

Robert E. Howard's



ADVENTURES IN AN AGE UNDREAMED OF

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Published by:

Modiphius Entertainment Ltd.
3rd Floor, Ashbourne House, 35 Harwood Road,
London. SW6 4QP, United Kingdom

System Design: Benn Graybeaton,
Nathan Dowdell & Jay Little

Line Development: Jason Durall & Chris Lites

Writing: Rachael Cruz & Jason Durall

Approvals: Patrice Louinet & Jeffrey Shanks

Editing & Proofreading: Jason Durall & Tim Gray

Art Direction: Mischa Thomas, Richard
August, Chris Lites & Katya Thomas

Lead Graphic Design: Michal E. Cross

Layout: Thomas Shook

Produced by: Chris Birch

Head of RPG Development: Sam Webb

Publishing Assistant: Virginia Page

Production Manager: Peter Grochulski

Social Media Manager: Salwa Azar

Operations Manager: Rita Birch

Community Support: Lloyd Gyan

With Thanks to: The Robert E. Howard Foundation,
Fred & Jay at Cabinet Entertainment



HOW TO USE THE DECK

Welcome to the **Story and Plot Deck!**

Each card presents a potential storytelling element, be that a hook to draw your player characters into an adventure, a dangerous obstacle or plot twist to surprise the heroes, or a goal — villainous or virtuous.

These cards can be used to exciting effect in your game, either providing a quick burst of inspiration or in making a new, spontaneously-created adventure on the fly. Bring in the other **Conan** card sets to add extra detail and variety to your games.

Even more ideas can be found in the
Conan Gamemaster's Toolkit.



FRAMED

Someone has been framed for a crime (theft, murder, treason, etc.). The accused could be one of the player characters or someone else they care about: a close friend or relative, neighbor, or old acquaintance.



THIEF

Someone has stolen something! This theft could have happened to one of the player characters or someone they care about. The thief might be a local rogue, a noble, a merchant, or even a mercenary acting on someone else's behalf.



INFORMANT

A non-player character has information on someone relevant who is missing or suspected dead. The information might be passed on by an anonymous letter or a person, such as a priest, a messenger, or a former enemy.



YOU OWE ME

A non-player character has called in a debt or favor owed to them. The person demanding satisfaction could be a dying relative, an old acquaintance, or even a close friend or family member.



FINAL WORDS

A mysterious artifact is left in a player character's safekeeping. This could be a strange bequeathment from a family member, or a mysterious item pressed into new hands with the final breaths of a wounded caretaker. Perhaps the item is given by a wizened scholar, a member of the local militia, or even a total stranger.



ARE YOU THE ONE?

One of the player characters is mistaken for someone else. This mismatched identity could be anything, from an escaped criminal to a long-lost king to a prophesied hero. The one or ones mistaking the identity might be an idealistic priest, a member of a royal family, a wealthy entrepreneur, or a swindler looking for some fools to trick.



YOU ARE SUMMONED

One or all of the player characters is sent an invitation. This might take the form of an anonymous letter, an ornate missive, or even an in-person request.

Such an invitation might come from anyone: a member of a secret society, an old friend, a former enemy, or a wealthy employer looking to hire some help.



DO NOT FORCE MY HAND

Someone has delivered some outrageous demands to one or more of the player characters. This might be attempted blackmail or extortion, and might be served by anonymous letter, a despotic tyrant, or even a previously-thought-close friend or family member.



PLEASE HELP

Someone close to one or more of the player characters believes that their life is in danger. They have asked for help will you answer the call?



FOUL WORDS, DARK DEEDS

The player characters uncover a lie, and either the lie itself or the discovery that one exists will endanger someone. This falsehood might come from anyone, from a known ally to a total stranger.



TAKE IT TO THE GRAVE

The player characters have been given some particularly sensitive information. This might be information to help someone or hinder someone. It might arrive by an anonymous letter, former enemy, local constabulary, or even a dying stranger.



SEEKING HELP

Someone has funded an expedition to a far-away place, offered a contract of employment, or offered a fortune too good to resist. This offer might come from a diplomat, wealthy merchant or noble. Their motives may or may not be best-intentioned.



TAKE THEM DOWN

An individual or group seeks revenge for a perceived slight. Who will the player characters believe, and will they be the hand of vengeance or the shield of justice? Potential vengeance-seekers may include a tyrannical ruler, a merchant who was brought low, a former enemy of one or more of the characters, or even a member of a secret society.



BLOOD AND LIFE

The antagonist must have sacrificial victims, be they willing or unwilling.

PLOT FULFILLMENT



ANCIENT RITES AND LONG-LOST TRUTHS

There is a piece of forbidden or otherwise-hidden knowledge that the antagonist needs to fulfill their goals.

PLOT FULFILLMENT



THAT WHICH SHOULD NOT BE

To reach their goal and fulfill their plot, the antagonist needs to get their hands on a strange device, perhaps something lost to time, guarded by a monster, or even rumored to belong to an old, maddened god or otherworldly alien.



CRUMBLLED, BURNT, AND DANGEROUS

The antagonist requires an ancient text in order to fulfill their dastardly plot. The text may be in any form: half-burned remnants of scrolls, carvings etched into the walls of long-lost tombs, or well-protected parchments hidden behind castle walls.



GLIMMERING PROMISES

In order to complete an important step in their goals, the antagonist needs to find and retrieve a precious jewel.

PLOT FULFILLMENT



THE CURSED

Whether they are brave enough to touch it themselves, or need to have others do it for them, the antagonist must find, retrieve, and successfully use a cursed object.



LOW FRIENDS IN HIGH PLACES

The antagonist needs to kidnap a powerful person in order to hatch their schemes.

PLOT FULFILLMENT



DAWNING OF A NEW AGE

The player characters find themselves in a battle against time itself: a dastardly plot will come to fruition at a date and time when the stars find themselves in the proper alignment.

PLOT FULFILLMENT



MY OWN FLESH AND BLOOD

Whether willing or unwilling, of intent good or ill, the blood of a ruler is required to help fulfill the antagonist's goals.

PLOT FULFILLMENT



ONE SMALL CATCH?

To finalize their dastardly plans, the antagonist needs not just a dragon's horn: the "dragon" must remain alive while the horn is removed and delivered.



EXPLORATION OR UNDERSTANDING

The characters must undertake a quest to explore an unknown land, that they might better understand it for an ally. Alternatively, their quest for understanding might be more focused, such as learning the ins and outs of an enemy land or organization.



RECOVERY OR THEFT

Legend tells of an otherworldly creature defeated in battle, whose only remnants on this earth have staggering powers.

It is the characters' quest to recover these remains — or to steal it.



DISCOVERY OR DESTRUCTION

An ancient map that holds too many secrets must be destroyed — or otherwise must be found and destroyed or hidden before another can get their hands on this too-powerful relic.



PROTECTION OR RESCUE

Though they may be hated, an antagonist holds the key to the mission's success and the safety of others. They must rescue them from a third party—perhaps a larger villain or enemy—and protect them.



FIND OR REVEAL

The player characters may not have the knowledge or the power to defeat a looming threat, but they know who does: a legendary character. The only problem?

They don't know where that person is right now. Maybe they're even rumored to be long-dead. It matters not, though; it is the player characters' task to find them.



CAPTURE AND DELIVER

Sensitive documents or secrets have the power to throw the world and the player characters' allies into powerless chaos — or to save them. They must deliver these plans to an ally. The trick: they may need to capture them from the enemy first.



NEGOTIATION OR INFILTRATION

A secret or deadly organization threatens beloved allies. The player characters' help is needed, either to negotiate a peace, or to infiltrate their ranks and take them down from within.



VEILING OR UNVEILING

An ally needs help. This might mean hiding them from their foes, with the player characters' aid. Conversely, they might already be in hiding and the player characters need to find them and bring them to safety.



DISTRACTION AND DIVERSION

An antagonist looks too close to a victory.
It is up to the player characters to buy
some time — either in distracting the
foe or in diverting their attention.



SEEK THE TRUTH

The identity of an individual or group has come into question. It is up to the player characters to either prove or disprove that they are who they claim to be.



AMBUSHED!

Out of nowhere, the player characters are ambushed! This could be a planned move by a long-time foe or even a random encounter with a new group of people.



MISINFORMATION

Someone has led the player characters astray, giving them poor information — deliberately or otherwise.



MALADY

A strange malady or affliction has surfaced, perhaps even affecting one or more of the player characters. This illness can only be cured with the same thing that the antagonist needs. See the **Plot Fulfillment** cards for additional ideas.



CIVIL UNREST

Not only must the player characters reach their goal, but to top it off, the lands across which they must travel are fraught with civil unrest—riots in the streets, terrorists sowing fear and chaos.



NO TIME!

Time is running short; if the player characters do not act soon, their quest will fail. Can they make their journeys, face their foes, and save the day?



HINDERED

Progress on the journey is slowed due to a hindrance the player characters must carry. This might be a particularly fragile asset, a notably unworldly or unskilled non-player character, or even a dangerous prisoner constantly trying to escape or otherwise harm the group.



IT DOESN'T EXIST!

If there is a destination or object that will help the player characters, it is so lost in legend that it is no longer considered a real, reachable thing. If it is an item, it is little more than a fairy tale meant to entice, or one of Bel's crazy, risk-laden challenges. If a destination, then it is either considered lost to time or otherwise unreachable—a lost island, a city sunk deep underwater, or a place hidden inside a volcano.



LESSER OF TWO EVILS

In order to face this next challenge, the player characters must work with an uncomfortable ally. This might be an old enemy, a familiar-but-disfavored non-player character, or similar, distasteful person or object.



TOO MANY CHOICES

Along the journey, there are any number of distractions. This could be side missions that are too important to decline, a quick interruption by a rival group or faction, or even some opportunities for additional riches or renown.



BATTERED BY THE ELEMENTS

Even the elements conspire against the player characters! This might be in the form of volcanic activity, sand- or snow-storms, earthquakes, tsunamis, and similar events.



THE GREATER GOOD

The only way to achieve a favorable outcome in their quest requires a sacrifice.

The player characters must willingly choose to tread darker paths, opening themselves to corruption or worse.



BEL'S BLESSINGS

A key non-player character of this plotline is killed — only to return alive later.



SLY SMILES AND EMPTY PROMISES

Unbeknownst to them, the player characters are working for the true villain, and the group's antagonists are, perhaps correctly, trying to stop them.



THE DIFFERENCE OF A DAY

The player characters have taken too long; the antagonist's plot fulfillment is unfolding before their eyes. The group may have arrived too late to stop it and must now save who they can, or the event happens around them, with a sliver of a chance for success.



OPEN YOUR EYES

The antagonist is revealed to be
but a front; the true villain behind
the plot is yet untouched.



RACE TO REWARD

A person or object that is required to foil the antagonist is also exactly what the antagonist needs! Who will get it first?

TWISTS



DAMNED IF WE DO?

The player characters must make a choice: the only way to save countless lives is to let the antagonist escape.



THAT ONE UNCLE

The antagonist has close ties to a player character. This could be a familial bond or other kind of link.



RIGHT WHERE I WANT YOU

Unbeknownst to the player characters, the antagonist has been leading them on a chase the entire time — because they are the true missing ‘ingredient’ to the plot fulfillment.



INTO THE JAWS OF DEATH

No one — player character or non-player character — who rises to meet the challenges and quests to defeat the antagonist is expected to leave alive.