

WILDERLANDS OF HIGH ADVENTURE™

BARBARIANS OF THE WILDERLANDS I™

By JAMES MISHLER



OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®



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THE LAST CELT**

WILDERLANDS OF HIGH ADVENTURE™ BARBARIANS OF THE WILDERLANDS I™ OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH CASTLES & CRUSADES®

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BARBARIAN (CONSTITUTION)

NATIVE ARMS & ARMOR:

A barbarian has a select list of around a half-dozen cultural weapons in which he is proficient (consult your Judge for barbarian cultures that may be available in your campaign setting). He may choose one of these weapons, with which he gains a +1 damage bonus; this improves to a +1 bonus to hit and damage at 7th level. The barbarian does not, however, suffer the full non-proficiency penalty of other classes; he only suffers a -2 penalty with other weapons.

The barbarian is also limited in the armor he may wear effectively, as he is not used to or trained in the use of armors not native to his culture. He may wear armor he is not familiar with and use his class abilities, but he suffers a penalty to all ability checks equal to the AC of the armor, suffers a penalty to hit equal to half the AC of the armor rounded up, and the AC bonus of the armor is one less than normal.

Starting at 2nd level a barbarian may choose an additional weapon or armor type in which to gain proficiency upon gaining a new level; he must use or have used this weapon or wear or worn the armor during at least one combat, or trained with it for one week, before he becomes proficient with it.

If the barbarian advances in level before he has used these slots, they are not lost; they simply accumulate. The barbarian can choose to "trade in" three accumulated slots for an additional Versatility pick (see below) as opportunity permits.

PRIMAL RAGE: A barbarian has the ability to go into a battle rage. This rage lasts for 3 rounds + 1 round per level. During this time the barbarian gains a +2 bonus to

hit, a +2 bonus to damage, and a +2 bonus to wisdom saving throws. Alternatively, instead of the bonus to hit and damage, the barbarian may instead choose to attack twice with a single weapon, suffering -1 to hit with both attacks; he may make this choice from round to round. During the rage the barbarian also suffers a -2 penalty to AC and a -2 penalty on all intelligence checks and saving throws. The bonuses improve to +3 at 8th level and +4 at 16th level; the penalties never improve.

During the rage a barbarian cannot use missile weapons, though he may use thrown weapons.

At the end of the rage the barbarian is fatigued, and suffers a -2 penalty to hit, deals only half of rolled damage, a -2 penalty to AC, and a -2 penalty to all checks and saving throws. This fatigue lasts a number of minutes equal to the same number of rounds the rage lasted, i.e., a six-round rage equals a six-minute period of fatigue.

The barbarian may rage once per day at 1st level, twice per day at 4th level, three times per day at 8th level, four times per day at 12th level, five times per day at 16th level, and six times per day at 20th level.

RESILIENCE: A barbarian's innate toughness and ability to withstand pain and punishment imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification, and death attacks. The bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level.

SAVAGE GLORY: Once per day for 3 rounds + 1 round per level the barbarian may add +1 to his AC. He may use this ability only when wearing

his native tribal armors; it cannot be used with other armor with which he has gained proficiency. This ability may not be used when the barbarian is in a rage. At 4th level he may use this ability twice per day, at 8th level three times per day, and at 12th level four times per day. The AC bonus increases to +2 at 6th level and +3 at 10th level.

SIXTH SENSE (Wisdom): A barbarian has a sixth sense that enables him to detect danger. Any time the barbarian is surprised, or is ambushed, especially through use of the rogue or assassin's stealth ability, through the use of magic such as invisibility, or through a trap, mechanical or otherwise, the barbarian may make a sixth sense check. The CL is equal to the level or hit dice of the attacking being (with modifiers as the Judge might require). If the sixth sense roll succeeds, the surprise is negated for the barbarian (but not his allies).

TRIBAL ABILITIES: A barbarian may select three of the following tribal abilities at 1st level, provided the ability is native to the barbarian's culture. The abilities available depend on the locale and culture from which he originates. These include:

Animal Handling (Wisdom): The barbarian can handle and train a specific animal type. Usually this is restricted to horses and dogs, but could include black bears, wolves, birds, lynxes, *etc.*, as per the Judge's campaign.

Armor Maker (Intelligence): Most barbarians can make-work repairs to their armor or even manufacture simple leather or hide armors; possession of this ability means the barbarian is especially skilled in leatherworking and possibly metalworking (to such a technological

level as his tribe is able) and repairing and making tribal armors.

He can make and maintain any tribal armors and he can also make expert armors of tribal type. The barbarian begins play with a single such suit of expert (not double-expert) armor for himself at the cost of a normal suit of armor of that type.

Expert armors require special craftsmanship. Expert leather or hide armors require one week per point of AC bonus to manufacture, metal armors require double that; all provided the proper materials are available. Only outcasts make such armor for sale to non-tribe members (if the barbarian is not an outcast when he makes such a suit of armor for an outsider, he will be when his people find out that he did!).

Battle Cry (Charisma): Once per day the barbarian can give out a fearsome battle cry to strike fear in the hearts of his opponents. The CL is equal to the highest level/HD enemy the barbarian can see. If the battle cry is successful, all enemies within 50 feet must make a charisma save against a CL equal to the barbarian's level; if they fail, they must flee in terror for one round per level of the barbarian. Even if they save, any opponents of fewer hit dice than the barbarian suffer a -1 penalty to hit and to damage until the end of the battle.

The barbarian may take this ability multiple times; each time he takes it he is able to use it once more per day, but never more than once in the same battle.

Berserkerang: A barbarian with this ability may choose to allow his primal rage ability to extend indefinitely as a *berserker rage*.

Entering the berserker rage requires two full rounds of preparation, including biting of shield and bellowing of war cries.

Once in the berserker rage, the barbarian attacks the nearest living being, be it friend or foe, though the barbarian may make a wisdom save (CL opponents slain this combat) to choose to attack a nearby foe rather than a nearer friend; however, the foe must be reachable this round or the barbarian cannot choose to make the save and must attack the friend!

During a berserker rage the barbarian ignores all wounds; during this time the Judge should keep track of the barbarian's hit points and not even hint to the player where his hit points stand. The berserk barbarian continues fighting even at negative hit points, unhindered, even beyond -10 hit points, to a total beyond -10 equal to his level, only after that point does he drop dead while in the rage (i.e., a 10th level berserk barbarian can fight to -20 hit points, but drops dead at -21 or worse). If the barbarian is at or beyond -10 hit points when the berserker rage ends, he drops dead. If between 0 and -9 hit points, he simply falls unconscious.

A berserker rage ends only after there are no foes in sight and the barbarian makes a wisdom save (CL as above); if the save fails the barbarian must attack the nearest friend (or run to attack the nearest friend if not in range this round)! If no allies are present, he attacks animals, if no animals, the nearest structure, etc.

Once the barbarian exits the berserker rage the post-rage fatigue lasts for 10 minutes per round of rage, rather than 1 minute per round; all penalties are doubled, the barbarian deals only minimal damage, and the barbarian cannot run or even jog.

Bowyer (Intelligence): Most barbarians who use bows can get by making simple bows and arrows; possession of this ability means the barbarian is particularly skilled at making bows and arrows (Intelligence), especially

a unique, powerful bow specific to his tribal group (one of short, short composite, long, or long composite). He cannot make metal arrowheads; for this he requires a weapon smith, but he will know if they are quality arrowheads. He has enough skill at flint-knapping to make stone arrowheads, but no other stone implements.

Not only can the barbarian make the specific cultural bow of his tribe, he can also make a bow of that type personalized to the user's strength. This bow adds the user's strength bonus to its damage and increases its base range by 10 feet per bonus point (thus a long composite bow of this type for a character with a strength score of 17 would deal 1d8+2 and have a range of 130/260/390). The barbarian begins play with such a bow for himself at the cost of a normal weapon of that type.

These bows require special craftsmanship, taking one month per bonus point to make a new bow, provided the proper materials are available. Only outcasts make such bows for sale to non-tribe members (if the barbarian is not an outcast when he makes such a bow for an outsider, he will be when his people find out that he did!).

The barbarian can also make standard expert bows, requiring two weeks to make a bow or one day to make a single arrow with a +1 damage bonus; these he can sell to outsiders without incurring the wrath of his people. An expert strength bow requires six weeks per strength bonus.

Canoeing (Varies): The barbarian is skilled in the building (wisdom) and use (dexterity) of small wooden and hide canoes and boats used in rivers, lakes, and sea shallows.

Demon Slayer [*This ability can only be taken at 3rd level or above as a Versatility pick, and only after the barbarian has had*

experience fighting creatures that require magical weapons to hit]: The barbarian possesses insight into the inhuman nature of dark and fell creatures such as demons, devils, undead, and other monsters who are only marginally part of the natural world.

He gains the ability to hit any creature that requires a +1 or better magical weapon, even though he does not possess a magical weapon. This ability does not provide any bonus to hit or to damage, merely the ability to hit the creature without the requisite magical aid. The barbarian can use his bare hands or any other weapon.

This ability can be taken more than once; each time it is taken increases the effective bonus required that he can hit; i.e., two picks is +2, three is +3, and so forth. Often this ability requires that the barbarian be permanently tattooed or scarred with strange symbols, sigils, and runes during day-long rituals overseen by a savage cleric or wizard (Judge's discretion).

Fast Movement: The barbarian adds +10 feet to his base movement. This applies only when wearing his native armor types (*regardless of other armors with which he may become familiar*) and cannot be used when the barbarian is carrying a heavy load or is overburdened.

First Aid (Wisdom): With a successful wisdom check, this skill allows the barbarian to bind wounds and set sprains or broken bones.

The check is made individually for each wound treated, with a CL equal to the points of damage suffered by that individual wound. If successful, the wound heals 1 point of damage per day, in addition to the normal general healing of the character, for a number of days up to the surplus of the wisdom check or the total damage of the wound, whichever is less.

To use this ability the barbarian

must use one packet of herbs, salves, unguents, and bandages per wound. A pack of herbs, salves, unguents, and bandages costs 10 gp; a packet may be gathered by a barbarian or ranger using wilderness lore against a CL of 5, one check per hour-long search, and requires a fire and one hour of preparation to make from scratch (no check needed to make the unguents and salves).

Horsemanship (Dexterity): The barbarian is skilled in using his horse in combat as per the C&C knight, though all abilities can only be used fully with unarmored light war horses or steppe ponies. Attempts to use these abilities with medium and heavy warhorses or any horse in armor are at 1/2 the barbarian's level of ability (rounded down).

Horse Warrior: The barbarian is skilled in use of his tribal weapons while on horseback. He suffers only a -1 penalty to hit with melee attacks and a -2 penalty to hit with ranged attacks rather than the usual -2/-4 penalties. If the barbarian also has Horsemanship, both penalties are eliminated entirely.

Jumping (Strength): With this ability the barbarian can jump great distances. The barbarian can jump a base six feet forward, two feet back, or two feet up from a standing start. If the barbarian is able to move freely and get a running start, he can leap a base of 15 feet forward or five feet up. To the standing jump numbers add 3" per point of the strength check above the CC, and add 6" per points of the strength check above the CC for running jumps; subtract similar amounts for every point by which the strength check *failed*. For running jumps, the maximum jump is no greater than half the total running space for forward jumps, and one quarter the running space for upward jumps.

Languages (Intelligence): A barbarian normally begins play knowing his native tongue and a dash of common, plus any languages due to high intelligence. A barbarian with this ability may make an intelligence check to understand the basic intent behind the most rudimentary use of a foreign tongue, with a CL depending on the distance of the tongue from his own and the complexity of the phrase. For example, he could try to understand a maiden trying to ask for help or a merchant asking for two coppers for a melon; long and/or complex ideas cannot be understood.

Additionally, every level (including 1st if this ability is chosen at 1st level) the barbarian may choose one language, to which he has been exposed during that level or prior, and learn to speak and understand it; he will always have an imperfect understanding of it, and will always speak it with an atrocious, barbarous accent.

Master Armor Maker [*This ability can only be taken at 3rd level or above as a Versatility pick, and only after the barbarian has taken the Armor Maker ability*]: The barbarian is able to make double-expert tribal armor. This armor requires double the normal amount of time to make. In addition to a +1 AC bonus above its normal, the armor also absorbs one point of hit point damage from every attack that hits the wearer.

Master Bowyer [*This ability can only be taken at 3rd level or above as a Versatility pick, and only after the barbarian has taken the Bowyer ability*]: The barbarian is able to make double-expert bows and arrows; time required is one month and two days, respectively. Each has a non-magical bonus of +1 to hit and +1 to damage. A double-expert tribal bow that allows the addition of strength bonuses to damage requires two months per point of strength bonus to construct.

Master Weapon Smith [*This ability can only be taken at 3rd level or above as a Versatility pick, and only after the barbarian*

has taken the weapon Smith ability]: The barbarian is able to make double-expert weapons, time required being two weeks per five pounds or portion thereof. Each has a non-magical bonus of +1 to hit and +1 to damage.

Runes (Intelligence): The barbarian is skilled in the use of the runes or sigils used by his tribal shaman or priest. This grants him no magical abilities in and of itself, but it does allow him to read and write any rune stones or other writing using his tribal alphabet. If the tribe's runes are magical, each additional choice of runes as an ability (tribal or Versatility) allows the barbarian to learn how to magically engrave, enchant, and activate a single charged rune.

Running (Constitution): This skill enables the barbarian to move at a jog (double base speed) for up to three days before having to rest by spending a day moving at normal speed. With a successful constitution check, the barbarian may resume running again after the day of rest.

Savage Horde [*This ability can only be taken at 9th level or above as a Versatility pick*]: The barbarian has gained a level of fame among the members of his clan and tribe, and perhaps even with other barbarian peoples. He is able to gather a horde of barbarian clans and tribes to follow him on a path of red-handed pillage, vengeance, and plunder, or even long-term conquest and migration.

The exact number of savage warriors in the horde is up to the Judge, but should usually be around five to 10 times the level of the barbarian squared, plus a number of levels of sub-leaders (barbarians, savage bards, feathered clerics, etc.) equal to double his own level (a 10th level barbarian could summon a horde of around 1,000 1st level savage warriors along with 20 total levels in leaders, none higher than 5th level). Numbers and abilities of

leaders can be adjusted as per the Judge determines based on existing clans and tribes and how well the assumed leader gathers them to his standard (there is always plenty of opportunity for savage intrigue among the clans and tribes).

A number of women, children, and camp followers equal to the number of savage warriors and leaders join the horde on its path of destruction and plunder; double this number in case of a long-term conquest and migration or even triple it, including old men and striplings, when on a forced migration.

The barbarian can, barring complete disaster, generally keep the horde together for a number of weeks equal to his charisma score plus his level; if, during this time, the horde has great success, it will remain together after the initial time runs out until failure strikes. How and when the horde falls apart all depends on its success, the perceived power of the leader, the generosity of the leader to his followers, and other circumstances as the Judge dictates.

Savage Retainers [*This ability can only be taken at 6th level or above as a Versatility pick*]: The barbarian gains 1d8 savage followers (no less than 1 + the barbarian's charisma bonus, though never more than his charisma score). These are all young warriors from his tribe, perhaps even siblings or cousins, who have heard of his prowess and decided to join him on his adventures for loot and glory. All begin play at 1st level (all are of the savage class, though if the barbarian is noted for his piety to the tribe's gods and/or his legendary deeds, there might be a cleric and/or bard amongst them).

Followers gain one level for every level the barbarian gains. The barbarian gains a new follower every level (maximum number of followers

is equal to his charisma score). As followers die, provided the barbarian has treated them well and he has otherwise been successful, they will be replenished from the tribe as opportunity permits, from allied tribes the barbarian encounters from time to time, or even from semi-civilized adventuring types, at the Judge's discretion. All new followers begin at 1st level. The barbarian is responsible for their upkeep and well-being as well as for regularly showering them with gifts.

The barbarian can, of course, always hire additional savage warriors and barbarians to serve him, such as men to fill out a raiding ship, but these will be purely mercenaries; his retainers follow out of love and loyalty, not simple monetary gain.

Scale (Dexterity): As per the C&C ranger ability. (*Possession of this ability provides a +2 bonus to the rogue's climb ability if gained through Versatility, and vice-versa*).

Seamanship (Varies): The barbarian is skilled in the building (wisdom) and the use (dexterity) of medium to large ships designed to sail or be rowed upon the open seas.

Signaling (Wisdom): The barbarian is capable of communicating over long distances using the signaling methods of his particular tribe (drums, smoke, mirror flashes, etc.). He can also use this ability to attempt to understand, in general, the signals created by other tribes. Given one day of training by another barbarian, he can learn how to signal using his mentor's tribe's signaling system.

Sound Imitation (Charisma): The barbarian with this skill can mimic bird, animal or even monster calls, whether to signal allies or to lure or frighten creatures. Failure indicates the sound is not convincing or does not carry far enough for the intended recipient to hear. The

barbarian can even send complex information to another barbarian who possesses the sound imitation ability, while others will simply know “the orcs are here” or “time to run!” based on established animal codes. The barbarian knows only the sounds made by animals and common monsters of his native region.

Swimming (Varies): While most non-desert based barbarians have enough skill at swimming enough not to drown, this ability represents extensive practice and true skill at maneuvering in water. This skill includes long-distance swimming (constitution), diving (dexterity), and swimming while encumbered and/or in battle (strength).

Weapon Smith (Intelligence): Most barbarians can make-work repairs to their weapons or even manufacture simple weapons; possession of this ability means the barbarian is especially skilled in metalworking (to such a technological level as his tribe is able) and making and maintaining tribal weapons.

He can make weapons of tribal sort, though not weapons that do not require any metal, such as bows, lariats, or slings. He can make spears and axes and other hafted weapons. He is also able to make metal pieces as are needful to manufacture metal tribal armors, but only those with the armor making ability can actually construct tribal armors.

Not only can the barbarian make and maintain his tribal weapons, he can also make expert weapons of tribal type. The barbarian begins play with a single such weapon for himself at the cost of a normal weapon of that type.

Expert weapons require special craftsmanship, taking one week per five pounds or portion thereof to manufacture, provided the proper

materials are available. Only outcasts make such weapons for sale to non-tribe members (if the barbarian is not an outcast when he makes such a weapon for an outsider, he will be when his people find out that he did!).

Note that if the barbarian’s tribe is only capable of stone-age technology, this ability is useful to make flint-knapped weaponry, but does not provide any familiarity with metals.

Wilderness Conceal (Dexterity): As per the C&C ranger conceal ability.

Wilderness Lore (Intelligence): The barbarian can identify plants and animals of his natural habitat without having to make a check, and may use this ability with a check on creatures of other lands, to determine their general type, attacks, and hit dice. With a wisdom check, the barbarian can also determine direction or predict weather.

Wilderness Stealth (Dexterity): As per the C&C ranger move silently ability. (*Possession of this ability provides a +2 bonus to the rogue’s stealth (urban) ability if gained through Versatility, and vice-versa*).

Wilderness Survival (Wisdom): As per the C&C ranger survival ability.

Wilderness Tracking (Wisdom): As per the C&C ranger track ability.

Wilderness Traps (Wisdom): As per the C&C ranger traps ability.

Wizard-Slayer [*This ability can only be taken at 3rd level or above as a Versatility pick, and only after the barbarian has had experience fighting wizards and other creatures that use arcane spell-like abilities*]: The barbarian gains Spell Resistance 2. This resistance increases by 2 every time the barbarian chooses this ability as a Versatility pick. The spell resistance applies only to arcane spells cast by wizards or illusionists or wizard- or illusionist-based spell-like abilities, not divine spells or spell-like abilities of clerics or druids.

WILDERNESS ABILITIES

NOTE: Even if he does not initially select a wilderness skill, a barbarian must, at 1st level, select a native terrain and climate; these are the terrain and climate of the lands where his native tribe resides, and with which he is most familiar. Terrains include seacoast, island, mountain, hill, forest, plain, steppe, savanna, swamp, desert, and wasteland. Climates include arctic, sub-arctic, temperate, sub-tropical, and tropical.

A barbarian’s wilderness abilities are at their best when in the terrain and climate from which his people originate. When using his abilities in an area that is of the same terrain **and** climate as his native territory, he uses his full class level on ability checks, and gains an additional +1 at 1st to 4th, +2 at 5th to 9th, +3 at 10th to 14th, +4 at 15th to 19th, and +5 at 20th. When using his wilderness abilities in an area that has the same terrain **or** climate, he adds only half his level, rounded up. When **both** terrain and climate are different from his native terrain and climate, he adds only one third his of his level to the ability check, rounded down.

Note that “urban” terrain is not native to any barbarian for the purposes of his wilderness abilities, and thus only the climate counts when considering level bonus to ability checks while in urban areas.

VERSATILITY: At 3rd level the barbarian adapts to his changing environment and learns new abilities, often far beyond those of his native peoples and often not considered “normal” knowledge for a simple barbarian. He must choose one 1st level class skill (limited to those listed below) that he has seen used by another, and seek out a mentor to teach him in that skill.

After one month of training with the mentor (which includes time spent adventuring), he gains the use of the skill at 1st level of ability. The barbarian's ability in that skill improves thereafter one level for every level he gains. He generally must obey all class-based limits that apply to that ability. Abilities the barbarian might learn include:

Ranger: Combat marauder (choose one *specific* race of humanoids or giants), delay/neutralize poison.

Thief: Back attack, Cant, climb, decipher script, hide, listen, move silently, open lock, pick pocket, traps.

Assassin: Case target, climb, disguise, hide, listen, move silently, sneak attack, traps.

Barbarian: Any tribal ability not already possessed.

Monk: Stunning attack, unarmed attack.

Wizard or Illusionist: Any one cantrip, useable once per day at the barbarian's level of ability with this chosen ability. [*A barbarian may cast cantrips while wearing his native armor, but not any armor he learns to wear subsequently*]

Cleric or Druid: Any one orison, useable once per day at the barbarian's level of ability with this chosen ability.

Knight: Horsemanship, inspire.

Bard: Decipher script, exalt.

The barbarian may learn an additional ability at 6th level, 9th level, 12th level, 15th level, and 18th level; each of these abilities is learned at 1st level of skill, and improves as the barbarian rises in level. Thus, at 10th level a barbarian will have an additional ability at 8th level of skill, one at 5th level of skill, and a third at 2nd level of skill.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: See Native Arms & Armor, above

ARMOR: See Native Arms & Armor, above

ABILITIES: Native arms & armor, primal rage, resilience, savage glory, sixth sense, tribal abilities, Versatility

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	3,001
3	d12	+2	6,001
4	d12	+3	12,001
5	d12	+4	24,001
6	d12	+5	50,001
7	d12	+6	100,001
8	d12	+7	200,001
9	d12	+8	450,001
10	d12	+9	800,001
11	+5 HP	+10	1,200,001
12	+5 HP	+11	1,600,001
+1			+400,000

BARBARIAN EQUIPMENT

Atlatl: An atlatl is a dart-thrower, a simple carved stick that adds significant force to a thrown dart. A dart thrown by an atlatl deals 1d3+1 damage and has a base range of 50 feet. A simple atlatl costs only 1 sp, but many are fancy and carved with animals and monsters, and thus more expensive.

Khopesh: A khopesh is a broad sword with a sickle-shaped blade; the sharp end is usually on the outer edge of the sickle, though sometimes both edges are sharpened. Use of a khopesh grants the wielder a +2 bonus when attempting to disarm or trip an opponent. It is commonly used in Ghinor and the Southern Reaches.

Lariat: A lariat is a length of rope, sometimes on a pole six to 10 feet long; at the end of the rope is a lasso, or loop, which is thrown around the target and drawn taught so as to capture the target, rather than harm it. Use of a lariat is considered a grappling attack. Large creatures without features smaller than the loop of the lariat cannot be attacked with a lariat.

Barbarians of the Wilderlands

The barbarian class as presented in the *Castles & Crusades Players Handbook* is fine for modeling a character around the simplest of savage warriors, but does not really fit what many consider the epitome of the iconic barbarians of sword and sorcery pulp fiction. The class above seeks to remedy that discrepancy, offering a player the ability to portray the kind of barbarian experienced in classic pulp fantasy without getting bogged down in half a dozen multi-classing issues.

With the addition of the optional barbarian class listed above, a Judge must first decide whether to adapt the new class, and if so, what to do with the original class as presented in the *C&C PHB*. While all Wilderlands products use the default barbarian as presented in the PHB, a Judge is free in her own campaign to change things as she sees fit.

The best of both worlds can be made available by re-naming the default PHB barbarian as a “savage warrior” or even “thug” (in an urban context) and the barbarian presented herein as a “barbarian,” enabling a player to choose which of the two classes he prefers. In this case the bulk of the able-bodied men of a tribe (and no few women) would be simple savage warriors, while only a few, leading members of the tribe (and usually barbarians encountered wandering around the Wilderlands) would be elites of the *new* barbarian class.

New Rules for Savage Warriors

Savage warriors are limited in armor and weapon choices as per their tribe’s native armor and weapons;

At 1st level a savage warrior may choose one tribal ability as a class ability. He may choose another at 4th, 8th, and

12th levels (each beginning at 1st level of ability). Unlike barbarian Versatility, these choices can only be from abilities native to the savage warrior’s tribe.

CIVILIZED BARBARIANS

The term “civilized barbarian” may seem an oxymoron, but in the case of dealing with members of the savage warrior and barbarian classes who arise among civilized peoples it is a valid term. Though rarely encountered, there are characters and NPCs of these classes among the civilized nations.

Most of these peoples live on the fringe and arise from the lowest classes. The savage warrior, for example, is perfect to represent a pugnacious slave gladiator who lacks advanced training in weapons but possesses great natural fighting talent. Similarly, the savage warrior could be a dock worker, physical laborer, or a guild thug in a metropolis; each owes his prowess and stamina to having to survive in the “urban jungle” (lack of wilderness skills is no loss, either, as the abilities of the standard barbarian/savage warrior are entirely combat focused).

The new barbarian class can be used to represent civilized men or women “gone native” as scouts, hunters, or woodsmen who are more at home in the wilds than in the towns and cities of their native home. Also, it could represent a feral child or even barbarian child brought in to civilization as a slave or orphan, who only partially adapts to the ways of the city.

Often such atavisms are looked down upon by their native peoples even more so than the civilized folk might denigrate “real” barbarians.

The single benefit of being a “civilized” barbarian is that such characters may choose rogue abilities as tribal abilities at 1st level (see list below).

Thus it is possible to have a savage or barbarian character from a civilized culture, it merely requires an unusual background (and, of course, the approval of the Judge). And though they may be native to the urban jungles, they still never feel at home within walls and upon cobble-stoned streets.

Civilized barbarians can be created by choosing to base the character on one of the nearby barbarian tribes with which the character has regular dealings (in which case the character speaks the local Common Tongue in addition to the tribal tongue), or to use the details below in choosing native armor and weapons and “tribal” abilities.

“Civilized” Native Arms & Armor

Armor: Padded, leather coat, leather armor, ring mail, hide, studded leather, laminar leather, mail shirt, scale mail; leather coif, war hat, pot helm; buckler, small, medium, and large wooden shields.

Weapons: Hand/throwing axe, blowpipe, brass knuckles, cleaver, club, crowbill, dagger, dart, military fork, spiked gauntlet, light hammer, war hammer, hatchet, hook sword, hafted hook, knife, light mace, heavy mace, morningstar, poniard, sap, sling, spear, staff, broad sword, short sword, trident.

“Civilized” Tribal Abilities

Animal handling (cat, dog, giant rat), armor maker, battle cry, fast movement, first aid, jumping, languages, signaling, sound imitation, weapon maker; plus:

Roof Runner (Varies): Possession of this ability means the urban barbarian is familiar with the rooftops

of his native city, knowing the general layout (intelligence), able to find his way around (wisdom), and able to run atop the roof (dexterity) and leap from roof to roof (strength).

Sewer Rat (Varies): Possession of this ability means the urban barbarian is familiar with his native city's sewer system, knowing the general layout (intelligence), able to find his way around (wisdom), and able to move around through cramped and often debris-filled spaces at full speed (dexterity).

Thief Abilities: Back attack, Cant, climb, decipher script, hide, listen, move silently, open lock, pick pocket, traps (*each counts as one tribal ability pick*).

RURAL BARBARIANS

Just as savage warriors and barbarians can be found among civilized folk, so too do they rise among rural folk. Few peasants get advanced training in weaponry and must rely on their instincts and repressed rage when engaged in battle; many of these, when classed, are savage warriors. The same can be said for common woods-folk and shepherds, and among borderland peoples savage warriors far outnumber rangers and even fighters.

The rare true barbarian native to the borders, however, is often a legend, for better or for worse, among his people. Having rejected even the thin veneer of civilization cloven to by the rural peoples, rural barbarians are either the saviors or banes of their communities, depending on their history of treatment by the superstitious and insular peasantry. A few are feral folk, raised by wood and waste, animal or beast, who only have a tenuous grasp of the niceties of civilization; others are those who have abandoned the trappings of

civilized life for the life of the savage reaver of the borders, little more than bandits and barbaric highwaymen.

Some are noble protectors of their peoples and the sputtering torch of civilization that they represent, working side-by-side with rangers and others to on the line between light and darkness, born in and thriving in the shadows in between. Often these border barbarians are go-betweens for their native village and the true barbarians just over the hill as well as bulwark against inhuman savagery of orc and goblin tribes.

There are no special rules for rural barbarians; simply pick a mix of tribal abilities that fit the concept of the character and run with it. The list of cultures below is not comprehensive, but lists the cultures amidst which rural barbarians are most likely to arise.

Aelphen (Map 1)

Chaelo (Map 5)

Dunael (Map 5)

Gishmesh (Map 6)

Lenapashim (Maps 7, 10)

Orichalan (Map 11)

Tarshian (Maps 2, 3)

Tharbriana (Map 5)

Thyгами (Map 4)

BARBARIAN NATIONS

The list of barbarian tribes below is only a selection of the most widely disbursed and commonly encountered barbarian peoples. These are the true barbarians, savage in culture and unfriendly at best to anything that smacks of civilization (though happy to loot and pillage the profits thereof).

Most barbarian nations include a listing of the Earth peoples from

which they descend and to which they remain culturally similar. Though anywhere from 12 to 14 millennia have passed since the arrival of humans on Gaia, many of these peoples retain their ancient cultures due to the direct influence of their deities in the perpetuation of the ancient ways.

While new and unique clans, tribes, and even whole nations have sprung forth from offshoots of these peoples and from mergers thereof (notably Viridians, Alryans, settled Karakhans, and the Tharbrians), always the old gods of Men seek to maintain a conservative kernel of their old following who cleave to the old ways.

There are nine barbarian nations detailed below; the primary regions in which they are found in the Wilderlands proper are in parenthesis:

Altanian (Map 5, 8, 11)

Amazon, Thirian (Map 5)

Karakhan (Map 3, 6, 9)

Karzulun (Maps 6, 9)

Mgonar (Maps 16, 17, 18)

Moonraker (Map 5)

Skandik (Map 5, 8)

Tharbrian (Map 1, 4, 5)

Valonar (Map 1, 2, 3)

ALTANIANS

The Altanians are primarily descended from and remain in many ways culturally similar to Earth's Scottish Highlanders. In days utterly ancient they conquered and assimilated a near-human population of red-skinned peoples (themselves said to be descended from a race of Chaos Lords), whose major remnants today are the unusual skin and hair coloration Altanians exhibit.

The Altanians have been in the mountains and hills of Barbarian Altanis since time immemorial, though often dominated by more advanced civilizations (of recent millennia, first the Founders Empire, then the Dragon Empire).

In between those times they fought, traded, and raided with the Wild Men, their distant cousins to the north, and so the peoples descended there from (notably Tharbrians and Tharbriana) have much in common with the Altanians.

Following the fall of the Dragon Empire, the Altanians gained complete sovereignty of the lands over which they roam, though they often battled with Amazons, then Skandiks, and later Alryans encroaching from the north.

Through the centuries they have remained atavistically barbaric and savage, preferring the wild life of the clans to more "sophisticated" civilized ways.

Range: Barbarian Altanis, southern Roglaras, and northern Oricha, with isolated tribes and clans found across the Wilderlands and into the plains north of the Infinite Desert.

Appearance: Altanians are tall and muscular, men averaging 5'10" and 180 lbs and women 5'8" and 150 lbs, with ebon black or charcoal to purplish taupe or dark brown hair and gray, hazel, or blue eyes. Skin is reddish-brown or brick red, ranging

from crimson blood red among the mountain clans, through maroon, reddish-brown, mahogany, and rust red, to burnt orange among the plains and lowlands clans.

Religion: Altanians follow a druidic faith, centered on Mother Gaia; all druids of the Altanians are women. Men follow the druidic ways and also follow the Way of the Sword, a quasi-religious cult dedicated to the Lord of Swords (whom sages believe to be an aspect or avatar of Liegh, Nuadha, or maybe Bondorr). Most Altanians are Neutral or Chaotic Neutral.

Tribal Structure: Altanians are organized into small clans based on animal totems, each clan further divided into septs based on the lineage of a heroic grandfather, great-grandfather, or more distant ancestor. Septs can be found across several clans, as men must marry outside the clan; though he keeps his own clan totem, his children are of his wife's clan. Major clans include Grizzly Bear, Mountain Lion, Forest Ape, Tusked Boar, Gray Wolf, and Spotted Wolverine.

The Clan Mother is elected by the Council of Elders (women whose children have had children), and the War Chief is the most experienced male warrior, as determined by ritual combat. The War Chief leads in battle, but all other decisions are made by the Clan Mother and the Tribal Council of Elders.

Warriors are also organized in warrior lodges, across clan and sept boundaries. These lodges include Red Lion, Amber Serpent, Blue Bear, Gray Stallion, Black Eagle, White Wolf, and Green Drake lodges. Warrior women (rare but not unknown) have a single lodge, the Ivory Swan.

Most women stay at home, tending to small gardens with their druidic abilities, while the men go hunting

and raiding, or form mercenary bands and adventure in other regions.

Terrain/Climate: Altanians live across a wide variety of terrains and climates, so virtually any combination is possible depending on the homeland of the clan. The bulk of the clans of Barbarian Altanis, however, reside in temperate or sub-tropical mountains and hills.

Weapons: Battle axe, hand/throwing axe, two handed axe, short bow, club, dirk, light hammer, war hammer, knife, sling, spear, wolf spear, staff, bastard sword, broad sword, long sword, two-handed sword.

Armor: Leather coat, leather armor, hide, studded leather, scale mail; leather coif, pot helm, and war hat; small and medium wooden shields.

Tribal Abilities: Animal handling (black bear, dog, mountain lion, wolf), armor maker, battle cry, fast movement, first aid, jumping, languages, running, scale, weapon smith, all wilderness abilities.

Language: Altanians speak Altanian, a harsh, guttural tongue not given well to written form (when anyone even bothers).

Names: Altanian names are commonly pre-Christian Gaelic or Scottish. Sept names are generally male names with the prefix Mac- (e.g., MacEwen, MacGowan, MacRae, *etc.*). The spread of sept names is due to clans keeping to a patronymic tradition (children named after the father's sept) even though families are matrilocal (live with the mother's clan).

AMAZONS

The Amazons of the Wilderlands were originally descended from a mix of Greeks, Cimmerians, Scythians, and Thracians. From their heartland between the Ament Lands and the Demon Empires they spread out, absorbing ethnic and cultural elements from other human cultures and even racial elements from other races, notably elves and orcs. Each Amazon nation is thus unique, with its cultural heritage depending on its migration history and assimilation of nearby peoples.

The Thirian Amazon tribe described here is the tribe local to the Roglaras, formerly based in Ossyr Lee and today centered on the ancient Tower of the Markabs west by northwest of Sea Rune. Other Amazon nations have different characteristics, as described in the gazetteer of the region in which they are found.

Range: The Roglaras, between Dearthwood and the Skandik lands. [Note: *In the Wilderlands of High Adventure the Tower of the Markabs and thus the home of the Thirian Amazons is not in the same hex as Sea Rune, it is instead in Hex 5: 4625.*]

Appearance: Due to countless generations of assimilating Skandik men, Thirian Amazons are tall with a light build, women averaging 5'10" and 150 lbs and men 5'8" and 150 lbs, with blonde, strawberry blonde, or red hair and hazel, blue, or green eyes. Skin is pale white with freckles, and tans easily to a deep brown. Some Thirian Amazons exhibit the classical Amazon olive skin and raven-black curly hair. Also, as the Amazons are not generally concerned with their mate's ethnicity or even race, rather their martial prowess, some Thirian Amazons possess Alryan, Altanian, Dunael, Tharbrian, Tharbriana, or even elven blood, and thus their appearance can vary greatly.

Religion: The Thirian Amazons revere a moon goddess; they refer to her as "Thiria" or simply as "The Lady," but in truth the goddess is a Lawful Neutral aspect of the old Orichalan goddess Artemis. Thirian Amazons are zealous in their worship, cleaving to the goddess as the pillar of their society. Their disdain for agricultural labor and preference for hunting stems from this, as does their preference for strict disassociation from men save for the needs of reproduction. Most Thirian Amazons are Lawful Neutral, while some are Neutral, and a few are Lawful Good or Lawful Evil.

Tribal Structure: There are no clans or even families among the Thirian Amazons; they constitute a single unified family, with all women of the same age group being "sisters." All those who have birthed at least one live daughter are considered "mothers," while those who have had a daughter who has become a mother are considered "elders."

All children are raised in common in a crèche; this obtains only to females, as males are left exposed to the elements (and, almost invariably, rescued and adopted by the Palewood Elves).

The tribe is ruled by a queen, chosen from among the most skilled mothers by the vote of the elders; she rules until death or until deposed by a unanimous vote of the elders. Often dynasties arise, the Moon Crown passed from mother to daughter, provided the daughter is of sufficient ability and already a mother. The current "heir apparent," Princess Adriella, is a talented wizard, and has not yet birthed a daughter; the more conservative elements of Thirian society would also much prefer a martial-oriented queen on the throne.

Terrain/Climate: The lands of the Thirian Amazons are temperate forest and hills

Weapons: Composite short bow, club, dagger, javelin, knife, light lance, poniard, sling, spear, long spear, wolf spear, staff, broad sword, short sword.

Armor: Thirian Amazon barbarians do not start proficient with any armor; however, they possess a special ability: **Battle Dancer.** When not wearing armor and unencumbered or lightly encumbered, a Thirian Amazon gains a bonus to her AC equal to half her level (rounded up) plus her charisma bonus. While Amazons defending the tower are granted the use of magical defenses, adventuring Amazons are generally not allowed to take such items with them.

Tribal Abilities: Animal handling (horse, lion), battle cry, bowyer, fast movement, first aid, horsemanship, languages, signaling, sound imitation, weapon smith, wilderness conceal, wilderness lore, wilderness stealth.

Language: All Amazons speak Amazon, which is a secret tongue never taught to others, especially men, or even foreign women. As such, all Amazons also learn at least one other language regardless of intelligence, generally the Common Tongue of the region, which in the Roglaras is Alryan, the language of the City State of the Invincible Overlord.

Names: Most Thirian Amazons have pre-Christian Greek-sounding names, though they are often garbled or otherwise fractured. Some possess Skandik names, or names from other local peoples, as Amazons have always adapted local names in their migrations.

KARAKHANS

The Karakhans are primarily descended from and culturally similar to Earth's Mongols and Turks with a strong Chinese, Japanese, and Korean and Indo-Aryan (Hindi, Sindhi, Punjabi, etc.) racial and cultural influence.

The barbarian nomadic tribes favor the martial nomadic Mongolian/Turkic culture while the settled and more civilized Karakhans of the east favor the homogenized Chinese, Japanese, Korean, and Indo-Aryan culture (the settled Karakhans are also renown for their arcane arts).

Range: Glow-Worm Steppes, Tarantis, and Ebony Coast, with isolated clans wandering much further afield throughout the Wilderlands, notably in the Bestial Barrens and Berserker Wilds west of Viridistan, where they compete with the native Shardan tribes; Western Karak, Eastern Karak.

Appearance: Karakhans are short and wiry, men averaging 5'2" and 120 lbs and women 4'8" and 90 lbs, with black or reddish-black hair and brown or green eyes (usually with an epicanthic fold). Skin varies widely in yellows, from burnished gold or amber, through saffron and mustard, to gamboge and a dark, burnt goldenrod.

Religion: The settled Karakhan Celestial Court pantheon is vast; having absorbed the gods, demi-gods, and godlings of the thousands of tribes the kingdom has conquered over long millennia, even the priests know not all the gods who are members of the Court. But the wandering tribes have no time for such niceties, and focus their worship on gods of sky, war, and death, such as Chao Kung Ming, Raiden, Huan-Ti, Tengri, Erlik, Lei

Kung, Fujin, Wen Chung, and Yama. To the Karakhans, the gods are to be placated and feared, not revered. Most Karakhan nomads are Neutral, Neutral Evil, or Lawful Evil.

Tribal Structure: Through long millennia of ties with or outright domination of the Kingdom of Karak, the Karakhan tribes have become highly organized and stratified. Each family or sept is ruled by a "Khan," who owns everything, including the lives of his family members, and has the immediate powers of life and death over all his charges. This lesser khan in turn often answers to a sept or clan khan, the "Beykhan," who similarly has complete dominion over those beneath his rule, and who himself sometimes answers to a tribal khan, the "Khakhan."

Usually, that is as high in power as the Karakhan rulers go, though in the past there have been other greater forms of organization. When one tribe conquers many, and the tribal khans owe fealty to a greater khan, that khan takes the title "Khagan" or "Great Khan." When the Great Khan conquers and directly rules the Kingdom of Karak (as has happened many times in the 30 millennia of the kingdom) the Emperor has also been styled as "Gurkhagan" or "Supreme and Universal Khan."

When the tribes are united under one strong leader, the Karakhans are nearly unstoppable; when as today they are divided into many warring tribes and clans, they are usually little more than a nuisance to most cities.

Each warrior of the family commands his wife or wives, concubines, children, and slaves with impunity (however, as highly abusive warriors usually wake up with their throats slit, they usually show at least a minimal respect for their wives). Young boys and slaves tend to flocks of sheep and herds of cattle, while the men go raiding for days or even weeks at a time.

Terrain/Climate: Almost all Karakhan tribes wander sub-arctic, temperate, or sub-tropical plains and steppes.

Weapons: Bolas, composite short bow, cat-o-nine-tails, club, dagger, knife, light lance, lariat, scimitar, great scimitar, spear, wolf spear, tulwar, whip.

Armor: Padded, leather coat, leather armor, hide, studded leather, scale mail; leather coif, leather war hat; buckler.

Tribal Abilities: Animal handling (horse), armor maker, bowyer, horsemanship, horse warrior, jumping, signaling, weapon smith, wilderness lore, wilderness survival, wilderness tracking

Language: Karakhans speak Horse-Born Karakhan, a dialect of the great common tongue of the Kingdom of Karak. It is considered of low class by the current dynasty. Though it has no script of its own, it can readily be written using any of the three writing forms of Karak.

Names: Names are generally Mongolian or Turkic, with a smattering of Chinese, Korean, and Japanese names. Names from other cultures are also rarely used, as warriors often give the names of valiant opponents to their own sons. Patronymics are unknown, save in the case of the sept, clan, and tribal names; such names are as often based on history, geography, or whim of the sept or clan as on the names of founding ancestors.

If there is any doubt in a sept, clan, or tribe due to multiple individuals with the same name, Karakhans happily collect epithets as readily as they collect the heads of their enemies.

KARZULUN

The Karzulun are descended from a homogenous admixture of Earth's Indo-Aryan Pashtuns and Semitic Arabs, with moderate assimilation of Mongolian, Turkic, and other Indo-Aryan bloodlines through Karakhan and Gishmesh conquest and raids. Culturally they strongly resemble their Pashtun cousins with a veneer of Arabic culture, though linguistically their tongue is a thorough mix of Pashto and Arabic.

The Karzulun have been in these homelands for thousands of years, but were originally from lands far to the south and east. During the War of the Pious and Philosophers their homeland was destroyed, and the survivors fled north and west, founding the modern Karzulun clans in lands that had been depopulated during the long war. Though they would deny it vehemently, the Gishmesh are descended from mixed clans of Karakhans and Karzulun, while the Paldorians were similarly descended from mixed clans of Karzulun and colonists of southern (primarily Indo-Aryan) Karakhans abandoned in the west long centuries ago during one of the many contractions of the Kingdom of Karak.

Range: Tarantis, Ebony Coast; Western Karak, especially the debatable lands between Neupokrantil and Tarantis, and north from Populva into the Takhla Govin.

Appearance: Karzulun are tall and lean with a wiry strength, men averaging 5'10" and 160 lbs and women 5'6" and 130 lbs, with black or dark brown hair and brown, hazel, green, or blue eyes. Skin is naturally pale or light taupe, ochre, or sandy brown, while clans with strong Karakhan assimilation have coppery-colored skin and almond-shaped eyes (these clans are often raided by Karakhans and Tarantines for female

slaves, as the women of these clans are often very beautiful and fetch a high price in the slave market).

Religion: Most Karzulun worship their ancestors; though nomadic, each clan has its own cemetery where the ashes of their ancestors are interred and to which semi-annual pilgrimages are required. Most clans also have a patron deity or demon; the most common deities among the clans are Zahaak (a local Chaotic Evil dragon godling), Jedadad Bird, Erlik, Kali, Agni, and Yama. Most of the clans that followed Good-aligned faiths were wiped out or fled to Tarantis or Populva (and there assimilated) during the Reign of the Plague Kings (clerics dedicated to Erlik) centuries ago. Most Karzulun are Chaotic Evil or Chaotic Neutral.

Tribal Structure: The Karzulun are divided into many, many clans, most little larger than two three to five families. Each clan is related to a wider group of clans, the whole related to a wider group, and so on, until all the Karzulun fall into one related group. The Karzulun feud among them selves or fight each other in an ever-shifting series of alliances based on honor, ancestry, and religion. Each clan is led by a "Shaikh" (elder). A shaikh who rules several clans is known as an "Amir," while an amir who commands the fealty of several amirs and multiple shaikhs is a "Sultan."

At times, under charismatic leaders and/or during times when the whole Karzulun people are threatened, the whole of the Karzulun can be united under the banner of a single leader. Such is one of the rare occasions today, under the leadership of Sultan Hasan ben Sober, the Lion of Karzul (pg. XX). In the last 10 years he has united the clans under his banner, with the goal of either conquering Tarantis or destroying it (he hasn't decided yet).

Terrain/Climate: The Karzulun tribes are native to temperate and sub-tropical plains, hills, mountains, and wastelands.

Weapons: Short bow, club, dagger, dirk, hook sword, katar, knife, light lance, heavy mace, large mace, light mace, scimitar, great scimitar, spear, wolf spear, tulwar.

Armor: Padded, leather coat, leather armor, hide, studded leather; leather coif, leather war hat, pot helm; buckler, small, medium, and large wooden shields.

Tribal Abilities: Animal handling (camel, dog, horse), battle cry, berserkergang, fast movement, first aid, horsemanship, jumping, running, scale, sound imitation, all wilderness abilities.

Language: The Karzulun speak Karzulun, a guttural tongue distantly related to Persian and Pashto with many Arabic, Turkish, and Mongolian loan words. Several times in their history, during more civilized eras, the Karzulun have adopted various writing forms, but today the Karzulun are an illiterate people, and the strange scribbling on weathered stones of their lands hold no meaning to them, save perhaps as taboo.

Names: Names are typically Arabic, with some Pashtun remnants. Sons and daughters are proud to delineate their lineage through their forefathers, with "ibn" meaning "son of," "bint" meaning "daughter of," and among the Karzulun, "ben" taking on the meaning of "of the line of," relating to a distant and usually heroic ancestor. Thus, Ali ibn Hasan ibn Mahmoud ben Sober is "Ali son of Hasan son of Mahmoud of the line of Sober."

MGONA

The Mgonas are primarily descended from Earth's Bantus (especially the southern Nguni, from which Earth's Zulus are descended) with a strong Aztec influence from assimilating many Tlanitlan over the last two and a half thousand years. Also notable is the strong influence of the Amazons, who were originally neighbors of the Mgonas; in Mgonan culture, women are generally socially equal to men, and are even socially superior in some clans. Some tribes also have a Ghinorian influence, and thus have a slightly Egyptian-style culture. Being nomads, the Mgonas have adapted and adopted to circumstances as the need arose upon their endless wanderings.

The Mgonas arose in the jungle-girt savannas of Ghinor, late arrivals to the Wilderlands, and spread wide and far across the south during the height of the pre-Enneadim Ghinorian Empire (which fell during the War of the Pious and Philosophers to an alliance of titans and elves, the ancestors of the modern Enneadim). In the chaos that followed the Mgonas took up a nomadic lifestyle that most have retained ever since.

Range: Southern Lenap, Tlan, the Ament Lands, Ghinor, the Southern Reaches; some few clans took to the sea, and can be found on the islands of the Sea of Five Winds; the Demon Empire.

Appearance: Mgonas are tall and muscular, men averaging 6'2" and 200 lbs and women 5'8" and 150 lbs, with black hair and brown, copper, or amber eyes. Skin is black or dark brown, ranging from ebon black through chocolate brown to a dark coppery red (especially among clans with strong Tlanitlan bloodlines).

Religion: The Mgonas revere

their ancestors, the most valiant of whom they believe are reborn, usually as serpents, lizard men, or even the great thunder lizards of the savannas. Other ancestral spirits unite with a Great Ancestral Spirit, such as the Smith, or the Warrior, or the Mother, and become aspects of the Great Spirit. The ancestral spirits are protected and led by Dakangi, a.k.a. Father Snake, the legendary father of the Mgonas and lizardfolk. Most clans and tribes have secondary hero-gods or godlings; there are also clans who have fallen from the Old Ways and now worship other gods of the Ghinorian (Egyptian) pantheon, Demon Gods, or the Temple of the Dawn Star (Lucifer). Most Mgonas are Neutral, Chaotic Neutral, Chaotic Good, or Chaotic Evil.

Tribal Structure: The Mgonas are divided into more than 20 major tribes (each of several clans) and dozens of independent clans (many of these forming regularly, being absorbed back into major tribes, or disappearing in the wilds). Each clan is led by an "Inkostli" (chief), while each tribe is ruled by a "Kosikhutlu" (great chief). Rarely do the Mgonas become more highly organized than the tribal level; usually in such cases it is a great priest who unites the tribes, rather than a chieftain; such unity has not been seen in centuries.

Each clan depends on its herds of cattle, a very large breed; effectively domesticated aurochs. Each clan's herds possess specific colors and patterns; this is reflected in the warrior's hide shields, which are universally made from the hide of the cows of their cattle. Other clan's cattle are rarely added to the herd; during inter-clan warfare, most enemy cattle are eaten by the Mgonas, a raptor breed of thunder-

lizard (a somewhat larger relation of *Deinonychus* if smaller cousin of *Utahraptor*). Mgonan elite warriors ride their raptors as scouts and guards, while herdsmen follow with the cattle, and in the middle of all are the great

Terrain/Climate: The Mgonas wander in sub-tropical and tropical plains, savannah, hills, forests, deserts, and wastes. Some clans reside on islands.

Weapons: Atlatl, short bow, club, dagger, dart, javelin, khopesh, knife, light lance, light mace, heavy mace, morningstar, sling, spear, long spear, wolf spear, short sword.

Armor: Padded, leather coat, leather armor, hide, studded leather, laminar leather, (thunder lizard) scale mail, cuir bouille; buckler, small, medium, and large hide shields. Clans with strong Tlanitlan influence wear animal-shaped leather helmets (equivalent to a leather coif to a cuir bouille bacinet, depending on complexity and materials).

Tribal Abilities: Animal handling (cattle, giant lizard, raptor steed), armor maker, fast movement, first aid, horsemanship (raptor steed), horse warrior (raptor steed), jumping, running, signaling, weapon smith, all wilderness abilities. Substitute seamanship and swimming for animal-oriented abilities for the island-based clans.

Language: The Mgonas speak Mgonan, based on Nguni Bantu with a strong admixture of Nahuatl (the language spoken by Aztecs).

Names: Names are of Nguni Bantu origin, with the addition of Aztec elements often in strange and unusual combinations, such as Itzlachaka, Thulinche, Tlepingo, Nandequetzal, Dinotliswayo, Nkostlikona, etc.

MOONRAKERS

The Moonrakers are descended from a mix of various peoples of ancient Earth, primarily Gaels, Gauls, and Greeks, with a touch of dragon blood through their Orichalan ancestors. Their modern culture has no Earth equivalent; it is most reminiscent of that of the Picts of Robert E. Howard, though even several stages further down the ranks of civilization.

Moonrakers are one of the few major barbarian nations that are descended from once-civilized people, being the savage remnants of peoples of the once mighty northern Orichalan Dragon Empire. Their heyday is long passed into history, as the Tharbrians, Tharbriana, and Altanians usurped their lands, relegating them to the less fertile mountains, hills, and moors. They are, as a people, dying, and those who are not adapting to the changing circumstances of the world often fight back with all the hatred and evil their dark gods can muster.

Civilized folk and even barbarians such as the Tharbrians consider the Moonrakers to generally be little more than two-legged beasts, classifying them as a step above cavemen (being able to work metal), somewhere on the level of the orcs and goblins.

Range: Northern Roglaras, particularly the Moonraker Moorlands, Majestic Mountains and the northern hills, the Stillring Vale, Warwik Peninsula, Swarthlad Plain, and Severn Tors.

Appearance: Moonrakers are tall and lean, men averaging 6'0" and 180 lbs and women 5'6" and 140 lbs, with purplish-black hair and gray, amber, or purple eyes. Skin is purple, ranging from light lavender, through fuchsia, mauve, and violet, to a deep

indigo. Some exhibit blue, red, and purple scales along the shoulders, upper chest, forearms, and the back of the hand. Once or perhaps thrice in a generation a Moonraker is born with horns, a draconic tail, and/or dragon-like eyes, a throwback to their Orichalan Dragon Lord bloodlines.

Following the Orc Wars, a great number of half-orc outcasts of the Stillring Vale joined up with various indiscriminate bands of Moonrakers, and so some bands today consist of little more than half-orcs. These have a very dark purple to black cast to their skin, baldness, sharp fanged teeth, long nose, deep-set eyes, prognathous jaw, and other orcish traits.

Religion: The heart of Moonraker faith is Hecate Dragon-Queen, daughter and successor of Tethys Dragon-Mother and patron of the northern Dragon Lord City States (and their savage descendents). The Moonrakers also revere gods of the moon, nature spirits, monstrous demi-gods (mostly children of Hecate), as well as ancient heroes of the Dragon Empire.

Some clans, notably those allied with the dwarves of Thunderhold or the Tharbriana of the Stillring Vale, have abandoned the old faith in favor of new deities, including Athena, Hephaestus, Odin, the Tharbriana gods, druidism, or a combination thereof. Most Moonrakers are Neutral, Neutral Evil, or Chaotic Neutral, while those who follow the new faiths are generally Neutral, Chaotic Neutral, or Chaotic Good.

Tribal Structure: Today little organization remains among the Moonrakers above the level of the extended family or band. Clan lineages are maintained between the bands, though the bands rarely interact beyond exchanging brides and maintaining the old legends through common festivals.

Each band is led by the most powerful cleric or druid, who leads in times of peace and war.

Bands tend to be nomadic, though few have horses; most carry everything they own on their backs. The band follows the best hunting or easiest raiding, wandering from place to place without concern as to who claims what lands. If threatened by a greater force, they simply flee or hide; they are very good at hiding. The only duties that they cleave to zealously are to tending ancient religious sites, often ruins of old Dragon Empire cities, towns, citadels, or temples. These are their preferred campsites, in fact, as they feel safest when close to the glories of their ancestors.

Terrain/Climate: Moonrakers live in temperate mountains, hills, and forest.

Weapons: Hand/throwing axe, blowpipe, short bow, cleaver, club, dagger, dirk, hatchet, hook sword, hafted hook, knife, sling, spear, wolf spear, staff.

Armor: Padded, leather coat, leather armor, hide; small and medium wooden shields.

Tribal Abilities: Canoeing, fast movement, first aid, jumping, running, scale, signaling, sound imitation, swimming, and all wilderness abilities. Due to their great zeal in following their gods, a Moonraker may also choose orisons as tribal abilities at 1st level, gaining the use of two orisons per pick.

Language: Moonrakers speak a distinct dialect of Orichalan, almost unintelligible to their civilized southern brethren or even to the more closely related Roglo River Folk.

Names: Moonraker names are usually fractured Greek or Celtic names, often with a foul epithet based on physical characteristics.

SKANDIKS

The Skandiks are primarily descended from and culturally similar to the Valonar (see below), with strong bloodline (though not cultural) influences from Altanians, Tharbrians, and Tharbriana. Due to historical events, Skandik culture is more along the lines of early Anglo-Saxon culture than pure Norse, though the viking tradition remains very strong. Some Skandiks have a touch or more of elven blood, from concubines taken from the Palewood elves and the Palewood half-elven population.

The Skandiks broke off from the Valonar in the early to mid-23rd century when a group of raiders from mixed tribes raided south from Valonaria. They sailed and raided far and wide, though they settled in numbers only along the eastern coast of the Pazidan Peninsula. There they fought the Thirian Amazons and the Altanians, eventually taking the Amazon capital of Ossyr Lee and driving the Amazons inland.

These settlers were led by Skandi Greywolf, and so came to be known as Skandiks in his honor. In the two millennia since the Skandiks have had their ups and downs; for some time before the Orc Wars of the late 40th century they had begun to evolve a more civilized and urban culture, but then the double-whammy of the orcs and then the Gnoll Migrations of the 43rd century set back all their advances. Since then they have returned (under the influence of their gods) to a more savage form of their culture, save in the capital at Ossary, where the rulers keep trying to foist civilization on a less-than-willing populous.

Range: The Roglaras, Barbarian Altanis, Isles of the Dawn and other isles of the Winedark Sea, as well as small enclaves along all coasts of the Wilderlands and even into Western Karak.

Appearance: Skandiks are tall with a medium build, men averaging 5'10" and 170 lbs and women 5'6" and 140 lbs, with strawberry blonde or red hair and hazel, blue, or green eyes. Skin is pale white to beige, fallow, or zinnwaldite brown, and tans easily to a deep brown. As the Skandiks take slave concubines, children of slaves (usually thralls, sometimes freemen) may exhibit nearly any skin, hair, or eye color, and are thus immediately recognized as of lower caste.

Religion: Skandiks revere the Aesir and Vanir almost equally, with the primary deities being Odin and Thor for men and Freya for women. Though to call it reverence is misleading, as to most Skandiks (save especially for the Thor fanatics of Sea Rune), the gods are to be placated or bribed rather than loved and worshiped. Some Skandiks have abandoned the Old Faith and turned to druidism, or to foreign gods. Many of the Skandiks of the semi-civilized Skandik capital of Ossary have turned to worship of the dark gods of the Aesir and Vanir, notably Loki, Hel, and Fenris Wolf (rural Skandik loyalists claiming it is the stink of civilization that took their cousins down the path of fire and death). Rural Skandiks tend to be Neutral, Chaotic Neutral, or Chaotic Good, while the Skandiks of Ossary tend to be Chaotic Neutral or Chaotic Evil.

Tribal Structure: Clans are based on ownership of a longship; most clans own three to nine longships, spread out among several villages and hamlets along the coast. The clan chief rules as captain of the best ship, with his earls (sub-captains) reporting only to him. During the summer raiding season most carls (able-bodied men) are out a-viking, raiding other lands to bring back treasure and grains, as agriculture is considered the labor of thralls (slaves).

Each clan chief appoints one clan elder per ship to report to the local "Jarl" (governor appointed by the Skandik Warlord), who rules from the largest village in the jarldom. Most decisions are made by the jarl in conjunction with this council of elders (who all, of course, consult with their clan chief).

Terrain/Climate: Most Skandiks are native to temperate seacoast, island, or forest lands.

Weapons: Battle axe, bearded axe, hand/throwing axe, short bow, club, light crossbow, dagger, light hammer, war hammer, hatchet, knife, heavy mace, large mace, light mace, maul, sling, spear, long spear, wolf spear, staff, broad sword, short sword, two-handed sword.

Armor: Padded, leather coat, leather armor, ring mail, mail shirt, scale mail, cuir bouille, mail hauberk, half plate; leather coif, pot helm, Skandik (Norman) helm; small and medium wooden shields.

Tribal Abilities: Armor maker, berserkergang, canoeing, first aid, jumping, languages, runes, scale, seamanship, swimming, weapon smith, wilderness lore.

Language: Skandik, once closely related to Valonar, but now quite distinct due to loan words from Altanian and a dozen other tongues from across the Winedark Sea. Skandik is written using Futhorc runes.

Names: Pre-Christian Anglo-Saxon and Norse. Some use family names, though most use their father's name followed by "Son" or "Daughter" or an epithet when distinction is necessary.

THARBRIANS

The Tharbrians are primarily descended from and culturally similar to Earth's Celts, adapted to a horse-based nomadic culture. They are descended from the Wild Men, a truly savage people that ranged from the Starrcrag Mountains in the west to the Winedark Sea in the east (north of the Shardans in the west and the Altanians in the east).

The original Wild Men descend from the peoples of a long-lost kingdom that was part of the Founders Empire, which fell during the War of the Pious and Philosophers. These people were, in turn, descended from an utterly ancient migration of Valonar from the north (distant cousins of the modern Aelphen). Following the fall of the Founders Empire and the death of 95% of the population of that lost kingdom at the end of the War almost 69 centuries ago, the survivors were invaded by the barbaric Altanians from the south and east.

When the Viridians invaded 4000 years ago, most of the Wild Men clans were absorbed into the Empire; their descendants are today the Common Viridians. Others, especially those of mixed Wild Men/Altanian heritage, continued to fight, and were driven over the Sharryn River and onto the Plains of Lethe. There they adapted a horse-based nomadic culture and continue to this day in savage glory.

Range: Plains of the Elephas, Viridistan, the Roglaras, and the Desert Lands, with isolated clans wandering much further afield throughout the Wilderlands; the northern plains of the Infinite Desert and the Giant Lands.

Appearance: Tharbrians are short and wiry with lean muscles, men averaging 5'7" and 160 lbs and women 5'5" and 130 lbs, with tawny brown, strawberry blonde, red, or raven black

hair, and blue or green eyes. Skin is naturally pale or milky white, turned a ruddy tan at an early age due to life on the plains. As the Tharbrians take slave concubines, children of slaves may exhibit nearly any skin, hair, or eye color; once a slave concubine births a live child, she become a full (though usually junior) wife, and all her children are freemen.

Religion: Tharbrians revere an eclectic mix of the Celtic gods, especially Epona, Belenus, Donn, Goibhniu, Lugh, and Morrighan. They rarely turn from this circle, and almost never from the general gods of the Celtic pantheon; the propensity for their settled and splintered cousins to do so (save the Tharbriana) is one of many points of contention between the disparate tribes. Most priests of the Tharbrians are druids, though a few are clerics. Bards feature prominently in Tharbrian religion, as it is they who maintain the oral traditions and histories of the clans and their ancient heroes.

Tribal Structure: The Tharbrian clans are led by a "Triath" (chief), who rules through the respect of the other warriors of the clan. While he makes decisions, these are usually carried out by his chosen successor, the "Tánaiste" (heir), chosen from among his brothers, nephews, or cousins (never his sons). The chief decides where the clan sets up camp, how long they remain, and where they go when they break camp. He also decides when and where to raid, when to ally with another clan, when to fight a vendetta, metes out justice within the clan, and all other details of rule. Clans are also divided into septs, sub-clan bloodlines across clan lines where ties have been maintained between otherwise disparate families.

Tharbrian clans tend to remain small, as they are always on the move. It is only when the clans gather for a great

raid (as has happened all too often in the history of the Wilderlands), that more than three to five clans gather in one place. This large gathering of clans is never referred to as a tribe by Tharbrians; it is instead a "Feachdh," or host, gathered for a specific journey and time.

Terrain/Climate: The main body of Tharbrian clans range across steppes and plains from the sub-arctic through temperate lands.

Weapons: Atlatl, bolas, short composite bow, club, dagger, dart, dirk, knife, lariat, light lance, poniard, saber (heavy scimitar, 1d8 damage, 6 lbs., EV 3, 20 gp), scimitar, sling, spear, long spear, wolf spear, staff, short sword.

Armor: Padded, leather coat, leather armor, ring mail, hide, studded leather, laminar leather, mail shirt, mail hauberk; leather coif, pot helm, Skandik (Norman) helm, chain mail coif; buckler, small, and medium wooden shield.

Tribal Abilities: Animal handling (horse), armor maker, battle cry, bowyer, fast movement, first aid, horsemanship, horse warrior, signaling, sound imitation, swimming, weapon smith, and all wilderness abilities.

Language: Tharbrians speak Tharbrian, a tongue descended primarily from Altanian. It is closely related to Tharbriana, the tongue of many rural folk of the northern Pazidan.

Names: Tharbrian names are Gaelic, often (but not always) fractured and slurred; Bharan not Baran, Fearghus not Fergus, *etc.* Sept and clan names are generally male names with the prefix Mak- or Ua'- (e.g., MakEoghan, Ua'Gannon, MakMurrah, MakNabh, Ua'Niall *etc.*).

VALONAR

The Valonar are primarily descended from and culturally similar to Earth's Scandinavians of the Viking and Varangian eras.

The Norse gods have long maintained an interest in the Valonar peoples, keeping their culture frozen in time from the glory days of Earth's dark ages, from whence the ancestors of the Valonar were plucked when monotheism expanded into Scandinavia. Even during the age of the Founders Empire the ancestors of the modern Valonar remained backward and barbaric, protected by their powerful priests and the presence of the gods themselves. They were a major factor in the success of the Pious during the War of the Pious and Philosophers, with many demi-gods fighting side-by-side with their followers.

Though kingdoms rise and fall, and various tribes (such as the Avalonians and Skandiks) break off from the core Valonar tribes, the Valonar heartland proudly remains savagely atavistic. Nothing save the death of the entire pantheon could change that.

Range: Valon, eastern Elephas, western Tarsh, northern Roglaras; Valonaria.

Appearance: Valonar are tall and muscular, men averaging 6'0" and 200 lbs and women 5'8" and 160 lbs, with red, blonde, or platinum (especially Sverkka) hair and blue, green, and purple (Sverkka) eyes. Skin is pale or creamy white, pinkish-white, bone white or purplish-white (Sverkka), or bluish-white (clans with strong Avalonian ties). As the Valonar take slave concubines, children of slaves (usually thralls, sometimes freemen) may exhibit nearly any skin, hair, or eye color, and are thus immediately recognized as of lower caste.

Religion: The Valonar zealously worship the Norse gods, favoring the Aesir over the Vanir, their favorites being Thor, Odin, and Aegir. Women usually revere Frigga, or more rarely Freya, while Sif is the favorite of sword-wielding warrior women. All curse by Hel (teats), Loki (tongue), Surtur (beard), Thrym (frozen balls), or Fenris Wolf. Some are open to the worship of other deities, especially those who have settled far from home (where the Aesir are considered strongest). Most Valonar are Chaotic Neutral or Chaotic Good.

Tribal Structure: The Valonar of the Wilderlands are divided into three major tribes: the Markka, Norkka, and Sverkka, each divided into sub-tribes and clans. Other major tribes roam the savage lands of Valonaria, far to the north.

The generally red-haired and blue-eyed Markka clans are most common in the northernmost regions of the Wilderlands. Most Markka clans wander the lands between the Finmaer Thicket and the Greatflood River of the Elephas, especially in the Forest of Valdoren of Valon and the Forbidden Forest of the Elephas. They fear the Wilderland Mountains, believing it to be the home of giants and evil dwarves. Markka ships usually have a wolf, bear, or lynx head at the prow.

The usually blonde-haired and hazel-eyed Norkka are native to the northern coasts, often cohabiting with more civilized Avalonians, though they are often encountered as pirates and reavers anywhere along the shores and rivers of the region and far beyond (where they compete with their Skandik cousins upon the Winedark Sea). Norkka ships usually have a turtle, shark, or sea-lion head at the prow.

The invariably platinum-haired and purple-eyed Sverkka are native to the Isles of Pokrantil, where they practice

their strange sorceries and summon magical entities to do their bidding. Some say their blood is tainted with that of the Orichalan Dragon Lords of old. Few Sverkka go a-viking; when they do, usually it is a younger noble with a ship full of Markka and Norkka outcasts. Sverkka ships invariably have a dragon's head at the prow.

Terrain/Climate: Sub-arctic or temperate forest, hills, and plains; almost all tribes have some access to the seacoast.

Weapons: Battle axe, hand/throwing axe, two handed axe, short bow, club, dagger, knife, sling, spear, wolf spear, staff, broad sword, two-handed sword.

Armor: Leather coat, leather armor, ring mail, hide, studded leather, and chain shirt; leather coif, pot helm, and spangenhelm (i.e., "normal helm"); small, medium, and large wooden shields.

Tribal Abilities: Animal handling (dog, hawk, lynx, wolf), armor maker, berserkerang, canoeing, fast movement, jumping, runes, running, seamanship, swimming, and weapon smith.

Special: Markka have access to all the wilderness skills, and the Norkka gain seamanship as a free fourth tribal skill at 1st level, while Sverkka have access to wizard and illusionist cantrips as tribal abilities; they can choose cantrips in place of a tribal skill at 1st level, two per tribal skill, and may choose two cantrips or one 1st level spell per Versatility choice at later levels.

Language: Valonar, a harsh dialect related to Avalonian and Skandik.