

Robert E. Howard's

CONAN



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ENTERTAINMENT

THE ART OF CONAN

FFFG™

ADVENTURES IN AN AGE UNDREAMED OF

KNOW, OH PRINCE, THAT BETWEEN THE YEARS WHEN THE OCEANS DRANK ATLANTIS AND THE GLEAMING CITIES, AND THE YEARS OF THE RISE OF THE SONS OF ARYAS, THERE WAS AN AGE UNDREAMED OF...

The Art of Robert E. Howard's Conan: Adventures in an Age Undreamed Of features a selection of some of the most incredible art associated with the classic barbarian hero ever assembled into one set of covers. With one of the most successful gaming Kickstarter campaigns of all time, Conan set out to be the definitive treatment of Conan in games: central to that was recruiting a stellar lineup of artists for covers and interior illustrations.

The Art of Conan presents a variety of art drawn from the incredible core rulebook and the expansive line of sourcebooks and supplements, organized by book, allowing players and fans of amazing sword-and-sorcery art to enjoy this fantastic art on its own.

- Stunning art from new and renowned Conan artists.
- Heroic vistas, exotic places, gorgeous landscapes, and thrilling action sequences.
- Beautiful two-page spreads of cover art, interior illustrations, and archetype images.
- Monstrous creatures from and inspired by the Conan stories.

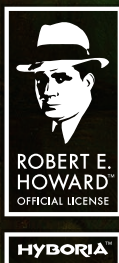
Though *The Art of Conan* contains no game rules or content, the art contained within is suitable for any fans of incredible fantasy art and especially for fans of Robert E. Howard's epic adventurer, Conan the Barbarian.

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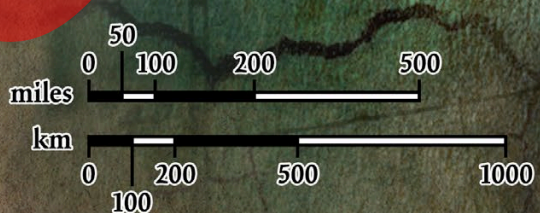
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WESTERN SEA



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HYPERBOREA

DESERTS

STEPPE

BRYTHUNIA

HYRKANIA

TURAN

Yezud

Zamora

Isle of Iron Statues

Shahpur

Akif

KHITAI

CORINTHIA

ZAMORA

VILAYET SEA

Shadizar

STEPPE

TURAN

Yaralet

Khrosha

Sultanapur

Aghrapur

KOTH

KHORAJA

Shushan

VEZEK

Zaporoska River

Xapur

Ft. Ghor

Akbitana

Kuthchemes

Khawarizm

Humir

Nippr

DESERTS

Khorusun

River Styx

Zamboula

Secunderam

Sabatea

GHULISTAN

Lake Zuad

Sukhmet

KESHAN

IRANISTAN

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Robert E. Howard's



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Sample

INTRODUCTION

THE ART OF CONAN

It was covered with strange, grotesque carvings, depicting men and animals, and half-bestial creatures that might have been gods or devils. The style of art differed so strikingly from that of the rest of the valley, that Conan wondered if it did not represent a different era and race, and was itself a relic of an age lost and forgotten...

—“Servants of Bit-Yakin”

In early 2016, Modiphius Entertainment launched the Kickstarter campaign for *Robert E. Howard's Conan: Adventures in an Age Undreamed Of*, heralding the development of a new game line featuring the classic barbarian hero. A resounding success, the campaign funded more than twenty books and a gamemaster's screen, as well as a wide range of maps, game board tiles, cards, dice, and other game aids and accessories.

This game line distinguished itself with three core elements: the primary source would be Howard's writings, disregarding the vast array of pastiche materials; the content would be developed alongside Howardian scholars; and the game line would boast production and art of a quality rivalling the best in the industry. Toward this end, many famous artists associated with Conan were commissioned to do covers and interior art.

The use of art in a roleplaying game is an essential aspect of its appeal. No number of words can convey the same impression as a single well-executed image, and good art can aid immeasurably when it comes to immersing players and gamemasters into the setting. One of our goals with the art for the Conan game was to have an aesthetic that depicted the Hyborian Age the way Howard really described it, firmly rooted in history, versus the more stylized and fantastic representation from past books, comics, games, book covers, and movies.

Since the Kickstarter campaign ended, the team has been hard at work fulfilling the Kickstarter's pledges, resulting in an award-winning and critically-acclaimed line of roleplaying game sourcebooks and associated game aids. Maintaining the game's visual excellence is an essential part of that development process. Unfortunately, as is often the

case, the artwork is sometimes overlooked at the game table, due to the nature of game books as references and manuals.

However, the art gracing the covers and interior pages of these books is anything but secondary, produced by an all-star lineup of industry professionals, a veritable “who's who” of Conan artists, including cover paintings by Brom, San Julián, Simon Bisley, Alex Horley, Val Mayerik, Daren Bader, Carl Critchlow, Tim Truman, Mark Schultz, Phroilan Gardner, Paolo Parente, Tom Grindberg, Estaban Maroto, and Liam Sharp, and many, many others.

With such a roster, it is only natural to produce a book spotlighting this art as well as an insight into the development process that led to the distinctive visual style of the game line itself.

JOSE “GIGIO” ESTERAS —CARTOGRAPHER

As befitting a character whose first appearance in print had him correcting and adding to a map, one of the first artists assigned to the game's development was a cartographer, Jose Esteras. A relative newcomer to the industry, his boundless enthusiasm and endless reservoir of patience helped immensely as the map took shape.

Based on the original Howard sketch and a careful evaluation of the texts of the published stories, as well as alternate and discarded drafts, aided by Conan expert Larry “Deuce” Richardson, Esteras' map corrects errors made by past Hyborian Age cartographers, disregards any locations not mentioned by Howard, and as such, is the most accurate map of Conan's world ever made.

CHAPTER 1

ADVENTURES IN AN AGE UNDREAMED OF

“Know, oh prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the Sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars—Nemediā, Ophir, Brythunia, Hyperborea, Zamora with its dark-haired women and towers of spider-haunted mystery, Zingara with its chivalry, Koth that bordered on the pastoral lands of Shem, Stygia with its shadow-guarded tombs, Hyrkania whose riders wore steel and silk and gold. But the proudest kingdom of the world was Aquilonia, reigning supreme in the dreaming west. 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.”

—The Nemedian Chronicles, “The Phoenix on the Sword”

The **Conan** core book contains all the rules needed to play the game, launching players and gamemasters into the visceral, thrilling world of heroic sword-and-sorcery of a flavor that can only be found in the world of Conan. A meaty 448-plus page full color hardcover, it walks players through character generation, skills and talents, the game system, combat, equipment, sorcery, a thorough gazetteer of the Hyborian Age world, gamemaster guidance and life between adventures, monsters and mortal foes, a full introductory adventure, and a roster of potential player or non-player characters inspired and created by backers of the Kickstarter.



BROM

The following two-page spread presents in its unadorned greatness the incredible wraparound cover for the core book, also used for the *Conan Gamemaster Pack* and the 2017 Free RPG Day adventure *The Pit of Kutallu*. The choice to use Brom for the cover was easy—his work is some of the finest to ever grace any roleplaying product, and his worldwide popularity and excellence would guarantee the attention the line deserved.

Though this painting doesn't directly depict any specific scene from Howard's stories, it encompasses many of the quintessential elements that make the Conan stories so primal: a giant monster, the savage barbarian enveloped in its coils yet dominant, and a beautiful woman fighting alongside him, all in a hazily defined ruin. The primarily green color palette of the piece makes it distinctive and dreamlike at the same time, with the figure of a loincloth-clad Conan a stark contrast to the foul darkness he is surrounded with.



Sample file







