

Dungeons & Dragons

# GAZETTEER

The Peoples of Hyboria



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An Unofficial DUNGEONS & DRAGONS® Game Supplement

## The Peoples of Hyboria

By Omnibus

Translation by Colin D. Wilson

### Table of Contents

Introduction.....	3
Geography.....	4
History.....	6
Kingdom of Talonsien.....	9
Territory of the Jaakuori Tribes.....	10
Territory of the Maamme Tribes.....	11
Kingdom of Sidsteland.....	12
Kingdom of the Flottefolk.....	13
Territory of the Northern White Orcs.....	14
Kingdom of Frosthaven.....	16
The Ice Desert.....	17
Unusual Locations.....	18

#### Non-official supplement

It describes the northern part of the Brun continent and the Hyboria area in particular.

From an idea by Steven B. Wilson, who was inspired by an accessory for Forgotten Realms.

Revised and reorganized by Omnibus.

Translated by Colin D. Wilson

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# Introduction

## Mystara – Northern Brun - Hyborea

Hyboria, in Northern Brun is one of the least known areas of Mystara and there is very little information available in more-or-less official accessories or on the web. Taking a cue from Steven B. Wilson's chronology (inspired by the **Forgotten Realms** module *FR14: The Great Glacier* by Rick Swan) and the little information available, this module begins to describe this immense area by developing the characteristics of the people and their history. For the names I was inspired by the Icelandic, Norwegian and

Danish languages. I have also tried to relate the chronology of the area with the known history of Norwold in order to create campaigns that link the destinies of these peoples.

The original Italian version of this Gazetteer was written by Omnibus and was posted to the Italian Mystara message boards. This translation, by Colin D. Wilson (and – being honest – Google Translate), is an attempt to bring this little-known region to a wider audience.



# Geography

## Overview

Area: 9,554,680 km<sup>2</sup> (approximately as much as Canada and Alaska) of which 1,097,140 km<sup>2</sup> is frozen surface water and 8,457,140 km<sup>2</sup> island. Total population: 2,489,932.

The territory and the population of Hyborea varies greatly depending on the climatic conditions, which are dictated by the proximity of the pole. There are four well-defined zones that follow one another away from the far north:

- Glaciers – occupy an area of 3,137,252 km<sup>2</sup> with a population density of 0.027 per km<sup>2</sup>, for a total of 84,706.
- Tundra – occupies an area of 3,660,127 km<sup>2</sup> with a population density of 0.1 per km<sup>2</sup>, for a total of 366,013.
- Taiga – occupies an area of 2,614,377 km<sup>2</sup> with a population density of 0.5 per km<sup>2</sup>, for a total of 1,307,188.
- Steppe – occupies an area of 1,045,751 km<sup>2</sup> with a population density of 0.7 per km<sup>2</sup>, for a total of 732,025.

Hyborea is an immense territory, located in the extreme north west of the Brun continent. The two peninsulas to the north and west are permanent glaciers. The tundra extends to the south and east, then degrades into the taiga and finally into the subarctic steppe. The peninsula to the north is a wild and inhospitable territory, inhabited exclusively by monsters that have adapted to the extreme climate of the place. The peninsula to the west, also covered by glaciers, is the land of the Arctic dwarves, the Innugaalikurit, who have lived in this territory for centuries in their Kingdom, Talonisien, the capital of which is Iahde. To the east of Talonisien, the frozen region that reaches to the coast is the territory of the Jaakuori tribes, mainly hunters of marine mammals.

In the tundra and taiga in the centre of the Hyborean territory live the Iulutian nomads, who live by hunting and following the great herds of caribou, reindeer and Mammoth that move through these immense regions. They call their lands Maamme. East of the Kaksilands River to the coast lies the Kingdom of Sidsteland. South of the central Hyborean lands lies the subarctic steppe inhabited by white orc tribes. To the west, south of Talonisien and where the great mountain range of the End of the World begins, lies the Kingdom of Flottefolk, populated by Frost Giants and Arctic dwarves. The Hyborean area also includes a large island to the east, Frosthaven, home to the Kingdom of the same name ruled by the Frost Giants.

## Climate, Flora and Fauna

**Glaciers** cover the mainland with high layers of ice and extend over the sea for thousands of kilometres, breaking and fragmenting in the summer then restoring themselves during the cold winter. This frozen territory does not grow any type of flora except in the summer period, but on very limited areas where you can find scarce traces of lichens and moss. The fauna is purely marine: whales, seals, walruses, orca, narwhals and polar bears, as well as various arctic monsters. The temperatures are prohibitive and lethal for the inexperienced.

The **Tundra** is the typical vegetation of the arctic polar areas, composed mainly of mosses, lichens and a few shrubs. In fact, at least on higher and drier soils, evergreen dwarf shrubs also grow. The only tree species (but not taller than 1.5-2m) are deciduous willows and birches. But the prevailing and characteristic vegetation remains a prairie with dwarf species, mosses and lichens. Among the most representative are: Heathers, Germander, Azalea prostrata, Polytrichum, Cranberry, Blueberry, Saxifrage

as well as vast and irregular colonies of sedges, grasses and rushes. These are typical plants of very harsh climates. Geographically, it extends into the edge of the regions perpetually covered by ice, where the ground is frozen at depth (permafrost) and in summer only the most superficial layers thaw (the soil in general is very humid because water cannot penetrate deeply).

In these regions, winter is very cold while summer is short and cool. For this reason, the animal species that live there concentrate their activity in the summer. Birds, for example, nest. All the species typical of this habitat have very fast reproductive cycles; by the arrival of the first cold weather they must complete their reproduction, the development of the adults and prepare for a long and freezing winter season. The animals of this place are reindeer, caribou, elk, polar fox, grizzly bear, mammoth and a rich bird life. The climate of the tundra is cold, with rigid and long winters where temperatures drop to as much as -40 to -50 degrees, while summers are cool with temperatures that do not exceed 10 degrees. In the tundra it rains very rarely, about 100 mm per year, and the rains are concentrated in summer.

The sub-arctic forest of the **Taiga** is limited to the north by the Arctic Tundra and to the south by the temperate deciduous forest and the wooded steppe. The boundary between Tundra and Taiga is defined by the local characteristics of the summer thaw, responsible for the vegetative recovery of the tree species. As a rule, this border expands towards the north inside the alluvial valleys, which, for this reason, are invaded by the forests of the Taiga. It also recedes towards the south in those territories that occupy the interfluvial spaces, thus allowing the Tundra to advance. The Taiga develops on mainly damp soils and hosts, in the frequent clearings, vast wetlands, swamps and peat bogs, so that for many stretches it looks like a mosaic of forests and peat bogs (forest and aquatic ecosystems). The floral composition is almost homogeneous and also includes a percentage of broad-leaved trees. The

undergrowth is discontinuous, sometimes occupied by shrub species and sometimes by mosses, lichens or ericaceous plants, but these are always scarce or even absent. The climate is dry and rather variable, with very long winters stretching from 8 to 10 months and short summers, but with long sunshine.

Due to the latitude, however, only two seasons are distinguishable: the cold winter season, from Ambyrmon to Yarthmont inclusive, with an average temperature of -9 degrees and minima of -45 degrees and beyond, and the "hot" summer which, in some particularly bad years, can be reduced to just two months and has an average temperature of 6- 8 degrees, with maximum peaks of 14-16 degrees. In this brief summer there are always a lot of insects.

Rainfall is on average very scarce (200-600 mm for the driest areas increasing to 400-800 mm for the rainiest ones), but the soil is frequently very damp due to the presence of numerous surface aquifers. In the northernmost or more frost-exposed areas, permafrost is formed where the organic matter from plants decomposes slowly.

The representative plant species of the Taiga: Spruce, Fir, Scots pine, Siberian Larch, Dahurian Larch, White Larch, Birch, Poplar and Arctic Willow. The main animal species present are: Elk, Reindeer, Caribou, Deer, Roe Deer, Brown Bear, Gray Bear, Arctic Fox, Red Fox, Wolf, Lynx, Ermine, Skunk, Sable, Marten, Otter, Beaver, Lemming, Raccoon, Snow hare, Porcupine, Dormouse. And among the birds: capercaillie, owl, eagle owl.

The **Steppe** vegetation consists of a grassland with occasional shrubs; trees are almost absent, with the exception of more humid areas near rivers and lakes. The fauna consists of ungulates, rodents, reptiles and insects. The typical climate of the steppe is continental with high temperature variations during the hot summers and cold winters (from -40 degrees to 40 degrees). Average precipitation is 250-500 mm of rain or the equivalent in snow per year.

# History

This part of the Brun continent has not changed much since the era before the Great Rain of Fire. It was originally an arctic and subarctic area and the axis shift and the consequent pole shift did not substantially change the climate. Tribes of humanoids that broke away from Loark's horde settled in the region to the south, now known as the territory of the Northern White Orcs. The dwarves present in the area still retain their original characteristics, the only case on Brun. In Hyborea it is also possible to find the most advanced Giants' societies on the continent, organized into two Kingdoms located at the opposite sides of the region. Of particular historical significance is the invasion of the territory of Littonia by the giants of the Kingdom of Frosthaven. Another relevant event in the almost frozen history of this region was the invasion of Maamme by the Kingdom of Sidsteland. The war lasted 50 years and saw the coastal cities of Sidsteland attack the nomadic tribes of the west to steal the caribou herds necessary to survive.

## Timeline of Hyboria

- BC 4500: The first beastmen are discovered in the upper Borean Valley, supposedly reincarnated evil souls.
- BC 3500: The Priests of Blackmoor demand the extermination of the beastmen of the Borean Valley, and promote holy wars to destroy them.
- BC 3200: Blackmoor's crusade drives the beastman tribes north into the Hyborean glaciers.
- BC 3000: The Great Rain of Fire. The explosion at Blackmoor tilts the planet's axis, so Hyborea is no longer at the north pole.
- BC 2925: The Hyborean Glaciers slowly drain towards the new north pole.

BC 2500: Clans of dwarves and gnomes move as the ice flows to the new north and are determined to defend their new territories by fighting. One dwarven clan refuses the use of force and decides to continue following the glaciers' movement north in voluntary exile. The clan embarks on a year-long journey that takes them to present-day Hyborea where they found the Kingdom of Talonisien. Unfortunately, only a few survive the harshness of the journey. They are the ancestors of a new breed of Arctic dwarves that take the name of Innugaalikurit (EE-nu-GA-ka-LEE-ku-rit).

BC 2400: The land of Hyborea is now warming. The beastmen migrate further north. Some gather at Urzud while others move beyond Hyborea.

BC 2098: Antalian hunting tribes, skilled in surviving in the cold winters, migrate in search of game to Hyborea. They abandon faith in the Immortals, who they believe have turned their backs on them. They eventually reach the shores of an inland sea which they call the Lugalpgotak Sea. Permanent settlements are established and they become the precursors of the Iulutians (EE-oo-LOO-shee-uns).

BC 2035: A tribe separated from the populations that will later reach the Northern Reaches settles in eastern Hyborea, joining the Iulutian populations and building stable settlements on the coast. They will call these lands Sidsteland.

BC 1993: A horde of Frost Giants, led by Ulf One-Eye, sets out from the island of Frosthaven to the north to conquer the lands of the Littonians. Ulf founds the kingdom of Nordenheim on the north coast of present-day Norwold and enslaves the local populations.

BC 1944: The Frost Giants build Hogborg, the capital of the kingdom. Many of the slaves involved in the construction die.

BC 1812: The descendants of the Iulutian hunters now begin to expand north, discovering the Sanat Jaa glacier near the Jaan River. Carved into the glacier are large and mysterious writings, some of which hunters manage to translate. Henkea Jann is revealed to be the author of the writings, and is supposed to be responsible for the creation of the glacier itself. Some of the hunters are so impressed by this discovery that they declare themselves disciples of Henkea Jann, who they presume to be an Immortal. The group decides to migrate further north and establish their settlements dedicated to the cult of Henkea Jann: these become the ancestors of the Jaakuori tribes. The remaining Iulitians return to their homes.

BC 1800: The Immortal Kagyar transforms the race of Dwarves and guides them to settle in Rockhome and the Northern Reaches. The arctic dwarves in Hyborea are left alone with their original dwarf characteristics.

BC 1722: Loark's hordes of humanoids pass through southern hyborea.

BC 1636: Attracted by the abundance of caribou and intolerant to the dominant culture of Sidsteland, some Iulutian tribes move inland, beyond the Kaksilands River to the lands they will call Maamme. They will become the first of the Maamme Iulutian nomads.

BC 1593: A revolt against the Frosthaven giants begin in Littonia with the battle of Gaudavpils.

BC 1592: Hogborg is destroyed in the revolt. Ulf dies in the attack and the frost giants retreat to Frosthaven.

BC 1500: Elsewhere in the world, Nithian culture is at the height of its splendor. No contact is made with Hyborea.

BC 1413: Following a particularly harsh winter, the Iulutian tribes of Sidsteland unite to make war on their neighbours,

the Iulutian tribes of Maamme. Their intent is to take over the caribou herds in the region. The raid triggers the 50-year Keryiek War, named after the mountain range where most of the fighting took place.

BC 1363: The Keryjek War ends with a treaty between the leaders of Sidsteland and Maamme. To foster communication and promote goodwill, leaders inaugurate the first koatulit, where the two populations come together for a week-long festival of games and banquets. The koatulit takes place every year and since then there have been only a few brief conflicts between the two populations.

BC 1351: Sidsteland representatives attempted to establish formal relations with the Innugaalikurit dwarves of Talonisien by inviting them to participate in the koatulit. The dwarves decline the invitation, but this marks the beginning of a long and cordial relationship between the Innugaalikurit and Sidsteland.

BC 1210: The year of the Great Flood. An unusually hot summer causes ice melting and rising waters of the Nakalpgotak and Lugalpgotak Seas. The villages of the nearby Sidsteland on the coast are submerged. Hundreds of Sidelanders drown when their villages are washed away by the raging waters.

BC 1200: A large force of Frost Giants from Frosthaven attempts to invade the north coast of Norwold to re-establish the kingdom of Nordenheim. They are defeated at the ruins of Hogborg, but many towns and villages north of the Gaudava River are destroyed.

BC 1048: A group of Innugaalikurit discover a Blackmoorian device on a high peak in Talonisien. They disassemble the device and take possession of the pieces. The next day, a group of enraged frost giants track them down and demand the device be returned. The Innugaalikurit dwarves refuse and the Frost Giants respond by attacking and destroying an



Innugaakalikurit village. To avoid a war, the Talonsien elders intervene to negotiate an agreement. After a careful analysis of the facts, the elders declare the dwarves who took the device are guilty of theft. The guilty clan is entrusted to the custody of the frost giants who enslave the dwarf clan and carry them to their territory of Flottefolk. Descendants of the prisoners remain slaves to this day. The Blackmoor device was ruined beyond all hope of repair when the dwarves disassembled it.

BC 662: Noises from the depths of a crevasse attract the attention of the Jaakuori. They inadvertently awaken a sleeping monster, described by one survivor as "a mix of a grotesque white tirichik and a mountain-sized dragon with golden fangs and wings of ice." The monster devours dozens of Jaakuorians before to return to the crevasse. The monster, called Ufloq by the Jaakuori, was never seen again.

AC 0: Elsewhere in the world, the first emperor of Thyatis is crowned.

AC 10: Treasure seekers from Thyatis land in Sidsteland, bringing with them a rare disease that proves deadly to local people and caribou. Hundreds succumb to the disease before the carriers are isolated and exiled to the Ibelgrak Valley in southeastern Sidsteland. Some caribou in the Ibelgrak Valley are believed to still be asymptomatic carriers of the disease.

AC 588: The original Hyborean glacier has finally melted.

AC 691: A contingent of evil wizards from Alphatia use their magic to build an ice castle at the base of Mount Okk, one of the highest peaks in the Lugsaa range. The goal is to use the castle as a base to develop a new type of cold-based magic with which they intend to conquer the Flaemish lands. In a short time they accumulate a considerable amount of

gems and precious metals to use in their magical researches, stored in a labyrinth under the castle and guarded by a small army of monsters magically generated from the ice.

AC 698: A strong earthquake in the Lugsaa range creates a large crevasse near the base of Mount Okk, engulfing the ice castle of the Alphatian wizards. An avalanche of tons of snow and ice covers the crevasse, burying the castle and its occupants.

AC 868: Azlum Swith, one of Mystara's greatest explorers begins his twenty-year journey through the Hyborean region, culminating in the publication of "Blood and Ice: Surviving in Hyborea", the ultimate survival guide in the Arctic.

AC 870: The frost giants attempt another invasion. Siaiulai, Valka, Dundaga and Silute are sacked, but the invasion is repelled.

AC 980: Sharra Swith, granddaughter of the great Azlum Swith, decides to continue her grandfather's work. She plans to write Volume Two of Blood and Ice on the threatening Nakvaligach region, an area of Hyborea that Azlum was not able to fully explore. Traveling alone, Sharra enters Hyborea approximately 100 miles northeast of the Frozen Forest. She is never heard of again.

AC 1000: Today. All D&D® Gazetteers are set at this time.

Possible Future: Azlum (who has used various longevity potions and is still exploring the borders of Mystara) is currently planning another expedition to Hyborea to find his niece. In light of the findings of the Karamikana Polar Expedition (see the Poor Wizards Almanacs), he believes that she could have entered the Hollow World through the opening in the north pole.



# Kingdom of Talonsien

Area: 350.000 Sq Km

Location: far west of Hyborea.

Inhabitants: Pop. 130,000 – of which 50,000 are in the capital Iahde. 70% dwarves, 10% giants, 5% humanoids, 15% beastmen.

Language: dwarf (Talonsien dialect) giant

Type of government: independent kingdom within the Hyborean region.

Industries: mining and jewellery.

Flora and fauna: monsters of the arctic zones, seals, walruses, polar bears.

These dwarves, very different in tradition from their southern cousins, are the last representatives of the original dwarves on the surface world. Due to the mountainous terrain and icy coasts of this inhospitable and extreme territory these dwarves have evolved in almost complete isolation. They don't like water and keep away from the



shores. They live underground, not by tradition or choice, but by necessity and do not disdain life outside in the most sheltered areas of the kingdom. They are hunters and live on caribou, polar bear and woolly mammoth. Temperamentally they are sociable; they love to sing, tell stories and play sports, and they love wrestling.

Though led by the clan elder, everyone has their rights and can express their opinions. They are fascinated by weapons of all kinds, especially unusual ones such as a trident or a scimitar, and love to collect them. They are friendly and maintain good relations with other races, even though they occasionally have disagreements with the giants for territorial reasons. They are excellent miners, trading minerals with neighboring populations in exchange for caribou or whale meat. They also grow mushrooms and lichens in sheltered valleys or caves. By nature peaceful, they always try to reach an agreement in order not to degenerate into direct confrontations. They live in cities and villages built in rock or ice, which are partly in the open and partly underground. They are usually built to be sheltered from the icy northern winds, and are never close to the coast.

The great curiosity of these dwarves leads them to be excellent explorers, even if they usually do not like to make contact with other populations unless strictly necessary. To cross the great distances of their land they use vessels equipped with skates that glide on the ice pushed by the strong north winds. Some dwarf vessels are said to have been seen as far away as the territories of the white orcs.

# Territory of the Jaakuori Tribes

Area: about 175,000 sq km of coast and frozen sea

Location: the frozen lands to the north of the kingdom of Sidsteland and Maamme and east of the kingdom of Talonsien

Inhabitants: 30,000. 75% humans, 25% beastmen

Language: Dialect of Antalian

Type of government: Family clans, council of elders.

Industries: Hunting for seals, whales and arctic monsters.

Flora and fauna: Some lichens or mosses can be found in summer. The animals, considering the absence of flora, are strictly linked to the sea: seals, walruses, whales, narwhals, killer whales and polar bears.

The Jaakuori Tribes live in family clans scattered around the glacier. They move along the frozen coast in search of game and only during the short summer do they meet at meeting points where they trade with each other and with the merchants of Sidsteland and Maamme, as well as with the arctic dwarves. They use harpoons as weapons in addition to bone daggers. They live in igloos or huts made of skins and supported by whale bones. Normally a typical village consists of a large central tent for clan life with small personal or family tents around it. Their only religion is based on the god Henkea Jann, who is believed to be the creator of the ice on this world. His shamans, who are predominantly female, also worship spirits and have power over the animals of the area. They can also summon various types of elementals of the air and ice to make life less difficult for their people. They hunt

in skin and bone canoes, which are fast and agile in the ice and water. They do not have a real territory with delineated borders as, depending on the winter weather, the extensions of the frozen sea change.



Of sturdy and stocky build, they are strong and very resilient. They have dark blond hair, light eyes and rounded faces. They are very good at manufacturing using whale bones and tanning the skins of marine mammals and polar bears. During the seal hunt they make holes in the ice and wait for the seals to emerge, meanwhile they hide in ice igloos built nearby. Whales

or other marine mammals, on the other hand, are intercepted in their migrations thanks to very fast and light kayaks. They use harpoons and wait for the injured animals to die. They also use special dog sleds suitable for extreme polar temperatures. Some shamans have managed to train polar bears which they use for transport and defense.

The Jaakuori believe that, in these extreme lands, you survive only by helping each other and sharing everything you have. As such, selfish attitudes or thefts are considered absolutely illogical and, in the worst cases, the punishment is exile from the clan, which usually means certain death. Of a friendly nature, they help strangers found in the ice and occasionally allow their women to mate with foreigners to avoid the potential deformities and diseases that are a risk from each clan's small gene pool.

# Territory of the Maamme Tribes

Area: 2.573.000 sq km

Location: Tundra and taiga located between the frozen lands of the north, Talonsien to the northwest, and the kingdom of Sidsteland to the east.

Inhabitants: 667,000. 80% human, 20% humanoid

Language: Dialect of Antalian

Type of government: Tribes governed by a council of elders. In the case of serious threats, a chief of chiefs is elected to take the tribes to war

Industries: hunting and farming.

Flora and fauna: standard for the climate.

These nomadic tribes move across the immense plains of the tundra and taiga following the migrations of the caribou



and hunt woolly mammoth. They live in large tents of skins, and use the large reindeer typical of the region as mounts and for milk. The proximity to the humanoid tribes of the south and the memory of the 50-year war with the Sidsteland, as well as the epidemic spread by the Thyatians have made them wary of foreigners. Mostly barbarians and hunters as well as warriors, they are physically robust: tall, with generally light hair and eyes. Half-orcs, the result of raids by white orcs in the south, are not rare. Those who have chosen their human side live in the tribes, even if they prefer to keep the signs of their heritage hidden. The

religion is based on the Northern Reaches pantheon of Odin, but the cult of Henkea Jann is also widespread. Tribes typically have at least one spirit shaman, a few magic users and some clerics.

Lately there is talk of the birth of a new tribe formed around the mysterious figure of a cleric and of the military strength of his followers (The Sons of Set). They profess faith in a new serpent god, with a coat of arms consisting of a sun and two serpent heads facing each other formed from the same body.



Other peculiar cults were born and disappeared in these lands. The people still remember a tribe that venerated Crom, the God of Steel, who were the only tribe that knew the secret of making steel weapons.

In the summer, the tribes have meeting points where they meet for exchanges of goods, weddings and for the feast of the solstice. The tribes further to the west participate once a year in the festival of peace, which also involves the Sidstelanders. Small stable settlements serve as food depots or shelters and in summer they can become meeting centres for trade and ritual festivals.

# The Kingdom of Sidsteland

Area: 420.000 Sq km

Location: Eastern Hyboria, from the Maamme river to the coast, heading north.

Inhabitants: 256,000. 75% human, 15% humanoid, 10% beastmen.

Type of government: King and council of tribes.

Industries: mining (gold, silver), farming, caribou, reindeer, hunting and fishing.

Flora and fauna: standard for the climate.

For most of the year the territory is under a layer of snow and ice and does not offer many possibilities to survive. Along the coast there is fishing and hunting for whales and seals. In the hinterland, caribou and reindeer farms, and in the southernmost area a primitive and experimental agriculture is developing. The kingdom is populated by Iulutians, whose name derives from the Antalians who settled here after the Great Rain of Fire. It includes a dozen small towns, with a culture similar to that of the Northern Reaches, and an equal number of nomadic tribes moving around the kingdom. The most important annual event is the peace festival which, since the end of the 50 year war between the Iulutian tribes of Maamme and the kingdom of Sidsteland, is



repeated every year in memory of that tragic, fratricidal event.

The local currency is the steel shield, but bartering is very popular, especially among the nomads. Trade is limited to the Maamme Iulutians of the east by land and

to Norwold by sea. They have poor opinions of both the Thyatians and

Alphatians; the former involuntarily spread a disease that decimated the population, while the latter are held responsible for the presence of terrifying monsters in the north of the country. The religion is that of the Nordic pantheon. This strong and tough people use axes and spears or swords and shields and wear armor over fur suits. They do not like wizards, given their past experiences with Alphatian wizards, but they respect and have a good tradition of sorcerers that they also use in battle.

They use vessels similar to those used in the northern lands (drakkar). They also some trade with the Frosthaven frost giants with whom there is a relationship of mutual respect, probably due to a similar national character and outlook on life.

The vessels of Sidsteland travel as far as the coasts of western Skothar and occasional undertake raids against coastal villages or on merchant vessels that sail into the northern seas. At this time, they do not have expansionist aims, but an alliance with the giants of Frosthaven for an invasion of Norwold is possible. The current King, Olaf III, intends to exploit the strength of the giants to reconquer Nordenheim and carve out territories further south, where they can increase agricultural yield and perhaps build a base for future expansion. Olaf III wants to make Sidsteland one of the northern powers of Brun.





# The Kingdom of Flottefolk

Area: 280.000 Sq km

Location: mountainous area south of Talonsien and west of Sidsteland.

Inhabitants: 140,000. 80% giants, 20% arctic dwarves.

Language: Giant

Type of government: Council of elders.

Industries: hunting.

Flora and fauna: standard for the climate.

Giants of various types settled in these lands in ancestral times and are the most organized and evolved of the giant cultures. They live by hunting, gathering, fishing and trading with Talonsien in the north. They have a few small towns worthy of the name built on the slopes of sheltered valleys, as well as some sacred meeting points where the council of elders meets periodically. Family groups are scattered throughout Flottefolk, from mountains to forests and valleys. They live alongside the Arctic dwarves, who have been their slaves for centuries and who accept their fate with pride, convinced that they must redeem the honor of their clan from the guilt of their ancestors who stole and destroyed a powerful artifact belonging to the giants.

The giants of this region are not open to strangers and maintain relations exclusively with the Arctic dwarves. It is said that in the Flottefolk lands there are still ancient pre-cataclysm ruins, where it is still possible to find objects from that distant past. The

giants feel they are the guardians of these ruins and the objects contained in them, and the possible theft of these objects would be one of the few reasons to see this otherwise peaceful and isolated people go to war.

The purely mountainous territory climbs on the slopes of the great mountain range that takes the name of End of the World. Throughout the region, giants of all kinds have settled in the territories most suited to their nature, but all are faithful to the council of elders. Unlike in Frosthaven, among the Flottefolk

giants the magical tradition continues, coming from the ancient past where giants were masters of magic. It is said that among the most

inaccessible peaks of the mountains there is a small temple which houses an ancient library containing magic tomes which the few magicians among the giants still study today. In these mountains it is also not uncommon to find dragons who have found refuge here.



# Territory of the Northern White Orcs

Area: c.1,733,000 sq Km

Location: Hyborian steppes north of the Zuyevan empire and the Midlands.

Inhabitants: 555,000. 60% white orcs, 20% wolves, 5% ice demons, 15% humans (in valley of the Azganizband river, descendants of an ancient Antalian migration)

Language: Orc (Graktur dialect)

Type of government: Six main clans, each with a warrior leader called an Ashaktur. Occasionally, and only in the presence of a great threat or to bring about a major attack on human settlements, the leaders of the white orcs gather in the underground city of Furkash (pop. 6,000) to elect a supreme warrior chief, called an Angrashaktur, who commands the horde.

Industries: Simple cultivation, iron extraction, hunting, weapons production and looting.

Flora and fauna: in the southern steppes you can find herds of herbivores typical of this climate, such as caribou or reindeer. The forests to the east are populated by moose, wolves, foxes and bears, and the frozen lands to the north are home to polar bears and other animals suitable for this extreme climate, including mammoths and bison. In the most mountainous parts it is also possible to find some white dragons.

The white orcs are the descendants of the great horde that accompanied Wogar on his epic journey of destruction through the Yalu River Valley and north through the Midlands. Thanks to the help of the ice demons, what remained of the horde chased away the human settlements and settled in this region. The orcs are divided into six main tribes or clans:

**The Blizzard Clan:** (pop. 68,000) This clan is the westernmost of the clans, with their tribal territory comprising the foothills of the Endworld Chain. The Blizzard Clan members

are excellent climbers and cavers and also make good slingers for the white orc armies. They possess few dire wolves, although they have trained some black and polar bears for combat.

**The Black Storm Clan:** (pop. 32,000) This clan is located just east of the Blizzard Clan territories and is the smallest of the six clans. It is a relatively new grouping, having broken away from the Endless Winter Clan a century ago. This clan is however one of the most powerful. It has a high proportion of orc wokani and shamans who specialise in reanimation, darkness, and ice magics. These mages are much feared by the other clans.

**The Clan of the Endless Winter:** (pop. 45,000) This clan is located in the southern central part of the Hyborean Steppes. Thus, they have the most contact with the humans of the Midlands, and as a result they are an extremely warlike clan and have large contingents of heavily armoured dire wolf riders. They are extremely hostile to humans and will kill them on sight rather than take them prisoner.

**The North Wind Clan:** (pop. 37,000) This clan occupies the northern central part of the lower Hyborean Steppes. The climatic conditions on the surface are prohibitively cold, so they live mostly underground, where they extract iron. They are the principal miners of the confederation and extract considerable quantities of iron ore that they manufacture into weapons and armour to equip the white orc armies. They sometimes exchange weapons for slaves, preferably dwarves and humans, who can be used as slaves in the mines.

**The White Death Clan:** (pop. 73,000) This clan occupies the area directly to the east of that occupied by the Endless Winter and North Wind clans. This area is largely formed of wooded steppes and so these orcs have become expert woodsorcs and bowmen. This

is the largest of all the clans, principally because of the iron discipline enforced by successive White Death *ashakturs*. They dream of reorganizing a great horde.

**The Ice Fist Clan:** (pop. 55,000) This clan occupies the easternmost stretches of white orc territory. They are the most decentralised of the clans, with some tribal outposts situated as far southeast as the Borean River. Raiding parties from this clan pose a considerable threat to travellers in the northeastern Midlands and the northern Adri Varma Plateau.

The clans are divided into tribes each with its own well-defined hunting territory. There are

also other inhabitants in the territory of the white orcs, which the orcs call Kazukarzash. These are evil ice demons, who inhabit the mountains north of the steppes and influence the climate of this region with their powers. Sometimes the orcs ask for favors from the demons, particularly better weather conditions, in exchange for human sacrifices, which are much appreciated by the demons. In reality, both in size and in organization, each clan can be considered a separate Kingdom and only the rivalry between the various clans has prevented the formation of a new horde that would bring terror to the whole north and Midlands.





# The Kingdom of Frosthaven

Area: approximately 258,158 km<sup>2</sup>.

Location: An island north of the Brun mainland, near the Arctic Circle.

Inhabitants: Pop. 90,000. 100% frost giants.

Language: Giant.

Type of government: monarchy (the strongest giant is proclaimed king until his death)

Flora and fauna: In this desolate territory, covered with ice, only a few lichens or fungi manage to survive between the ice and the rocks. Arctic wolves, polar bears, ice salamanders, walruses and various types of seals also eke out a living. In some valleys, sheltered from the icy winds and the saltiness, expanses of white moss are hidden. These form of small grasslands and support herbivores, such as the musk ox, who know how to find them.

The Frosthaven giants are usually solitary or are found in small family groups. Only in case of danger or war do they unite, forming a



fearsome clan. In the tundra in the south of the island, the larger animals such as mammoths or bison are used as food and mounts for the giants, who otherwise usually

fish for sustenance. There are no cities, but each family clan lives in a single fortress. The grandeur of these structures and their robust defenses (intended more to defend the inhabitants from the icy winds than from any attack) make these homes genuine castles in the eyes of most humans. In reality, they are nothing more than houses and stables joined together in a single body with openings facing towards the inside and mighty external walls. Each family group contains about ten giants and can usually boast a fair amount of territory under its control. The disputes between the various clans are brought before the king who will decide as high judge. Some family clans control outposts on the north coast of Brun from which they hope, sooner or later, to start another invasion of the northern human lands. In the meantime, they regularly undertake quick raids against the people of Norwold.

They have fast boats that they use more for travel than for war. In fact, they are not great sailors and avoid maritime clashes if possible. Lately, the possibility of an alliance with the kingdom of Sidsteland for a new invasion of Nordenheim is being considered. The giants have accepted a permanent diplomatic delegation from Sidsteland and a mighty army is under construction, including training the enormous mammoths that they use as war mounts.

The giants of Frosthaven consider their Flottefolk cousins cowards, who would rather hole up in their homeland than help them recapture what they regard as the ancient possessions of the giants. For the moment, the relationship with Sidsteland seems to have benefited trade in particular, and the cultural links between the two peoples are increasing day by day. In Sidsteland, using wood from the great forests of the south, an enormous fleet is being constructed as part of the treaty between the two kingdoms



# The Ice Desert

Area: approximately 2,667,982 square Km.

Location: extreme north of the Brun continent, near the Arctic circle.

Inhabitants: unknown

Language: unknown.

Type of government: none

The northernmost part of Hyborea is known as the Ice Desert. Life here is rare and extremely aggressive and magical ice monsters claim this extreme territory.

## Other Populations

There are various other humanoid populations scattered around Hyborea. They

are of a nomadic character, moving through the regions described above and entering into conflict with the local populations. These populations include some tribes of Snow Goblins, Yeti, Beastmen and Orcs separate from the White Orc clans. There are also small human tribes in a barbarian state and which behave like humanoids. There are even mixed bands of humans, humanoids and beastmen, united for the sole purpose of looting. Some of these groups sometimes escape from Hyborea carrying plunder to the neighboring lands of the Borean valley and Norwold.



# Unusual Locations

## The Hollow World

Pushing north beyond the territory of the Jaakuori leads to an eternal storm, freezing winds, snow and lightning, as well as freezing temperatures which will lead to certain death for the unwary few who dare to go here. However, there is a legend handed down by the Jaakuori shamans that tells of a hero who dared to brave the storm and returned to speak a wall of dense fog beyond the storm. They claimed that no magic worked within the fog and that a further storm of rain, lightning and extreme humidity would then be found, after which a secret world was revealed to their eyes. A small red sun stood in the center of the sky and strange creatures lived in suffocatingly hot temperatures in this world without night and without stars. The warrior was able to return to tell the story but then died of an unknown disease and some believe that their story was the result of the high fever before death. Some have heard that the famous explorer Sharra Swith, granddaughter of the great Azlum Swith, who disappeared in the north of Hyborea, tried to verify this ancient legend.

## The Iceberg City

Another legend of these lands tells of the existence of a city, so ancient that it is thought to be from before the Great Rain of Fire. The city, completely covered by ice, drifts in the North Sea. It seems that the city is built on a huge iceberg that follows the sea currents. Nobody knows the name of the city, nor its history, nor why it was built on an iceberg. However, it is common opinion that it contains treasures and precious objects, if not artifacts and magical secrets. The few testimonies of sailors who say they have encountered the mysterious city, speak of a large iceberg, surrounded by other smaller icebergs that make it risky to approach, with steep walls that rise to reach the top where you can see the ancient ruins. Some even talk about monsters or guardians.





Kingdom of Frosthaven

Kingdom of Sidsteland

Territory of the Northern White Orcs

HYBOREA

Maamme Tribes

The Ice Desert

Jaakuori Tribes

Kingdom of Talonsien

Kingdom of the Flottefolk



