skelos", where the lore of the Black Coast claim that demons guard the long-dead mage's bones.

SKRANOS A city in the mountains of northern Argos.

SKULL GATE The skull of a mammoth, which marks the main pass into Hyperborea from the Border Kingdom. The skull is set into the side of a hill and bears the inscription: **THE GATE OF HYPERBOREA IS THE GATE**

OF DEATH/TO THOSE WHO COME HITHER WITHOUT LEAVE. Beyond the pass lies a plain.

SKULL, MOUNTAIN OF THE The resting place of the “Soul of Thanza”. It has twin peaks. The cave of a water dragon lies beneath it.

SKULL OF SILENCE A castle in the Zalgaran Hills of ancient Valusia.

SKULLS, PLACE OF A battle site in Zingara across from Poitain. It is a barren plain “a few leagues south of the Alimane”.

SLOTT’S CASTLE The lair of the powerful sorcerer, Sovartus of the Black Square. The huge castle is found on a large, lonely mountain in the middle of Dodligia plain in Corinthia.

SNAKE PICTS A clan of the Pictish Wilderness. A warrior society of this tribe is called the Red Adders.

SNAKES, RIVER OF A meandering watercourse in Kush that runs past Meroë and empties into the sea at Zabhela.

SNOW DEVIL GLACIER An ice field in the Eiglophian Mountains at a difficult pass between Asgard and the Border Kingdom. It is also called the River of Death Ice, perhaps after a river issuing from the glacier.

SODGRUM A small village of central Brythunia.

SOGARIA This large, walled city-state, renowned for its fabrics woven from Khitian silk, is the westernmost of the Hyrkanian cities lying on the Silk Road caravan route.

The city is covered with many gorgeous flower gardens and flowing fountains.

SOGDIA A place to the east of the Vilayet Sea, presumed to occupy the approximate historical position of Sogdiana.

SONS OF YEZM see *Yezmites*.

SORJOON A place in the Far North where intelligent, man-eating white-apes dwell, possibly in Hyperborea. They have been known to make forays as far south as Brythunia.

SOUTH BIGHT A feature of the southern Vilayet Sea, where the shoreline curves around a bay.

SOUTH CREEK The border dividing the Westermarck. provinces of Schohira in the north, and Conajohara in the south. Fort Tuscelan lies 10 miles north of its mouth and it flows westward into the Black River. Below it are miles of marshes.

SOUTHERN DESERT An arid expanse in southern Kush near Xuthal, on a north-south route from the Kothian uplands, Shem, and outer Stygia.

SOUTHERN HILLS An isolated range of lush, craggy hills located to the east of the Sea of Shartoum. A radioactive ore is mined from these hills and combined with the hot-springs, causes mutant plants and animals to abound.

SOUTHERN ISLES see *Isles of Silver*.

SOUTHERN OCEAN The vast ocean that lies east of the Black Kingdoms, south and east of Iranistan, and south of Vendhya.

SOUTHERN WASTES The desert lands bordering Punt and Stygia.

SPHINX OF KING RAHOTEP An ancient sphinx hewn from a single outcropping of sandstone, it is located on the high desert of Stygia. The sphinx has a lion's body, dragon's wings, and the face of the abominable wizard-king, Raho-tep.

SPIDER CLAN A warrior society of the Kwanyi tribe of the Black Kingdoms.

SPOKESJO LAKE An eerie, blue lake near the summit of Haunted Pass in the Karpash Mountains of Corinthia. The lake is the home of undines, a type of water spirit.

STAG'S LEAP A village in the foothills of the Rabirian Mountains in Argos.

STAGUS RIVER A watercourse marking the eastern frontier of pre-Cataclysmic Grondar. Beyond it was terra incognita.

STANDING STONE A stark black shaft of rock located on the "Field of Chiefs", it is the sacred meeting place of the clans of Cimmeria. Legend claims it to have been a missile in a long-ago war between Crom and Ymir.

STARKADSGARTH A fjord in Vanaheim.

STARKAD'S GREAT HALL The long-house of the Vanir chief Starkad, located above the fjord called Starkadsgarth, in Vanaheim.

STEPPE OF FAMINE A large, waterless area on the Hyrkanian steppe that lies northwest of Sogaria.

STONE CITY A great, ruined underground city, presumably made by the same people who built Xuchotl. The bulk of the city lies underneath the Lake of Death, its magic keeping the water from flooding the ruins. The city is lit by green glow-stones, the eye-gems of its Golden Serpent guardians.

STONE CLAN One of several warrior clans of the Ekinari nomad tribe.

STONE HILL An Aquilonian village that lying in the hilly region of the Bossonian Marches. The village sits atop a high, rocky hill.

STONE SHIP, THE The coral-encrusted remnants of a ship that sank when the "Waste" was still a sea. It lies in a remote canyon of the Blood of Attlos Mountains. It is rumored to hold a great treasure, and at least one expedition has disappeared looking for it.

STONE TREE The Atupan name of a ruined tower, deep in the forests of northeastern Brythunia. It is believed to be a remnant of Hyperborea the Elder.

STORK WADAI An oasis northwest of Qjara.

STYGIA A southern kingdom bounded by the Western Ocean on the west, the River Styx on the north and east, the kingdoms of Kush, Darfar, and Keshan on the South. The terrain of Stygia is not well described in the Saga. There are forests, marshes, and numerous islands along

the western coast; but inland the land seems mostly to have been a featureless desert, dotted with tombs and sinister ruins. In the south-central grasslands were the ghost-haunted Swamps of the Purple Lotus. The jungle rainforest began near the frontier with Darfar and Keshan. There were more grasslands and a portion of the Southern Desert at the frontier with Kush. Cultivated lands lay along the great river. The Stygians were a mysterious people, the ruling elite tall, dusky, hawk-nosed, and haughty while the lower classes were a mixture of Negroid, Stygian, Shemite, and Hyborian stock. Stygia was a decadent nation and its total population must have been very small. Certainly arable land was in short supply, apparently being found only along the Styx. (If the presumed wetter climate of the Hyborian Age held true, Stygia should not have been a vast desert. Maybe the Stygians themselves had something to do with the devastation of the landscape.) The economy during Conan's time may have included nomadic herding, fishing, manufacturing of jewelry such as amulets and talismans, and the production of drugs. Stygia had a distinct superfluity of sorcerers. It trafficked as far as Khitai to obtain magical nostrums. Caravan routes criss-crossed the country, bringing goods into the Black Kingdoms and raw materials and slaves out of them. Stygian silk industry and steel-arms productions are mentioned in the Saga. Stygia was a theocracy controlled by the priests of Set, the Serpent-God. The administrative capital and seat of the king was Luxur, lying inland and south of the Styx on an important caravan route. We may presume that when the climate was wetter, the River Bakhr was navigable up to Luxur. In Conan's time it was

not. The greatest port and religious center was at Khemi, on the estuary of the Styx. Sukhmet and Kheshatta were apparently caravan cities that serviced traders from the black nations. From the coast, it was possible to take a caravan trail all the way to Sukhmet and presumably beyond. After the Cataclysm, the land of Stygia was invaded by a large body of Lemurian survivors, originally from the Far East. They destroyed a pre-human race of serpent-folk to establish what was probably the first of the post-Cataclysmic kingdoms of the West--Old Stygia. A remnant of the serpent-race survived in the Far South and in a few other places. The serpent-worship characterizing the religion of the nation had its basis in the veneration of the vanished snake-beings. At its greatest extent, the Old Stygian Empire embraced the lands of Shem, western Koth, Ophir, and Corinthia, as well as part of the Eastern Desert. Acheron may have taken over the northern satellites just prior to the Hyborian invasions. Stygians were driven out of Shem by Hyborian-Kothic invaders. During Conan's time the nation represented an undefined menace of ancient sorcery. After the Age of Conan, the dominion of Aquilonia was extended as far as Stygia, whose king sent tribute to Tarantia at least once. When Aquilonia faded Shem had a go at trying to conquer the mysterious land south of the Styx. It failed; but not long afterward, Hyrkanian hordes rampaged through Stygia and into the kingdoms to the south. Thus Stygia faded away amid the chaos that preceded the advance of the glaciers.

STYX ALSO CALLED NILUS OR NILE BY HOWARD The greatest river of the Hyborian world-continent. It is said to spring

from sources far in the unknown lands south of Stygia; then it runs north for “a thousand miles” before it turns and flows westward “for hundreds of miles” and ultimately empties into the Western Ocean. If we accept the scale of the original Kyle map that superimposed modern continents upon that of the Hyborian Age, we discover that Howard suffered one of his most notable lapses in perspective when he described this river. (Or perhaps he referred to Hyborian leagues--not miles.) Its north-flowing section is seen to be at least 1500 miles long; after the Big Bend, the Styx flows westward for some 2000 miles before reaching the sea. The river forms the boundary between Shem and Stygia and between Punt and Keshan. The mouth of the river is a huge estuary, several miles wide, with black-walled Khemi guarding the Stygian side. Just east of Khemi, the river breaks into numerous channels, reedy byways, and lagoons. Hills and cliffsides mark the northern bank of the river. The Stygian side is mostly snake-infested marshes. The hippopotamus and cocodrill creep in its swampy shallows. Beyond Black Lotus Swamp, the river dwindles at times to a none-to-broad channel confined by reed and willow banks, shallow enough in places for an army to ford. Locals speculate that the river’s deepest currents run through underground caverns, since past this area the river swells back to a broad artery of commerce. Here the Stygian marshes give way to irrigated lands planted in vast tracts of grain, onion, papyrus, and palm. Harakht and other great cities can be seen lying a days trek or more inland. The Styx in this area is dotted with many islands; some with ruined temples, noble estates, and the occasional river-port. It has a ford at

Bubastes near the tributary Bakhr River and is crossed by ferries at many other points. Once past Luxor, the Styx becomes broader and less treacherous. The Shemitish side is dry meadowland, while the Stygian side is pale bedrock and drift sand. The south bank is a parched land, with no farm or inhabited cities, only isolated, crumbling ruins. Further upstream, meadows, orchards, and cultivated bottomlands spring once again from the river's mud. At long last, the Shemitish city-states are left behind, as the river narrows and meanders through broad gorges walled by steep precipices and rainbow ribbed hills. The river runs past Erkulum and the rock-fanged mouth of the Helu River. The river is so wide that its right turn south is barely noticed. It travels south past sheer-walled river oases, caverns cut deep under mountains, and the crimson-faced temple-tombs of Qarnak. It crosses the Ellobolu, a narrow lake rumored to be bottomless. Beyond are more bends and convolutions in a wilder, less inhabited Styx. The few towns, fortified outposts, and ferry-crossings cling between the black river and the barren hills. Past an island fortress, southward canyons open out into a broad, shallow reach of river, whose steep west bank boasts a stone-walled caravan river-town. It is beyond here that the Styx comes thundering down a steep canyon in a series of impassable falls and rapids. To the west of the falls, in the hilly region over the ridge, lies a hot-spring lake, claimed by the Stygians as being the source of the Styx's miraculous waters. In actuality, the lake's outflow feeds a tributary stream of the great river. Above the falls, the Styx traverses a brushy plateau, with dry hills away to the east. Here there are no great cities, only bricked-walled, river-

side towns and the occasional ruined stone temples, ruptured tombs of the serpent-race. Upriver from Stygia, the river's aspect changes. Riverbanks grow wild with impenetrable wood and thickets. The Styx's course meanders in broad, looping curves. One hundred leagues south, along the border of Keshan, lies the Grand Gorge of the River Styx. This stretch of the river is totally impassable, full of waterfalls and numerous whirlpools and rapids. Two days travel upstream, the Styx becomes a large, sodden swamp, literally taking a week or better to sail through it. At last, the disease-ridden swamp gives way to open slough, then dense forest. The river becomes a black canal walled by curtains of impenetrable brush and vine, and tropical jungles teeming with birds and monkeys. At long last, the river runs up against a truly staggering obstacle, a waterfall that falls in ribbons over a half a league down a fern-lined cliff-face. On the plateau above the waterfall, the Styx runs swift and clear through a large, animal-filled veldt. In the middle of this open, airy basin, the river splits into nearly equal-sized forks, one running in a westerly direction, the other due south. The west fork has only been explored a hundred leagues or so, ending at a black-inhabited city standing atop a bluff above the river. This unidentified city has sturdy brick walls and high towers. The inhabitants of Punt call the southern fork of the Styx "Waputan". For several hundred leagues, the Styx passes through the sparsely inhabited grasslands and forests, thorny thickets and reed lakes of Punt. The south branch ends at a vast rampart of snow-covered volcanoes called the Mountains of Jukala. But in the end, the ultimate sources of the River Styx were the equatorial rain forests.

SUBA A tribe of black-skinned people living on the Black Coast. They are fishers, farmers, and jungle hunters. They do an abundant trade with the inland tribes. Some of the blacks aboard Bêlit's Tigris are men of the Suba.

SUBARAK A Turanian seaport ruled by a governor. Conan looted this city while with the "Red Brotherhood".

SUDDAH OBLATES, TEMPLE OF Also called "The Temple That Will Not Fall", it is a massive stone monastery perched atop a thin spire of rock in northern Brythunia. The temple is the size of a small town. There are no women allowed inside the temple, as the Oblates are a celibate order.

SUKHMET A city on the southern border of Stygia, near Darfar. It stands amid level grasslands, on the caravan route from Zabhela.

SULIMAR, WELL OF A devil-haunted oasis lying in the desert south of Hyrkania. One day's ride east lies the Well of Harith.

SULTANAPUR A port city of Turan, it is known as the "Gilded Bitch of the Vilayet". There is a caravan route running from Sultanapur, through the Kezankian Mountains to the town of Khesron.

SUMERU TSO A great inland sea (lake) in the central basin of Meru. Its waters are fresh, though brackish. The Seven Sacred Cities stand on its shores, served by galleys which ply the lake.

SUN, VALLEY OF THE A warm oasis in northern Turan, having a lake, gold mines, and large animals. A city lies within the valley.

SUNSET LAND A land lying to the west of Antilla, an elderly Conan claimed to be its conqueror.

SUTHAD A small, walled city in southwest Koth. A city of 200,000 people, it sits atop a high hill, surrounded by thin woods and a sea of rich pasture and cropland. Half a days ride to the south is a greenwood forest. The city is ancient, having been founded by the Stygians before the fall of Acheron.

SWAMP, THE The thieves quarter of Khorshemish in Koth. It lies by the river.

SWAMP OF SOULS A haunted, swampy waste in eastern Brythunia, four days ride west across the Kezankian Mountains from Bougankad. It is the abode of the witch, Osylla.

SWORD, CAVE OF THE A cavern deep in the Graaskal Mountains of Northern Brythunia, where Conan found a mummy holding a sword.

SWORDS, ISLE OF An isle located on a large lake in southwestern Vanaheim. The island was home to a tribe of Vanir, led by a chief named Thorfel the Fair. They lived in a place called the Hall of the Lake Dwellers.

SYREB A city-state of western Koth.

SYTHIA A city-state of the frigid lands bordering eastern Hyperborea.



TAIA A rebellious province in northeastern Stygia. Taia is mountainous, and hilly, with a large fertile valley drained by the Helu River. Taians are mostly herdsman, although a number of farming villages exists. The original capital of the province was Thurán. It was destroyed when the Stygians annexed the province. Taia is now administrated by the Stygians from the city of Seyan. A tribe of Hyboreans, whose blood soon intermingled with that of Stygia, Kush, and Shem, originally settled Taia. Mitra is worshipped, not Set.

TALAKMA MOUNTAINS A high range in southern Hyrkania. It effectively walls off the kingdom of Meru from the rest of the world by curving southward in a broad arc at both its eastern and western extremities, merging with the Himelian Mountains. If the Talakmas existed on a modern map, they would fringe the northern part of the Tibetan plateau. Northward from them, foothills flatten into the Hyrkanian Steppe.

TAL'IB The “City in the Waste” is the haunted ruins of the long-dead city of Yb. The only source of water to be found in the area known as the “Waste”, the oasis of Tal'ib lies in the southern gorge in the Mountains of Desperation. The name Tal'ib means the “Mound of Yb” in Shemitish.

TALUNIA An eastern border-city of the pre-Cataclysmic nation of Zarfhaana.

TAMBA-SYN A city in the eastern desert, in the vicinity of Kizil-Bezzin.

TAMRISH A Turanian hill-fort on the Ilbars River, it lies at the foot of the Colchian Mountains.

TANASUL A fortified town on the south bank of the River Shirki in northern Aquilonia, situated at a reef of rocks that forms one of the few fordable crossings of that turbulent watercourse. Gloomy forests lie to the northeast of it.

TANTUSIUM A province of southeastern Koth, forty leagues north of Khoraja, it is in nearly constant, unchallenged rebellion against King Strabonus. The provincial capital, also called Tantusium, is built up a westward-sloping ridge until it ends at a high cliff face.

TANTUSIUM GARRISON An Imperial fort located in the province of Tantusium in southeastern Koth. The garrison consists of tents and barracks surrounded by a wooden stockade. Outside of the fort is a village of thatched cottages that straggle down to a muddy stream.

TARANTIA The walled capital of Aquilonia and the largest city of that realm. It is located on a plain not far from the Khorotas River, surrounded by rich lands. In an early edition of Scarlet Citadel, it was called Tamar. Surprisingly little about this city has been set forth in the Saga. It is evidently a commercial center without peer among the Hyborian nations. Its elaborate palace lies atop an acropolis, around which sprawled the Old City. Beyond the great stone walls of the Old City lies the outer city. Tarantia's towers are "blue and golden". It is called "most princely

city of the world's West in these ancient days of the Hyborian Age”.

TARNHOLD A remote castle-prison in Khoraja. It stands on a forested mountain, partially submerged in one of the kingdom's high mountain lakes. There is an illusion cast upon it that makes it appear dark and foreboding.

TARQHEBA The old capital of the Venji Empire, it is now known as Venjipur City.

TARQHEBA, GULF OF An arm of the Southern Ocean lying south and west of Venjipur. The humid skies over the gulf form rain squalls every afternoon.

TARSUS A prosperous city of the Border Kingdom.

TARTARUS The seat of the Acheronian Empire. The army that razed Nithia came from here. The city's location is not known.

TAURAN, THE A province in northwestern Aquilonia north of the River Shirki. It is a land of open groves and pastures, thoroughly domesticated yet full of rustic charm. The people dwell in thatched cottages with glazed windows, do a little hunting of deer, and feel they are made of sterner stuff than Aquilonians in the more populous regions.

TEARS, LAKE OF A mountainous lake near Sultanapur in northern Turan.

TEBROTH CASTLE An Argossean fortress that perches high atop a crag overlooking a narrow valley in the Rabirian

Mountains. Legends say that a magical beast called a “watcher” built the castle in a single night.

TELMAK A village in Turan one days ride southwest of Shahpur. It holds a camel market thrice a year.

TERSON A barony in Ophir.

THALIA A small city-state of western Nemedi.

THANDARA A Free Province of the Westermarck, situated far to the south of, and isolated from, the other provinces. The Little Wilderness lay immediately north of Thandara. Unlike the other provinces of Westermarck, an Aquilonian lord did not sponsor it. The nearest Pict clans were the Panther, Alligator, and Otter. The chief settlement was Fort Thandara.

THANZA, MOUNTAINS OF Located on the southern end of the Aquilonian side of the Border Range. It has always been called thus, even though no one living could say exactly who or what Thanza was or had been.

THEGGIR A tribe living in the Misty Mountains of Turan.

THENITEA A village-camp on Ogaha Creek in Westermarck, rallying point of the army of Schohira.

THERINGO A county of Ophir. There are ruins of the ancient castle of Theringo in the county. The Battle of the Hundred and One Swords took place here. It is southwest of Ianthe, near the Aquilonian border.

THESRAD A small, but ancient city built on the foundation of pre-human stonework. It is one of many small, fortified

cities in the vast region between the Styx and Ilbars rivers. It has only been known as Thesrad for about one hundred years. Before that it was called Akasad, and before that Kor-du'um. There are deep tunnels, old catacombs, and buried idols beneath the city.

THESSALIA A northern city of Argos, it lies in the center of the country's olive-growing region.

THOGARA One of the Seven Sacred Cities of Meru, a port on the Sumeru Tso.

THORAS, SHRINE OF A strange, bone-covered island at the mouth of the Yldrys River. At the center of the island grows a giant, white, skeletal-looking tree. Stuck to the tree are large, amber-colored gems called the "Tears of Thoras". The shrine is guarded by a number of giant centipedes.

THOTH-AMON'S HOUSE A featureless house surrounded by a high wall. It is located at a small oasis fringed with palms on the high desert of Stygia, several leagues south of the Sphinx of King Rahotep.

THRALLOS, FOUNTAIN OF Is situated a mile west of Belverus in Nemediia.

THREE OAKS HILL A hill on the eastern border of Pougoid lands.

THREE RIVERS TOWN A trading town of the far north of Vanaheim that lies on the junctions of the Howling, the Blue, and one other unknown river.

THREE WOLVES A village in the foothills of the Rabirian Mountains in Argos.

THROANA One of the Seven Sacred Cities of Meru, a port on the Sumero Tso.

THRUDVANG A sizeable Vanir town. The giant mill called the “wheel of pain” is located here.

THUJARA A town of the Shemitish plains that has sun-baked mud walls. It lies amid grainfields and pasturelands.

THULE A mysterious northern kingdom of the pre-Cataclysmic Age, having fabulous ice-caves. Its lands were presumably incorporated into Nordheim and its people may have been the ancestors of the Vanir and Æsir.

THUNDER MOUNTAIN A lone mountain in the Black Kingdoms west of Xuchotl, it is the abode of the God-Men, who control a magic called the “Living Wind”. The peak lies to the west of the Lake of Death.

THUNDER RIVER A large watercourse in the western part of the world-continent, running closely parallel to the Black River throughout much of its length. The Thunder and the Black appear to have their sources in the Black Mountains of southwestern Cimmeria. The Thunder flows along the western frontier of Bossonia and is joined at the Zingaran border by its major tributary, the Shirki. The augmented stream flows thence in a southerly direction across Zingara and the Argossean panhandle, to empty at last into the Western Ocean. The name of the Thunder implies long stretches of white-water. These have been tentatively placed along the southern Bossonian border and in

northern Zingara. The poor Thunder River is one of the greatest anomalies of the Hyborian World. The terrain around it cannot justify its position. Only the placing of a high mountain range between the Thunder and the Black--or the extension of the Thunder River far to the north, to the snow-clad Eiglophians--would make hydrographic sense out of it. Since these options have not been followed by Howard and the other chroniclers (indeed, the between-river terrain is explicitly described as flat, laced with creeks, and even marshy), the geographer must merely grit his teeth and view Thunder River as Just One of Those Things.

THUNE An eastern county of Aquilonia.

THUNGIA A small nation on the extreme northwest coast of the Vilayet Sea. They trade furs and slaves for gold and luxuries of the south.

THURAN Also known as “Thuran-on-the-Heights”, it is the largely destroyed capital city of Taia province in Stygia. The holy city was founded by King Varanghi, consecrated to Mitra and destroyed when the Stygians conquered Taia five hundred years ago.

THURANIA A pre-Cataclysmic nation, hereditary foe of Zarfhaana.

THURIA Name given to the pre-Cataclysmic world-continent.

TIBU A masked desert tribe of southern Kush, subject to Tombalku. They are of mixed Negroid and Stygian origin.

TIGER VALLEY A place in lost Atlantis, birthplace of Kull. A flood destroyed its people, except for him.

TLAZITLANS A people, originally from ancient Kosala, who migrated first to Lake Zuad in eastern Kush, where they lived for some time and intermarried with the Stygians. Later, they moved southward to the continental interior, where they built Xuchotl and the subterranean Stone City.

TOMBALKU A city in the far Southern Desert of Kush, once the seat of an extinct “empire” established by Shemitish Aphaki people. The Aphaki are still the dominant caste. The city has two kings--one black, and one of mixed Shemite and black heritage.

TONGUE RIVER A swift watercourse, whose source is the eastern Karpash range, that runs along the foot of Mount Turio, east of the Aranza Desert.

TOR A barony in Nemedi.

TOR AL'KIIR A great granite mountain located several leagues north of Ianthe in Ophir. The demon-god Al'Kiir was entombed here by Avanrakash of the Right Hand Path shortly before the crowning of the first king of Ophir. The tomb's mound is next to the crossroads leading from Ianthe to Aquilonia and to Nemedi.

TORAGIS A location in the first draft of Red Nails, presumably a city on the coast of Shem, near which Conan's ship was sunk by the Zingaran Navy. In the final draft, Conan only mentions being sunk off the coast of Shem.

TORH A barony in Aquilonia, seat of the overlord of Conawaga.

TORMANNA A warrior nation that lies the north of Thungia and west of Cambres. The land is mostly wolf-haunted, pine-forested hills.

TORTAGE The only settlement in the Barachan Isles, Tortage is a neutral port, where pirates who would sink one another on the open sea can drink in the same tavern without a brawl.

TORTOISE ISLAND An island in the harbor of Stygian Khemi, it is the only place foreign ships and visitors are allowed to stay.

TORTURE ROCK A craggy pinnacle of rock located in the Western Ocean six days' journey from the Zingaran shore. Atop the "Rock" is a Zingaran coastal prison.

TOTHRA One of the "dreamlands" referred to by a dweller in Xuthal, presumed mythical.

TRALLIBES, THE Presumed to be islands off the coast of Zingara, where the pirate Strombanni attacked Count Valenso's vessel.

TRANICOS, CAVE OF Cavern in western Pictland, not far from the coast, containing the legendary treasure of Bloody Tranicos, greatest of the Barachan pirates.

TREASURE PIT MINE A secret mine of gold and precious stones located in the far north of Brythunia near the Kezankian Mountains. The mine is considered a state-secret by the Brythunian government and is worked by

prison labor. Due to the depth and the steep sides of the pit, escape is considered impossible.

TREE FOLK, GROVE OF THE A stand of exceptionally tall trees east of the Karpash Mountains of Zamora. The trees grow in the Zamoran desert because of a talisman called "The Sacred Seed". The Tree Folk live in a village high amid the branches of the trees.

TREE OF WOE A long dead tree used for crucifixions located somewhere south of the Mountain of Power.

TRIGONG SPIRE The preeminent peak of the Rabirian Mountains.

TULLIAN'S CREEK In Westermarck, a stream forming the border between the Free Province of Schohira and the Picts' territory.

TUNAIS, FORD OF A ford of the Alimane River. It is the southern most of the three fords leading from Argos to Aquilonia.

TUNOG A clan of Cimmeria; described as having high foreheads. They paint their faces blue, and live in the vicinity of Ben Morgh.

TURAN Also called the Sunrise Empire, it is a nation with lands first extending only along the western reaches of the Vilayet Sea, but eventually stretching westward over the steppes and desert, reaching the border of Zamora by the time of Conan's reign. For the early history of the people who dominated Turan, see Hyrkanians. Turan was the wealthiest realm west of Khitai, with the possible excep-

tion of Vendhya. It had many ports along the Eastern and western shores of the Vilayet and was mistress of the inland sea. Its capital, Aghrapur, had a huge, magnificent palace called the Sunrise Court. The ambitious Turanians (often calling themselves Hyrkanians, after their ancient race) made forays in all directions as they attempted to enlarge their empire. They had usurped most of the important caravan cities of the Eastern Desert by Conan's time, crowded the eastern frontier of Zamora, taken over the caravan route to the Far East with the assistance of their kinsmen, the Hyrkanians of the far eastern steppe, and even invaded Vendhya. Their strongest monarch, Yezdigerd, exacted tribute from eastern Shem and Brythunia and fought successful battles with the armies of Hyperborea and Stygia. After the reign of Conan, the Hyrkanians of Turan took advantage of the disintegrating Aquilonian Empire to gobble up Zamora, Hyperborea, Brythunia, and Corinthia. In the South, they clashed with the Pictish invaders in Ophir, subjugated Shem completely, and overran Stygia. They had seriously overextended themselves by the time they marched into Amazon and had to withdraw to the north, settling down to a long series of wars against the Picts. Then came the ice, and Turan tottered as tides of northern barbarians and Cimmerians wrote finis to one of the greatest empires of the ancient world.

TURIM Presumed to be a city of the Kharamun desert, south of Zamboula.

TURIO, MOUNT Once the tallest peak in the Karpash range between Zamora and Corinthia, the volcano tore itself

apart during an eruption, collapsing into its own caldera. It eventually formed a vast crater-lake the size of a small sea, called Sargasso Lake. During Conan's time, the volcano started erupting again, destroying the lake.

TURTLE CLAN A northeastern Hyrkanian nomad clan.

TURTLE PICTS A clan living adjacent to Westermarck, having a somewhat higher cultural level than its western neighbors. The Turtles sometimes traded with the settlers of Conawaga. They were allied with Wildcat, Hawk, and Wolf Picts.

TUSCELAN, FORT An Aquilonian outpost on the east bank of the Black River, situated in the frontier province of Conajohara. Below it, the river made a wide bend. Conan was employed as a scout by the fort, which was later destroyed by Picts.

TWELVE-EYED GOD, ISLE OF THE LIES in the Western Ocean, west-southwest of the Zingaran coast. Disloyal Mitraic priests plundered Mitra's Temple in Kordava, and fled to the island with their treasure, using it to fashion the statue of an ancient monster-god. A well populated, unnamed island of no small size lies a days' sail from the Temple of the Twelve-Eyed God.

TYBOR GAP A level, emerald plain, broken by knee-high grass, flowering thickets and lone trees, set amid the kingdoms of Aquilonia, Nemedra, and Ophir. It is the floodplain of the mighty Tybor River, and makes for an easy, dangerous route between the three mighty nations.

Tybor River A tributary of the Khorotas which had its sources in the southwestern Border Range in Nemediā, and in the Karpash Mountains of north-central Ophir and northwestern Corinthia. It flowed westward along the southern border of Aquilonia with Ophir and joined the Khorotas across from southern Poitain. It was navigable past the city of Shamar. The river was not very swift in its lower reaches, where the terrain was fairly flat. An important ferry crossing must have existed where the Khorotas River meets the Tybor at the border between Poitain and Argos. This is also presumed to be a junction with the caravan route from Ophir. Much of the goods westbound to Messantia must have been transferred to boats at this point.

U

UDWUNGA A tribe living on three of the Isles of Pearl.

UHRAS A Turanian village near Shahpur.

UIST A village of the southern marches of Cimmeria. It was located within a couple of day's walk of the Cimmerian village of Duthil.

ULAU, FORT A northern Nemedian border-fortress, the Cimmerian tribes trade hostages here.

UMFANGU A river of the Blacklands south of Kush.

UMIANK ISLAND A small island located off the north coast of Vanaheim, in the Western Ocean. The island was home to the Umiank, a tribe that in modern times would be called Eskimos.

UMI-NO-MAE A port city of Khitai that lies east of Rou-Gen, on the Eastern Sea.

UNKNOWN LAND An island-continent in the far southern reaches of the little-known Vendhyan Sea. It is a land of humid jungles, flat wastelands, and gigantic rock domes that are the abode of the Rainbow Serpents, the gods of this land. It is inhabited by dark-skinned humans and tailed, tree-dwelling, ebon dwarves, the latter dying of disease shortly after Conan's arrival.

URBANDER A vital provincial capital in extreme northwestern Brythunia. It is a strongly fortified outpost on the

frontier with the Border Kingdoms, and is traditionally ruled by a Baron.

URGAL A village of eastern Shem.

URKIRA A walled town of eastern Zamora.

URLAUB RIVER A river on the west border of the province of Tantusium in Koth.

URLAUB RIVER A meandering river of northern Nemedra, it flows north and east toward the Varakiel.

UTTARA KURU A land to the Far East where it was suggested that Vendhya might “carve an empire”. It is presumed to have been between Vendhya and Kambuja.

UWADRA A desert border-town famed for its heady melon wine. This Turanian outpost lies northwest of Zamboula.

UZBAK A small hill tribe of the Himelian Mountains north of Vendhya.



VALADELAD A coastal town of Zingara. Conan burned the town prior to the sinking of his ship by the Zingaran Navy. The town appeared in the first draft of Red Nails, but was subsequently discarded.

VALAMO Located in the far eastern reaches of Hyperborea, on the distant borders of Hyrkania. A skillful teacher of swordcraft lives here.

VALDOVER A remote Zingaran city-state nestled high amid the towering peaks of the Rabirian Mountains. The city is built along the shore of Lake Aoi.

VALKIA, VALLEY OF A valley and presumed river in eastern Aquilonia, some 10 miles from the Nemedian border. It was the site of a great battle lost by Conan's army. More mountains lay west of it.

VALBROSO, CASTLE OF A Zingaran fortress standing on the deserted short route from Poitain to Messantia.

VALUSIA Westernmost kingdom on the Thurian continent during the pre-Cataclysmic times, so called Land of Enchantment. It was apparently the wealthiest and most sophisticated of the continental nations of that era. Valusia was also the most ancient of the human pre-Cataclysmic kingdoms. It was young when Atlantis and Mu were mere islands of primitives. The ancestors of the Valusians came from the Far East, warred with a pre-human race of serpent-folk (the old ones), and set up their empire in

western Thuria. By Kull's time, the nation was degenerate, ripe for a barbarian usurper. Eventually, Kull of Atlantis became its king. His capital city, also called Valusia, was known as the City of Wonders. Mountains stood on the southern frontier of Valusia, where a colony of Picts had been established to serve as a buffer "against foreign invasion". These became Kull's confederates. Valusia waged constant war against Commoria and its other neighbors. Nameless Isle, in the Western Ocean of Conan's time, is supposed to be a "remnant" of Valusia. It can hardly have been part of the mainland, but we may assume it was an island possession. Howard says little about the fate of the Valusians after the Cataclysm; yet the considerable population of this nation and its neighbors can hardly be assumed to have vanished utterly. We must assume that the post-Cataclysmic peoples, their civilization all but destroyed, became the "aboriginal tribes" whose genes mingled with those of the later migrants. Howard's declaration that the pre-Cataclysmic people descended to "apish savagery" may be construed metaphorically. Small groups of Valusians or other peoples, retaining some part of their erstwhile culture, may have served as the nuclei for the pre-Hyborian nations of Corinthia, Koth, and Ophir.

VANAHEIM Westernmost of the nations of the Far North, lying west of Asgard and North of Cimmeria and Pictland. It was a somber country, mostly a bleak tundra plain that was snow-covered through the long winters. Swampy taiga forests probably clothed its high southern regions thinly. Glaciers crept down from the Eiglophian Mountains in the south and the Blue Mountains on the frontier with As-

gard. Far to the north were more mountains, crowned with a permanent ice cap that grew larger as the climate changed. Fierce storms came from the Western Ocean as well as the icy north. The most felicitous part of Vanaheim as far as human needs were concerned lay along the western coast. There were numerous villages there where the people eked out a living by beachcombing, fishing, and hunting marine and land mammals. Children collected seabird eggs from the rugged cliffs of the seacoast. The lands there were less barren of life than those of the interior were since the sea moderated the climate. The Egiophian uplands of southern Vanaheim evidently harbored a considerable population, because Cimmerians and Æsir conducted raids there. Legends said that Ymir, the frost giant, lived in the northern mountains of Vanaheim. He was the popular deity of the nation. By the end of the Hyborian Age, Vanaheim would be swallowed by the last great continental glaciation. Ultimately, it was submerged beneath the waters of the Norwegian Sea.

VANARA A province of ancient Valusia.

VANETTA A Brythunian village laying at the foot of the Karpash Mountains, beneath Neg's Temple. The locals tended to call it "Rain Town", though others further away called it Necromancer's Hold.

VANIR OR VANR The people of Vanaheim. They were tall, brawny, blue-eyed and had mostly red hair, quite similar in type to their blonde eastern neighbors, the Æsir. The Vanir were probably descendants of the people of pre-Cataclysmic Thule. Their god was Ymir, the frost-giant.

In order to survive in their hostile environment the Vanir honed their aggressive tendencies to the ultimate, making a religion out of battle. Their economy was based on hunting and collecting; but the people were most expert at preying on other human beings. Although many of their villages were on the coast, they did not venture far out to sea. We may assume that they had skin coracles or kayaks; but the splendid long ships of the historical Norsemen had not yet been invented. The Vanir were always fighting with the Æsir and the Cimmerians. The latter, whose territory abuts Vanaheim at the Eiglophian Mountains, endured constant Vanir predation. Conan was born on a battlefield during a Vanir raid on northwestern Cimmeria. The Picts, whose lands meet Vanaheim further west, apparently did not suffer so much from northern attacks. They stayed in their thick forests, which probably made the tundra-dwellers nervous. The Vanir were never as numerous as the Æsir. Nevertheless, they took an active part in the Nordheimr invasions that occurred long after the Age of Conan, contemporaneous with the last continental glaciation. The Vanir helped enthusiastically in the dismemberment of the Pictish Empire. They rampaged along the Pictish Coast after the ice covered their fatherland, and reached Zingara. More Vanir adventurers moved southward to Stygia, where they led the slaves in a revolt. The redheaded Pharaohs of historical Egypt are supposedly descendants of these Vanir. Northern Vanir became the ancestors of the Danes.

VARAKIEL, THE An area of forest, grainfields, and pasturelands bordering the edge of the Varakiel Marshes in northeastern Nemedra.

VARAKIEL MARSHES A great swamp that stretches from northeastern Nemedra towards the Brythunian steppe. It is impassable by foot, and is considered a desolate, legend-haunted place.

VARANGHI a clan of Taia.

VARETH A province in eastern Koth, it lies to the east of Tantusium province. It contains the medium-sized garrison for a legion of Imperial soldiers.

VARGS A tribe of several midget clans living in Zamora off the Shadizar Road. They have mottled-green skin, and are cannibalistic swamp dwellers.

VARHIA A border-village that lies between the city-states of Ghaza and Kyros in the meadowlands of Shem.

VELITRIUM A settlement in the Westermarck province of Conajohara, 19 miles from Fort Tuscelan. It was a market center and the site of a great battle fought by Aquilonia against the Picts in which Conan demonstrated his abilities as a general.

VENARIUM A frontier settlement of Aquilonia, built by Gundermen in the southern part of Cimmeria. Conan helped other Cimmerians sack it when he was about 15.

VENDHYA An ancient and prosperous eastern kingdom having a tropical climate, situated approximately in the area of modern India. To the north was the titanic massif of the

Himelian Mountains, its inhabited area known as Ghulistan to the Vendhyans. To the west was the minor kingdom of Kosala, dominated to a great extent by its larger neighbor. East of Vendhya were the mysterious lands of Uttara Kuru and Kambuja. To the northeast, beyond mountains and deep jungles, lay Khitai. Vendhya has wide expanses of rank forest where no man ventured lightly, and the few of those who did ever returned. It was a fairly self-contained land of great richness. It had a well-developed agriculture, a textile industry, and an abundant supply of precious minerals. It probably produced valuable spices, drugs and cosmetics. We may presume that its population was still within optimal bounds. In Conan's time the nation was ruled by a Devi, or queen, whose power base was a noble caste of warriors, the Kshatriya. Factions of sorcerers menaced the throne. Vendhya was also lusted after by the Turanians, who sent their Hyrkanian armies over the passes on occasion.

VENDHYAN SEA A little-known sea that lies between the southeastern world-continent and the Unknown Land.

VENDISHAN A province and/or city of Ophir.

VENJI The native inhabitants of the country of Venjipur.

VENJI RIVER The main drainage system of the country of Venjipur, it runs from its source in the Colchian Mountains to its delta on the Gulf of Tarqheba.

VENJIPUR The Turanian name for the remnants of the Venji Empire, Venjipur is a rainy, jungle country lying on the Gulf of Tarqheba. It is located east of Iranistan and south

of the Colchian Mountains. Before the Turanian's abortive attempt to annex the country, Khitian immigrants dominated Venjipur politically and economically. The country's main export consists of trade in hemp and extracts of purple and red lotus. The main southern caravan route from west of Iranistan to Vendhya runs through here.

VENJIPUR CITY The administrative center of the country of Venjipur, it lies on the Gulf of Tarqheba. Before the Turanian invasion, this city was the capital of the Venji Empire and it was named Tarqheba.

VENZIA A seaport of Argos, having canals.

VERULIA A pre-Cataclysmic kingdom, adjacent to Valusia.

VERUNIANS A tribe of Hyperboreans living in the Eiglophian Mountains of the Border Kingdom. They were constantly fighting off attacks from a cannibalistic tribe of relict pithecanthropoids who lived in caves among the heights.

VESCI A peasant town of western Corinthia.

VEZEK A Turanian outpost in the Eastern Desert, where caravans paid toll. We have placed it south of fort Wakla, on the cutoff route below the main road to Aghrapur.

VIDARA A Hyrkanian city that lies in the hill-country between Dimmorz and Balkhana. It is populated by Corinthian expatriates.

VILAYET SEA A landlocked body of water, presumed fresh, some 2000 miles in length and averaging 300 miles in width. It had numerous islands, especially in the north and

south, mostly uninhabited. Among those treated in the Saga were the Isle of Iron Statues, Xaper, the Aetolian Islands, and the Zhurazi Archipelago. Four great river systems drained into the Vilayet. They included the Nezvaya in the northwest, the Ilbars in the west, the Zaporoska in the southwest, and the Yldrys in the east. Minor rivers emptying into the Sea included the Yelba in the southwest, the Akrim in the far southeast, and the Zaporozhets in the east. Streams from the mountains of the north and northeast, where aboriginal peoples and gray apes dwelt, must have also drained into the Vilayet. The shores of this sea were very mountainous in the north. But a corridor must have existed in the far north, which was passable to Hyrkanian horsemen--probably only in the winter when the swampy forest and tundra were frozen. After the Age of Conan, Hyperborea and other Hyborian nations were invaded from this region. Along the western Vilayet shore were the major Turanian ports-- Maypur, Sultanapur, Aghrapur, and Khawarizm. There were marshes north of the lower Ilbars. South of Aghrapur, the Misty Mountains stretched for some 500 miles, petering out in the hills of the Yelba valley around Khawarizm. Then the Colchian Mountains arose near the shore and curved around the southern end of the Sea. There were more marshes along the southern coast. The Akrim Valley was inhabited by the Yuetshi people. Northward, along the eastern shore, there were buccaneer retreats around the swampy mouth of the Zaporoska. Onagrul, originally a Turanian seaport, was a large pirate stronghold. The Turanian ports of Khorusun and Rhamdan serviced the Silk Road to the East. North of them were small Hyrkanian city-states that suffered

depredations not only from Turan, but also from the hordes of the interior. There was some traffic from these northern ports across the Vilayet, but it was fraught with danger from both the pirates who ranged up and down the eastern coast and the sudden storms that seem to blow up out of nowhere. Turan was the mistress of the Vilayet Sea, but its navy continually had to beat off forays by the buccaneers. North of the Hyrkanian city-states the coastline is low, flat and featureless, with no shipping or sign of habitation. The coast is a labyrinth of estuaries, mud-banks, and tongues of sodden grass, beyond which lies the vast tundra of northern Hyrkania. Anciently, the Vilayet was a string of lakes formed at the time of the Cataclysm. Some time after the main geological revolution, a Lesser Cataclysm formed the basin of the Vilayet, which filled as the warming climate melted the ice of the Far North. The Vilayet shrank in the era after Conan, when the glaciers returned. The modern Caspian, which is salty, is a remnant of the once-mighty inland sea.

VILDAR KEEP A Corinthian stronghold stormed and sacked by Hundolph's Free Companions.

VIRGIN'S OASIS A small waterhole in the desert north of Zamboula.

VOLSINO An Aquilonian town on the eastern frontier.

Vos' FORT A border fort on Zamora's Eastern Marches. East and south of it lies steppe. Behind it lie the Kezankian Mountains.

VOTANTHA, MINES OF A mine set high in the Southern Hills east of Shartoum. A green-glowing, highly radioactive ore is mined from three separate mine shafts spaced several hundred paces apart in the hill canyons.

W

WADAI A black nation.

WADIM An accursed tribe of the desert south of Zamboula. They were once a mighty people, but in the space of five generations became extinct, wiped out by the Stygians.

WAKLA, FORT A Turanian outpost in the Zuagir desert country. The chronicler speaks of it lying “in the southwestern marches of Turan”, but this must be understood as referring to the early boundary of that nation. Wakla is obviously on the main east-west caravan route, and more or less between Khoraja and Aghrapur. Caravans headed south and east are presumed to have taken the cutoff via Vezek toll post.

WALKH A pre-Atlantean empire, it was ruled by wizard-kings.

WAMADZI A hunting tribe of the remote eastern Himelians, along the route to Khitai.

WAN TENGRI A city presumed to lie near Lake Ho in Khitai.

WAPUTAN In an obscure Puntish dialect, this is the name of the south fork of the River Styx. It also means “water”.

WARHORSE RIVER A minor watercourse in Westermarck, presumed to be a tributary of Black River. Fort Thandara stands on its banks.

WARRIOR, CAVE OF THE The man-made cavern containing the inanimate statue of a mighty warrior is located in Snake Pict lands in the Pictish Wilderness. The cave and statue were created by a race of ancient serpent-men and lie to the south of Lysenius's Caves.

WARRIOR-SISTERS, TRIBE OF Far to the northeast (of Brythunia) in steppe country dwelt a tribe of savage women warriors. Achilea was their queen before she fled into exile with the wilderness sisters. They tolerated no men or male children among them. At age fifteen, all girls are taken out into the northern hills and left to their own devices. One year later, all the survivors are gathered up and become members of the tribe. Monardos called them Amazons, though the word was unfamiliar to them.

WASTE, THE A barren, desolate desert in eastern Shem, the dusty red valley appears to be the bed of an ancient dead sea. It stretches dead flat from the near vertical base of the Desperation Mountains, to the scarified jaws that sustain Zhafur's Fangs, to the crumbling Blood of Attlos peaks. Across the waste, shards and monoliths lie scattered like toy idols. At the base of the Desperation chain is an oasis called Tal'ib, the "City in the Waste".

WATAMBI A tribe of the Black Coast that live next to a large river south of the Zarkheba.

WATAMBI RIVER A large watercourse on the Black Coast, it is the first major river to be found south of the Zarkheba.

WAZULI A mountain tribe of the Himelians, living near the Zhaibar Pass. There is some confusion as to their territory;

but their villages, Khurum and Jugra, are east of Afghulistan. The Galzai live between the Wazuli and the Afghuli. The Zhaibari are hereditary enemies of the Wazuli.

WELL OF PEACE A Turanian village that lies low in the foothills of the Ilbars Mountain range, southeast of Fort Zheman.

WESTERMARCK A western region of frontier Aquilonia, beyond the Bossonian Marches, situated between the Black and Thunder Rivers adjacent to Pictish lands. The Pict tribes in the region had considerable intercourse with the Aquilonian settlers, but there nevertheless existed an almost constant state of war between the aborigines and the newcomers. The perilous Westermarck was settled because the great lords had sequestered good farmland in the interior of Aquilonia as hunting preserves. Howard describes the terrain of Westermarck more completely than any other region of Aquilonia-- in *Wolves Beyond the Border* and in his "Notes on Various Peoples". The largest, richest, and most thickly settled of the Westermarck provinces was Conawaga. North of it was Oriskonie and south of it was Schohira, which was devastated by the Picts. South of the Little Wilderness below Schohira was the free province of Thandara, the only region in the Westermarck not sponsored by Aquilonian barons. A fifth province of the Westermarck, Conajohara, had to be abandoned because of Pictish raids.

WESTERN OCEAN The sea west of the world-continent.

WESTERN PASS A low, direct, and virtually unused pass through the Karpash Mountains, from Corinthia to

Ophir. It is considered by superstitious locals to be haunted and generally unhealthy. There are the remnants of an ancient temple belonging to the demon-god Kthantos located on the south side of the pass.

WICCANA, SACRED GROVE OF Eldest of the sacred oak groves of Brythunia, it is located near the Zamoran border.

WIGUR An aboriginal tribe dwelling in the deep interior of Hyrkania. They were short, bandy-legged, and dark with long black hair dressed in braids. The features of one Wigur shaman are described as “flat and monkeylike”, painted with red and black stripes and circles. The Wigur dressed in furs and skins. The shaman wore a necklace of human teeth and conjured up visions with the aid of incense and a small drum. He had a pouch of poisonous pollen from the yellow lotus of Khitai.

WILDCAT PICTS A clan allied to the Turtle, Hawk, and Wolf Picts, having a somewhat higher level of culture than the forest tribes because of its contact with the settlers in Conawaga.

WINGED ONE, CITY OF THE A mysterious edifice on the poisonous Zarkheba River in Kush, where Bêlit died. The City of the Winged One was founded in the dim recesses of pre-history, before the Stygians developed civilization, by a race of beautiful human-like creatures. Through a series of disasters, most of the population was killed. The one that remained became the hairy, winged horror that haunted the city's ruins.

WINTERHOME A Turanian town that lies in the foothills of the northern Ilbars Mountain range below Crimson Springs.

WOLF PICTS A large confederation of allied tribes living in the Pictish Wilderness. They live to the west of the Snakes, Hawks, Wildcats, and Turtles. They captured Conan and traded him westward, to the Eagle clan.

WOLFRAVEN a battleground in Asgard.

WUHUAN DESERT An extensive arid region lying west of Khitai and north of the Himelians and Talakmas. "Beyond" it lie bogs, marshes, jungles with dead cities, then plains. Conan traversed this region coming from Vendhya to Khitai, but the geography as reported in Return of Conan is anomalous and certainly not to be given much credence. If Conan skirted the desert after crossing the Talakmas, he was far to the north of true jungles (even presupposing a milder Hyborian climate). The woodlands he crossed may have been dense - but hardly of the tropical rainforest type usually designated by the word "jungle".

WULFSTAN'S HALL Located up the coast from Starkad's hall in Vanaheim.



XALTANA, TOMB OF Located high in the northern Border Range of Nemedra is the long-lost tomb of Xaltana, the Witch-Queen of Acheron. Concealed in the mountains by the magic of illusion, the tomb was buried beneath the temple of an ancient demon-god.

XAPUR, ISLE OF An island off the southeastern coast of the Vilayet Sea, having sheer cliffs and the ruins of a fortified city, Dagonia. More islets surrounded Xapur. The mainland opposite it was marshy, with a promontory jutting out toward the island.

XIFENG A monastery located in the deadly swamps of southern Khitai. The monastery was ancient when Atlantis sank. The monks pray to a strange god born of the spirits of five dragon brothers, who joined to become one being, Xifeng. Lotus extracts are gathered from the swamps encircling the monastery.

XUCHOTL So called City of Green Fire-Stones, lying south of Sukhmet and Darfar. It was a "long week's march" from the nearest outpost, through jungles. The city itself stood on a plain south of a range of low hills. The arid flatlands around Xuchotl were said to have "cactus", but this is more likely some other thorny plant. A stego-dragon dwelt in the forest to the north until Conan dispatched it. Many days to the west lay savannas where the blacks grazed cattle. In the hills to the east were sources of gold, silver, copper, jade, lapis lazuli, and marble. The gold of Punt is

presumed to come out of these hills, washed out of the mother lode into the Styx. The Tlazitlans, a mysterious race that originated in Kosala, inhabited the city of Xuchotl. The subterranean Stone City, many leagues to the west, was built by the same forgotten race that built Xuchotl.

XUTHAL An ancient city in the Southern Desert of Kush, built around an oasis. The inhabitants were addicted to the black lotus and spent most of their lives in lotus-induced dreams. Deep beneath the city, a shadow-demon named Thog slept, rising on occasion to devour some of the city's inhabitants. South of it were grasslands.

Y

YAG Green planet of an elephant-headed race, whence came Yag-Kosha (or Yogah).

YAGALA A magical city in the midst of the Sighing Lake of eastern Koth.

YAGYU A warrior clan of southern Khitai that has so many members, it is likened to the sands upon the earth. Its leader, called the “Great Devil”, is a prince of Khitai.

YAH LGAN the sacred city of Erlik, it was located near the edge of a glacier in the “forbidden” country of Pathenia. The towering citadel was the home of the fabled “Black Monks of Yahlgan”.

YAK CLAN A Hyrkanian nomad tribe.

YAMATAI A great island kingdom lying across the Shima Straits from Khitai. There is a sacred volcano that dominates the topography of the island.

YAMMAN A small Shemitish city-state lying southwest of Khoraja.

YANAIDAR A city of demons, built by the ghoulish king Ura, standing on a steep tableland in Drujistan. Its chief edifice had a purple dome shot with gold. The city was the stronghold of the Yezmites.

YANO GA A city in the Land of No Return, masked from observation by the Great Stone Skull. The land around it

had geysers and fumaroles. Yellow-skinned aborigines of the region were enslaved by a remnant of the ancient serpent-race that ruled the world before the coming of men. Yanoga was said to be the last stronghold of the serpent-folk.

YARALET A city in the eastern Zamorian Marches, on the northern bank of the Nezvaya River. It was conquered by Turan.

YARO A clan of Taia.

YAZDIR Located on the northern frontier of Zamora, it was the first large town ever seen by Conan.

YB An ancient city of the lost empire of Edom, the city was destroyed in a blast of fire by the god Votantha nearly seven hundred years ago. It is thought to have once been a seaport.

YELBA RIVER A watercourse in southwestern Turan, presumed to have its source in the Colchian Mountains. It flowed eastward to empty into the Vilayet Sea south of Khawarizm.

YELLOW RIVER The western border of Brythunia, it forks in the southwest corner of the country. A battle was fought here against the Nemedians.

YEZMITES OR SONS OF YEZM A people or cult of the Shemite hills and elsewhere. Its assassins killed the kings of Turan and Vendhya and attempted to murder the king of Irani-stan. The Yezmites were of pre-Cataclysmic origin and once lived on the shore of the Vilayet Sea. Later, they mi-

grated toward the south. The cult of Yezm aspired to world dominance. Its minions killed with a wavy-bladed “flame knife”. Anciently, the pre-Cataclysmic kingdoms of Valusia and Grondor had the Yezmite cult. Cities once under its thrall include Luxur, Python, Kuthchemes, and Dagon. Affiliates of the cult influence worshippers of the gods Zug, Jhil, Erlik, and Yezud.

YEZUD The citadel-city of the spider-god, Zath, is located on Mt Graf in the Karpash mountains of Zamora. It sits atop a crag on the mountain and is considered to be impregnable. The spider idol was of stone, worshipped by dancing girls clad in black beads.

YEZUD PASS A narrow mountain pass that leads south and east through the Karpash Mountains between Zamora and Brythunia. It ends several leagues north of the Zamoran city of Yezud.

YIMSHA, MOUNT One of the pre-eminent peaks in the Hi-melian Mountain region known as Ghulistan. It is the mountain stronghold of the Seers of the Black Circle, one of the oldest continuously existing groups of mages in the Hyborian Age world.

YIVGA RIVER A watercourse, presumed to be in eastern Koth, having on its banks an outlaw camp. From here came a gang of bandits who planned to ambush Conan on his way to Khanyria.

YLDREYS RIVER The Hyrkanian “River of Death”. The dead, both man and beast, are thrown in and swept downstream in hope of paradise. At the mouth of the sacred

river is an island covered with thousands of bones. The Shrine of Thoras is located on it.

YMIR'S PASS A pass through the mountains between Cimmeria and the Border Kingdom. The fortress of Atzel lies across the Border Kingdom side of the pass.

YOGGITES A tribe of green robed nomadic raiders that live in the Southern desert. They swear by the god, Yog, and ride horses.

YONDO A stronghold of the Patriarch of Tolometh, Black-God of the Abyss. It suddenly appeared amid fertile plains and turned them into a desert overnight.

YORKIN A hamlet of Zingara.

YOTA-PONG A city in Kosala, seat of worship of the god Yajur.

YUETSHI A pastoral and agricultural people living in villages in the Akrim valley, southeast of the Vilayet Sea. They also fished the Vilayet. Earlier, the Yuetschi destroyed Dagon. The people were short, with long arms, yellowish skin, and flat, slant-eyed faces.

YUKKUB A place south of Fort Wakla in Turan.

YUN Presumed place in the Far East, inhabited by priests of the god Yun.

Z

ZABHELA A city on the coast of Kush. Caravans left there for interior points, including Sukhmet.

ZAHEEMI A clan living on the southern edge of the Kothian Escarpment, charged with guarding the eastern caravan route to Khoraja through Shamla Pass.

ZAHMANN A Corinthian city-state lying in the Karpash Mountains between Koth and southern Corinthia. A Kothian exile named Zahmann built a fortress upon a mountain pass that lies between Koth and Corinthia. Although several leagues to the north, it is the closest city to the pass leading from Ophir to Zamora.

ZALGARA, HILLS OF A range of rounded highlands marking the eastern and part of the northern boundary of Valusia.

ZAMANAS MESA A high, flat plateau located in the hills of southern Koth. The mesa has a most ancient and evil reputation. Two dolmans of pale stone are found at the center of the mesa. The mesa is actually a gigantic, chultholic rock-lizard.

ZAMATRA A city of Zamora, it lies 30 leagues north of Ar-enjun.

ZAMBALLA A small tribal nation south of Darfar. Conan's warrior-mage friend, Zula, was a prince of this tribe.

ZAMBOULA A major trading center situated in the Kharamun Desert. When Stygian invaders first came to it, it was

a small oasis. The Stygians built it into a great city, peopling it with their own citizens, transplanted Shemites, and Kushite slaves. Turan later conquered it and in Conan's time was the westernmost outpost of the Turanian Empire, ruled by a satrap. Zamboula lay within a ring of oases and served caravans from all directions.

ZAMINDI A village on the road from Shadizar to Yezud, in Zamora. It is famous for the horses it breeds.

ZAMORA An eastern kingdom founded by the ancient Zhemri people several thousand years before the Age of Conan. (The elephant-being, Yag-kosha, said the Zamoran race was pre-Cataclysmic.) The nation was southeast of Hyperborea, east of Brythunia and Corinthia, north of Koth, and west of the Turanian steppe. On its eastern boundary were the Kezankian Mountains, beyond which were marches nominally subject to Zamora but increasingly nibbled away by Turan. The Karpash Mountain range lie on the western border and a small, worn range rose on the southern border. Their passes were usually blocked by snowfall and spring rains. Zamora always placed a crude fort at the approaches to its mountain passes for tariffs and protection. The capital of Zamora, Shadizar, was on the Road of Kings, principle trade-route of the Hyborian world. Zamora was an ancient and peculiar kingdom. It was an absolute despotism in young Conan's time, the king dominated by a sorceror. The main religious faith was the cult of the Spider-God Zath, centered at Yezud. Zamora was founded by the Zhemri about the time that Hyperborea the Elder was overthrown by the Æsir. Hyborians conducted slave raids into Zamora in the

early days, but they never managed to seize the government. After the Age of Conan, Turan conquered Zamora; then the Aquilonians drove the Hyrkanians out, assumed control, and levied increasing amounts of tribute. After the Aquilonian debacle, Hyrkanians once again overran Zamora. This time they consolidated their gains by settling refugee Zingarans as a loyalist element among the conquered People of the Spider-God.

ZAMORIAN MARCHES Lands on the border between Zamora and the Eastern Desert, nominally subject to Zamora but eventually conquered by Turan.

ZAPOROSKA RIVER A major watercourse flowing westward from the interior of Hyrkania to the Vilayet Sea. Its mouth lay amid thick swamps just north of Yuetshi lands. It is presumed that the Zaporoska had its sources in the western heights of the Talakma and Himelian ranges. Denizens of the Zaporoska Valley were sturdy folk who wore fur caps. They were friendly to Vilayet pirates, who sailed up the river to defend their settlements from Hyrkanian raiders. A major pirate stronghold was hidden in the reeds where the Zaporoska met the Vilayet.

ZAPOROZHETS RIVER A shallow Hyrkanian river.

ZARDAS Located at the crossing of two roads just north of the border between Koth and Khauran. Built next to a small river, it is a large cattle market.

ZARFHAANA A minor pre-Cataclysmic kingdom, lying east of Valusia.

ZARIRI A tribe of the southwestern Iranistani desert. They are bitter ancestral foes of the Kaklani.

ZARKHEBA RIVER Flowed into the Western Ocean in southern Kush. Its waters were poisonous. The City of the Winged One stood on its bank.

ZATI Also known as “Stone Island”, Zati is a sheer pillar of rock jutting out of the Southern Ocean. It lies to the west of the island of Arawu. It is on Zati where the Kezati Hordes nest in large caves. Nothing living grows on this island because of the Kezati.

ZELATA, CAVE OF A cavern in eastern Aquilonia inhabited by a seeress, Zelata. It was situated just west of the Nemedian border on the rough southern pass route to Tarantia.

ZEMBABWEI OR ZIMBABWE A powerful black kingdom lying south and east of Punt. It was ruled by Twin Kings and had everglade flatlands in the north, merging into thick tropical jungle toward the south and east. The upper Styx formed its western boundary; a large river in the northeast and barren plains in the south are presumed to delineate other frontiers; while in the east its lands stretched to the Southern Ocean shore. Zembabwei's Northern Capital was its major trading center. To the south stood Forbidden City or Old Zembabwei, a religious and administrative center closed to foreigners. Zembabweans were great traders and potential empire builders among their weaker neighbors to the west, who were justifiably suspicious of the glittering entrepreneurs who built fortresses at the same time as trading posts. The Zembabweans worshipped

Set, the Serpent-God under the name of Damballah until Conan interfered in their affairs.

ZHAGG OF THE BLACK DESERT An ancient city that existed at a time when Atlantis was a chain of unvegitated, smoking volcanoes. It is located on the site of present day Shahpur.

ZHAIBAR PASS An important gap in the Himelian Mountains through which goes the road leading from Peshkhauri in Vendhya towards Mount Yimsha and Hyrkania.

ZHAIBARI A tribe of Ghulistan living in the region of the Zhaibar Pass. They were allied to the Kshatriya warriors of Vendhya and defended the pass against Wazuli bandits.

ZHAMAKAND An onion-domed city in the foothills of the eastern Colchian Mountains, this Hyrkanian city is rumored to be the site of a legendary hidden treasure.

ZHEMAN, FORT The site of a Turanian garrison that lies between the foothills of the Ilbars Mountains and the hills north of Haruk.

ZHEMRI A very ancient remnant people of non-Valusian origin, perhaps Grondarian, first evident about 500 years after the Cataclysm, when they lived among the low mountains of the Southeast. About the time that the Hyborians began to move southward, the Zhemri had become a hybrid race through intermarriage with unknown peoples, most likely Dagonian refugees. They prospered and multiplied, eventually establishing the kingdom of Zamora sometime before the overthrow of Hyperborea the Elder. Later, the Zamorians intermarried with the Hybo-

rian Brythunians; but they resisted encroachment by Hyborian kingdoms around them and were a firm despotism by the time of Conan.

ZHURAZI ARCHIPELAGO A group of islands in the eastern Sea of Vilayet consisting of two main islands plus many smaller islets. They were said to lie southeast of Aghrapur. There was a long, narrow strait between the two large islands. The archipelago had an evil reputation and was supposed to be the haunt of demons. On the northern island, yellow-skinned natives worshipped a lizard-god. The ragged coastline of the eastern mainland lay fairly close to the Zhurazis.

ZIKAMBA RIVER A watercourse of the Black Coast, flowing into the Western Ocean. Its mouth lay almost directly east of the Nameless Isle.

ZIMGAS, CAVE OF HOME of a magical creature called a "watcher", it lies in the Rabirian Mountains of northern Argos.

ZINGARA A non-Hyborian (according to Howard) nation situated south of the Bossonian Marches of Aquilonia and Pictland, west of Poitain and Ophir, and north of the panhandle of Argos. The Black and Thunder Rivers flowed through Zingara and emptied into the Western Ocean along the Zingaran coast. The shallow Alimane River formed the border with Poitain. Along the Pictish frontier there were thick woodlands and a spur of the Poitainian Mountains. The Rabirian Mountains ran along the Alimane and separated eastern Zingara from the kingdom of Argos. A ghoulish forest, with an ancient, ruined

city, divided Zingara from Argos in the south. There were also “fiend-haunted swamps”. The nation was founded by people who were an admixture of Zingg Valley folk (said by Howard to be possibly of Shemite origin), invading Picts, and Hyborian tribes. Most historians place the Zingarans among the Hyborian peoples. The Zingarans were apparently agricultural, maritime, and pastoral, ruled by petty princelings only nominally subservient to the capital of Kordava. During Conan’s time, Zingara was torn by civil war. Conan commanded a privateer of Zingara for a time, before becoming king of Aquilonia. His royal successors had no trouble annexing the nation, but the proud Zingarans never ceased to rebel. They threw off Aquilonian rule when the Empire was distracted by wars with Nemedra. Later, invading Picts conquered Zingara, only to be displaced in turn by Nordheimr swarming south during the last great glaciation.

ZINGG VALLEY A fertile area between the lower Black and Thunder Rivers, protected by mountains, first home of the ancestral Zingarans.

ZOTHIQUE Also called Mayapan, the continent that lies to the west of Antillia. Zothique possesses a level of civilization comparable to the Hyborian kingdoms, although it is rumored to enjoy a higher level of necromantic sorcery.

ZOTOZ A village of the uplands of Argos, it lies on a small river across from the city of Athos.

ZUAD, LAKE A body of water in northern Kush, near the border with Stygia. It was the first home of the Tlazitlans.

ZUAGIR A numerous and aggressive Shemitic nomad tribe of the Eastern Desert. They were accustomed to raid the caravans moving from Hyborian lands to the south and east, and even penetrated into Khauran. Conan led a band of them when he was about 30. Among the bands mentioned are the Dniri, Duali, Kharoya, and Qirlata.

ZUAGROS A city of the desert west of Zamboula, mentioned as Conan's destination in the first draft of *Shadows in Zamboula*, but discarded by the final draft.

ZUCARLA A city-state that lies in the mountains of southern Zamora.

ZUG A presumed place in the Far East that was the center for the fearsome worship of the Yezmite god Zug.

ZUMBA A dark and hardy tribe living on the Great Savanna. They farm the land and raise goats. Their villages are small and mean, but their songs and dances are excellent.