JEWELED THRONES OF THE EARTH

HITHER CAME CONAN THE CIMMERIAN, BLACK-HAIRED, SULLEN-EYED, SWORD IN HAND, A THIEF, A REAVER, A SLAYER, WITH GIGANTIC MELANCHOLIES AND GIGANTIC MIRTH, TO TREAD THE JEWELED THRONES OF THE EARTH UNDER HIS SANDALLED FEET.

Jeweled Thrones of the Earth presents six complete and ready-to-play adventures for Robert E. Howard's Conan: Adventures in an Age Undreamed Of. Within these pages gamemasters will find the means to take heroes across the whole of Conan's world.

Written using Modiphius' 2d20 system, these ready-to-use adventures for include new monsters and foes suitable for any CONAN game: ranging from horrid crawlers, giant-king skeleton warriors, the Worm Within, cave horrors, the monstrous Watcher, the mighty a'ghama, and the degenerate saurian descendants of the ancient serpent-folk.

All this… and more!

This book requires the Robert E. Howard's Conan: Adventures in an Age Undreamed Of corebook to use.

■ Explore a lost city in the steaming jungles of the south and dare to face the Feathered Ape, as well as other menaces in Devils Among Green Stars.
■ Sail across the eons to an island enthralled by a demon-goddess, and attempt to escape the hand of fate in The Pact of Xiabalba.
■ Seek unimaginable wealth within The Caves of the Dero, whose denizens harbor a terrifying secret.
■ Defend the frontier against an attack by Picts, spurred to war by an ancient evil known only as The Ghost of Thunder River.
■ Discover the secrets of a sinister thief-cult hidden within the heart of a city, watched over by The Thousand Eyes of Aumag-Bel.
■ Fight slavers in a desperate battle to win freedom and escape the horrors of The Red Pit.
■ Uncover a diabolical and degenerate race lost to the desert and time, in The Seethers in the Sand.

■ Guidelines for linking these adventures together into complete campaigns.
■ Scattered Jewels… a dozen exciting adventure seeds to help spur further exploits.