

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

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Community Support: Lloyd Gyan

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



USING THESE CARDS



Players refer to them when spending Fortune. They are not discarded and can be reused.



Select Momentum cards appropriate to a new location or encounter and distribute as desired. Reusable when appropriate.



For gamemaster reference. Select appropriate cards of time and referred to when desired. Reusable.

“Symbols are but the external signs of hidden powers. We only see the outward evidences; we do not see the eternal play of the forces which lie behind...”

— “The Phoenix on the Sword”



FORTUNE

Bonus Die

Add +1d20 to any skill test for 1 Fortune point. The extra d20 is assumed to have already rolled a result of 1, automatically generating successes as if rolled in the skill test. Bonus d20s gained by spending Fortune still count towards the normal limit of three bonus d20s. If the use of Fortune generates enough successes to pass a skill test, you may choose not to roll any other dice, avoiding the possibility of Complications.

“There’s nothing in the universe cold steel won’t cut,” answered Conan.

— *“Beyond the Black River”*



FORTUNE

Perform an Additional Standard Action

During combat, you can usually only perform one Standard Action on your turn. By spending 1 Fortune point, you can perform a second Standard Action with no penalty. You may only gain one extra Standard Action in total.

Because she was supple enough to bend without breaking, she lived where other women had died, and because she was young and vibrant with life, she came to find pleasure in the existence.

— “The Pool of the Black One”



FORTUNE

Second Wind (Vigor)

You can catch your breath and restore your Vigor to full by spending 1 Fortune point.

“This day you become knights!” he laughed fiercely, pointing with his dripping sword toward the hillmen horses, herded near by. “Mount and follow me to hell!”

— “Black Colossus”



FORTUNE

Second Wind (Resolve)

You can catch your breath and restore your Resolve to full by spending 1 Fortune point.

The feel of the hilt cheered him and gave him a glow of confidence. Whatever webs of conspiracy were drawn about him, whatever trickery and treachery ensnared him, this knife was real. The great muscles of his right arm swelled in anticipation of murderous blows.

— *The Hour of the Dragon*



FORTUNE

Overcome a Weakness

You may spend 1 Fortune point to ignore the effects of all instances of a single type of Harm (physical or mental), until the end of the current scene.

Reeling up, blood streaming down his face from under his dented helmet, Conan glared dizzily at the profusion of destruction which spread before him. From crest to crest the dead lay strewn, a red carpet that choked the valley.

— “Black Colossus”



FORTUNE

Influence the Story

You may spend 1 Fortune point to introduce a fact or add a detail to the current scene. Such story declarations can have both narrative and mechanical effects. Story declarations should be plausible, and the gamemaster has the final say over whether a suggested fact or detail is valid or not. The gamemaster may also declare that particularly large or significant declarations may cost more than 1 point of Fortune.

“Then, by Crom, fortune has at last thrown the dice for me! A horse, Trocero, and the harness of a Free Companion! Zorathus has a long start, but not too long for me to overtake him, if I follow him to the end of the world!”

— The Hour of the Dragon



MOMENTUM

Tactical Advantage

Some shift in circumstances gives you a temporary +1d20 bonus per Momentum spent to relevant skill test for the scene, subject to the gamemaster's approval.

Neither of them had noticed that a chariot had approached while the fight was going on, and now came to a halt before them. But Conan saw, looking over their shoulders, and a queer chill sensation crawled along his spine.

— *The Hour of the Dragon*



MOMENTUM

Bel's Blessings

You may spend 1 Momentum per d20 that failed to report a success, but must accept the result of the second roll. Any Complication rolled is doubled in potency (gamemaster's discretion).

Opening his eyes, amazed to find himself still alive, Shevatas saw the monster heaving and twisting its body in fantastic contortions, the sword transfixing its great jaws. Sheer chance had hurled it full against the point he had held out blindly.

— “Black Colossus”



MOMENTUM

Indomitable

You may spend 2 Momentum to immediately attempt a Healing test upon yourself as a Swift Action.

“Were I still in death and you fighting for life, I would come back to the abyss to aid you — aye, whether my spirit floated with the purple sails on the crystal sea of paradise, or writhed in the molten flames of hell!”

— “Queen of the Black Coast”



MOMENTUM

Tactically Sound

If you have had the time to prepare and think through an action (gamemaster discretion), you may spend 1 Momentum to re-roll any d20 that report a Complication.

“He had sailed this coast, and persuaded me to land here, telling me he had a reason he would later disclose. But this reason he never divulged, because the day after we landed he disappeared into the woods, and his headless body was found later by a hunting party.”

— “The Black Stranger”



MOMENTUM

Sly Trick

Choose an opponent and spend 2 Momentum. That character's next attack increases in Difficulty by one step.

Shifting his reddened scimitar to his left hand, he drew the great half-blade of the Yuetshi. Khosatral Khel was towering above him, his arms lifted like mauls, but as the blade caught the sheen of the sun, the giant gave back suddenly.

— “The Devil in Iron”



MOMENTUM

Bold Move

Add +1d20 to a skill test.

Wheeling like a cat, Conan caught a descending wrist on his edge, and the hand gripping the short sword flew into the air scattering a shower of red drops. But Conan had not paused or hesitated.

— “The Slithering Shadow”



MOMENTUM

Shadows of the Past

A moment or secret from a character's past is aired, whether intentionally or not. It is particularly helpful in this situation: spend 2 Momentum and decrease the Difficulty of a related test by one step..

*The subtle tongue, the sophist guile, they
fail when the broadswords sing;*

Rush in and die, dogs — I was a man before I was a king.

— “The Phoenix on the Sword”



MOMENTUM

Heave Ho

If the leader of a Teamwork test fails their roll, an assisting character that has succeeded on their roll can spend 2 Momentum and take over as leader. The character doesn't roll any additional dice unless these are separately purchased.

“Not even in legendry is this city mentioned. But look at the handholes at either end of the altar! Priests often conceal their treasures beneath their altars. Four of you lay hold and see if you can lift it.”

— “Queen of the Black Coast”



MOMENTUM

Natural Superiority

Due to your instinctual expertise, you may spend 2 Momentum to reduce the Difficulty of a single, or you may spend 2 Momentum to increase the Difficulty of an opponent's test in a Struggle by one step.

Yet it was Conan who halted them as they were crossing an unusually wide chamber. His wilderness-bred ears were keener even than the ears of Techotl, whetted though these were by a lifetime of warfare in those silent corridors.

— “Red Nails”



MOMENTUM

Swift Strike

For 2 Momentum you may perform an additional Standard action.

And as the monstrous mouth gaped like that of a great snake, Conan drove his spear into the red angle of the jaw-bone hinge. He struck downward with all the strength of both arms, driving the long poniard blade to the hilt in flesh, sinew and bone.

— “Red Nails”



MOMENTUM

Extra Destructive

When sowing chaos, destroying inanimate objects, or otherwise reverting to an intimidating, wild manner, your damage to unresponsive and inanimate objects gains the Intense Quality at a cost of 2 Momentum..

“Barbarism is the natural state of mankind,” the borderer said, still staring somberly at the Cimmerian. “Civilization is unnatural. It is a whim of circumstance. And barbarism must always ultimately triumph.”

— “Beyond the Black River”



MOMENTUM

Opportunity Knocks

For 1 Momentum, when making a Thievery or Persuade test, you learn a useful piece of information, or an additional piece of information if you were already seeking knowledge.

“When I cannot stand alone, it will be time to die,” he mumbled, through mashed lips. “But I’d like a flagon of wine.”

— “Rogues in the House”



MOMENTUM

Opportunistic Target

For 3 Momentum you may inflict 1 damage on a single character you have not otherwise attacked this round.

Conan's action was a blur of speed Olivia's eye could not follow. She only saw that he evaded that deadly grasp, and his sword, flashing like a jet of white lightning, sheared through one of those massive arms between shoulder and elbow.

— “Shadows in the Moonlight”



MOMENTUM

Terror Incarnate

For 2 Momentum, you become so intimidating that you gain the Fearsome Quality for the rest of the turn.

“Free my hands and I’ll varnish this floor with your brains!”

— “The Scarlet Citadel”



MOMENTUM

Odd Bit of Lore

A piece of random knowledge helps you overcome an obstacle. Spend 2 Momentum to reduce the Difficulty of a test by one step.

Conan's steel-trap quickness of eye and muscle had kept him untouched, though the sticky loops had passed him so close they rasped his naked hide.

— “The Tower of the Elephant”



MOMENTUM

One Last Twist

Extend the use of a tool or item for one last turn, when it should have broken, such as due to a Complication. This may only be used on the turn where the item should have broken, and may not be used in a subsequent turn on that same item.


In a whistling arc the great blade flashed through the air and crashed on the Bossonian's helmet. Blade and casque shivered together and Gromel rolled lifeless on the floor. Conan bounded back, still gripping the broken hilt.

— “The Phoenix on the Sword”



MOMENTUM

The Steel Bites Deeply

The swing of your weapon is especially effective.
Increase damage from a successful attack by +1 .

*A frosty blade flashed before his eyes, blinding him
with its brightness, and he gave back a terrible
stroke that sheared through his foe's thigh.*

— “The Frost-Giant’s Daughter”



MOMENTUM

Swell of Confidence

Your faith in yourself is so unshakeable that you are certain that the battle ahead cannot be lost! Gain 1 Courage Soak to the next test that challenges your resolve.

They were far outnumbered, and the Shemitish bow had the longer range, but in accuracy the Bossonians were equal to their foes, and they balanced sheer skill in archery by superiority in morale, and in excellency of armor.

— “The Scarlet Citadel”



MOMENTUM

In the Blink of an Eye

You move so quickly that you can get one additional Standard Action in your turn — but the cost is 2 Momentum, and the Difficulty of both actions is raised by one step.

He intended killing Conan before the Cimmerian could wrench his ax from the floor, but his judgment was faulty. The red ax lurched up and crashed down and a crimson caricature of a man catapulted back against the legs of the attackers.

— “The Phoenix on the Sword”



MOMENTUM

Tactical Retreat

For 2 Momentum you may quickly withdraw from your enemy, nimbly dodging any retaliatory attacks as you do, increasing the Difficulty to strike you by one step.

“We will not await him on the island, where we might be trapped ourselves, but among the reeds of a marshy point which juts out to within a thousand yards of Xapur.”

— “The Devil in Iron”



MOMENTUM

Battle's Insight

In a flash, you have a vision of the enemy before you, and know how they will react to your attack. With this knowledge, you change your attack just enough to catch them by surprise. Re-roll your damage!

Stunned by surprise, the horde broke before they had time to see it was but a handful which assailed them. And once broken, not even a magician could weld such a horde again.

— “Black Colossus”



MOMENTUM

Occult Tutelage

The magic of your homeland welcomes you back with promises of eldritch potency. When casting a spell in your homeland, you can spend 5 Momentum to attract the presence of benevolent spirits, whether of the land or the departed. These spirits will act as familiars for the duration of your visit, so long as they are not mistreated.

“Harken!” spoke the other commandingly. “As a pebble cast into a dark lake sends ripples to the further shores, happenings in the Unseen World have broken like waves on my slumber.”

— “The Phoenix on the Sword”



MOMENTUM

Lingering Sorcery

The thrum of power rings loudly in your ear!

Sorcerers and alchemists alike can spend
1 Momentum and buy an additional round of
duration for a spell or alchemical creation.

*“Strabonus has learned his lesson — let you learn yours.
It was but a dust I found in a Stygian tomb which I flung
into your eyes — if I brush out their sight again, I will
leave you to grope in darkness for the rest of your life.”*

— “The Scarlet Citadel”



DOOM

Adding to Doom: Player Characters

Players add to the Doom pool with:

- **Skill Tests:** A player may add additional 1d20 to a test by adding 1 Doom before rolling, up to a maximum of +3d20.
- **Talents:** Many talents add to the Doom pool.
- **Reactions:** The first Reaction a character attempts in a round costs 1 Doom; the second 2; the third 3 Doom; etc.
- **Immediate Momentum Spends:** A player may spend X Doom to gain X Momentum for Immediate Momentum spends.

“I have marked you well, Conan of Cimmeria, and the stamp of mighty happenings and great deeds is upon you. But dooms are loose in the land, against which your sword can not aid you.”

— “The Phoenix on the Sword”



DOOM

Adding to Doom: The Gamemaster

Begin each session with Doom equal to the players' Fortune point total. The gamemaster adds to the Doom pool with:

- **Non-player Character Momentum:** Unspent Momentum generated by non-player characters is added to the Doom pool.
- **Complications:** Instead of a player suffering the effects of a Complication, add 2 Doom to the pool. Players can also request this.
- **Indecision:** Add 1 or more Doom to the pool when players cannot decide what to do.

Conan stood paralyzed in the disruption of the faculties which demoralizes anyone who is confronted by an impossible negation of sanity.

— “The Devil in Iron”



DOOM

Voluntary Failure

In a test where failure has a meaningful consequence, a player may voluntarily fail a skill test (other than a Simple one), adding 1 to the Doom pool. In return, the player automatically receives 1 Fortune point.

Bewildered and half blinded, he missed the open door in his headlong flight, and dashed his head against the stone wall so terrifically that he knocked himself senseless.

— “Rogues in the House”



DOOM

Ancient Bloodline

A character with this talent failing a Personality test adds 1 Doom to the pool and immediately receives an additional d20 to the test, even after it has been rolled. If already at the maximum of +3d20, the Doom is added without a bonus d20. This Doom should be added to harden the hearts of bystanders, or can be used otherwise.

A red cloud veiled his vision; his veins swelled with fury and in his temples a pulse throbbed maddeningly. In all his life he had never known greater and more helpless wrath.

— “The Scarlet Citadel”



DOOM

Tie-Breaker

Normally in a Struggle, if there is a tie, the player character wins. Spend 1 Doom to have a non-player character win a Struggle.

“Wits and swords are as straws against the wisdom of the Darkness...”

— “The Phoenix on the Sword”



DOOM

Trigger an Effect

Spend Doom to trigger an effect, such as that of a non-player character or monster's Doom spend or special ability.

Waking to stupefied but ferocious life when they seized him, he disemboweled the captain, burst through his assailants and would have escaped, but for the liquor that still clouded his senses.

— “Rogues in the House”



DOOM

Non-Player Character Momentum

Use Doom to boost the effectiveness of non-player characters, spending Doom exactly as player characters spend Momentum.

Kerim Shah had unslung the powerful Turanian bow that killed at five hundred paces, and the Irakzai looked to their own lighter and less lethal bows.

— “The People of the Black Circle”



DOOM

Seize the Initiative

Spend 1 Doom to have a single non-player character, Mob, or Squad interrupt the player characters and perform their own actions that round , acting before the player characters.

They had time for one flight of arrows before the pirate was upon them. With no one at the sweep, the Argus rolled broadside, and the steel-beaked prow of the raider crashed into her amidships. Grappling-irons crunched into the side.



— “Queen of the Black Coast”



DOOM

Complications

Use Doom generated by a Complication:

- **Minor Inconvenience (1 Doom):** A nuisance or minor setback, this generally requires one Minor Action to address.
- **Complication (2 Doom):** Lose a resource or take damage (2 , perhaps with one Quality). May require a Standard Action to clear.
- **Serious Complication (4+ Doom):** This can represent multiple smaller Complications or one big one. It requires several Actions to overcome or inflicting serious Harm (4 , for example).

*Crude bandages banded the limbs of some, and
smears of blood were dried on their dark skins.
There had been fighting, recent and deadly.*

— “Beyond the Black River”



DOOM

Summon Reinforcements

Spend Doom to have reinforcements arrive to further harry or obstruct the player characters. They cannot act in the round they are summoned. A Minion costs 1 Doom, and Toughened foes cost 2 Doom apiece.

He put his back to the courtyard wall, and before they overpowered him the dead men were strewn in heaps thigh-deep about him. But at last they dragged him down, a hundred against one.

— “A Witch Shall Be Born”



DOOM

Non-Player Character Complications

Rather than having a non-player character suffer the effects of a Complication when it is rolled, spend 2 Doom to ignore it.

But though the unexpected fury of his surprise had caught the giants off guard, the survivors recovered quickly enough. They were at his heels as he ran through the western arch, their long legs sweeping them over the ground at headlong speed.

— “The Pool of the Black One”



DOOM

Non-Player Character Special Abilities

Many non-player characters may spend Doom to activate special abilities. These abilities and particular Doom spends are described within the non-player characters' writeups.

“Civilized men laugh,” said Conan. “But not one can tell me how Zogar Sag can call pythons and tigers and leopards out of the wilderness and make them do his bidding.”

— “Beyond the Black River”



DOOM

Non-Player Character Reactions

Toughened and Nemesis non-player characters can react as player characters do, but must pay for their Reactions out of the Doom pool, with each subsequent Reaction increasing in cost as more are attempted.

*When I was a fighting-man, the kettle-drums they beat
The people scattered gold-dust before my horse's feet;
But now I am a great king, the people hound my track
With poison in my wine-cup, and daggers at my back.*

— “The Phoenix on the Sword”



DOOM

Non-Player Character Resources

A non-player character may spend 1 Doom to receive the benefits of an expendable resource, such as shots, reloads, poultices, parts, etc.

The next instant Valeria's left hand was imprisoned, and holding her wrists together with one hand, Tascela calmly bound them with a cord she drew from her girdle.

— “Red Nails”



DOOM

Sorcery

A non-player character sorcerer uses Doom to fuel their spells, spending Doom as player characters would Momentum. This also extends to alchemical creations, counter magic, and other uses of the Sorcery skill and associated talents.

Not for naught had he gained access into darksome cults, had harkened to the grisly whispers of the votaries of Skelos under midnight trees, and read the forbidden iron-bound books of Vathelos the Blind.

— “Black Colossus”



DOOM

Dramatic Environments (1 of 4)

Add an effect to an environment:

- **Minor Effect (1 Doom):** Flickering lights, unstable flooring, or thick smoke: this either increases the Difficulty of affected skill tests by one step or requires an Average (D1) skill test to ignore. It can also increase the chance of a Complication to a roll of 19 or 20 for a particular type of test (Athletics, Observation, Ranged Weapons, Stealth, etc.).

The great hall was full of drifting wisps of smoke through which he groped half-blinded. Somewhere a woman was whimpering, little, catchy, hysterical sobs of nerve-shattering horror. He emerged from a whorl of smoke and stopped dead in his tracks, glaring down the hall.

— “The Black Stranger”



DOOM

Dramatic Environments (2 of 4)

Add an effect to an environment:

- **Significant Effect (2+ Doom):** Pitch blackness, distracting clouds of insects or packs of minor vermin, slick mud, etc., increasing the Difficulty of affected skill tests by one step for all within the area or zone.

“I threw my ax at the demon, and he took no hurt, but I might have missed in the dusk, or a branch deflected its flight.”

— “Beyond the Black River”



DOOM

Dramatic Environments (3 of 4)

Add an effect to an environment:

- **Impediment (2+ Doom):** A significant change in the environment increases the Difficulty of all affected skill tests of a particular type for all within the area or zone, +1 type per additional point of Doom.

They were following no marked trail, but dipping down into ravines so deep the sun never struck bottom, laboring up steep slopes where loose shale threatened to slide from beneath their feet, and following knife-edge ridges with blue-hazed echoing depths on either hand.


— “The People of the Black Circle”



DOOM

Dramatic Environments (4 of 4)

Add an effect to an environment:

- **Hazard (X Doom):** Dangers that automatically inflict damage (physical or mental) with 1  per point of Doom, with any appropriate Qualities. The gamemaster may allow for a skill test to avoid this damage, with the Difficulty reducing the Doom cost accordingly (1 Doom minimum).

*The altar did not come off the ground,
but it revolved suddenly on its side. And
simultaneously there was a grinding rumble
above and the tower came crashing down...*

— “Queen of the Black Coast”



DOOM

Dividing the Group

Introduce an obstacle or intervening force that divides the group into two smaller groups at the cost of Doom equal to the number of people in the larger group.

Then behind him sounded a quick faint scuffling noise, a half-choked gasp. He whirled. Thalís and Natala had vanished. The tapestry was settling back in place, as if it had been lifted away from the wall.

— “The Slithering Shadow”



DOOM

Determining Player Order of Action

Should players dispute the order in which their characters act, ask each to secretly bid an amount of Doom. The player character with the highest Doom bid goes first, and adds that Doom to the pool. Any ties are determined with a d20 (highest wins) and the winning amount of Doom goes into the pool.

Balthus faltered in his stride and clammy sweat beaded his flesh. But Conan did not hesitate; he darted around a bend in the trail and disappeared...

— “Beyond the Black River”



DOOM

Nemesis Fortune

A Nemesis may spend 3 Doom to gain a single Fortune point, which can be used as if by a player character.

“What use to call on him? Little he cares if men live or die. Better to be silent than to call his attention to you; he will send you dooms, not fortune!”

— “Queen of the Black Coast”



DOOM

Mob and Squad Special Abilities

While grouped in a Mob or Squad, non-player characters can spend Doom as follows:

- **Interpose:** The Mob or Squad may spend 1 Doom to have an attack against a target within Reach be directed at itself instead of the intended target.
- **Special Weaponry:** A member of a Mob or Squad with a special attack can spend 2 Doom to use an individual special attack instead of attacking with the rest of the group, directed to the same or a different target.

“A cloud of smoke hid everything, but a naked, bloodstained devil caught me by the throat and drove his knife into my breast. Oh, it hurt!”

— “The Devil in Iron”



DOOM

Special Ability

The gamemaster can invoke a creature's special abilities:

- **Dread Creature X (Special Ability):** The creature begins each scene with X Doom which can only be spent on its own actions and is not added to the Doom pool. It may also draw from the Doom pool if necessary.
- **Doom-Herald (Special Ability):** When this creature enters a scene, add 1 Doom to the Doom pool.

An icy chill congealed the blood in his veins and lifted the short hair on his scalp. Under his hand there was not the smooth, brittle surface of glass or metal or stone, but the yielding, fibrous mass of a living thing.

— “The Devil in Iron”