

Robert E. Howard's



ADVENTURES IN AN AGE UNDREAMED OF

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***“Give me a clean sword and a clean foe
to flesh it in. Damnation! What would
I not give for a flagon of wine!”***

— Conan, “The Scarlet Citadel”

TAVERN

Momentum (X)

Knock a lantern into a pool of spilled alcohol, adding the Burning X condition (**Conan** corebook, page 126) to some area, such as a tabletop or section of floor.

Doom (2)

Summon a Toughened town guard captain, who arrives at the start of the next round.

Fortune (1)

A secret door is concealed in the floor behind the bar, leading to the sewers under the city and emerging at the harbor or outside the town walls.



The jailer was so upset that he made the mistake of entering the cell alone, without calling guards from other parts of the prison. It was his first mistake in the line of duty, and his last.

— “Rogues in the House”

JAIL CELL

Momentum (2)

Cause a ruckus, distracting foes in the area and increasing enemy skill test Difficulties by one step for the duration.

Doom (2)

A door slams shut, closing off the planned avenue of escape.

Fortune (1)

A non-player character reveals themselves to be on your character's side and will assist until the end of the scene.



**Into a dim alley, one of a veritable labyrinth
of mysterious winding ways, four masked
figures came hurriedly from a door
which a dusky hand furtively opened.**

— “The Phoenix on the Sword”

ALLEYWAY

Momentum (X)

Slow enemies by knocking over trash bins and emptied crates, adding the Hindered condition (**Conan** corebook, page 126) to the area.

Doom (X)

An ambush! Roguish adversaries were waiting for the next hapless victims to wander in.

Add one Minion foe per Doom spent.

Fortune (1)

A side-door, easily missed the first time around, gives the player characters an escape they hadn't previously known.



From the walls of the citadel one could look down on the broad white streets of the city, on minaretted mosques, shops, temples, mansions, and markets.

— “The Scarlet Citadel”

MARKET SQUARE

Momentum (X)

Many people stop through this place make a new contact or find some reliable information here. Ask the gamemaster relevant questions at a cost of 1 Momentum per question posed.

Doom (2)

A player's coin-purse has been stolen, and the market is so busy it's hard to find the culprit. Fortunately, only 2 Gold are lost.

Fortune (1)

Incite a panic at the square, causing people to flee and making it harder to find, track, or attack the player characters.




"I am like a hunter who crouches by his small fire amid the forest and hears stealthy feet padding in the darkness, and almost sees the glimmer of burning eyes."

— Conan, "The Phoenix on the Sword" (early draft)

FOREST CLEARING

Momentum (2)

Nearby vines and leaves may be used to create traps, snares, or even be used to trip up an opponent. Calls for a Challenging (D2) terrain test to move through, failure causes 2  damage.

Doom (1)

Shadows at the edge of the clearing make it hard to spot concealed foes. Observation tests may be required where they weren't before, and additional Doom spent may be used to play tricks on the player characters' minds.

Fortune (1)

A rare herb is to be found here.



At last they stood on the ultimate pinnacle,
their hair stirring in the sea wind. From
their feet the cliffs fell away sheerly three
or four hundred feet to a narrow tangle
of woodlands bordering the beach.


— “Iron Shadows in the Moon”

CLIFFSIDE

Momentum (1)

Speed up climbing or hinder an antagonist by slicking the rock below them with oil or other viscous liquid.

Doom (5)

A piece of the cliff face crumbles away and triggers a rockslide for an effect of 4  damage, Area. Any related tasks have their Difficulty increased by at least one step, and damage is likely to be taken if caught in the spray — or on the crumbling spots.

Fortune (1)

A small outcropping of rocks or other small handholds allow for an easier time up the cliff face or catching hold on the way down.



The people of Shamar had not been able successfully to dispute the crossing of the river, outnumbered as they were. Barges, chained together, made a bridge over which the invader poured his hordes.

— “The Scarlet Citadel”

RIVER

Momentum (1+)

Find a gentler path to help navigate the water. Additional Momentum can be used for finding handy places to tie securing ropes.

Doom (X)

The rough waters here create an unsafe environment; the Hindered condition (**Conan** corebook, page 126) may be applied here. The more Doom spent, the rougher the water and the harder a time it will be to cross, swim, or otherwise navigate.

Fortune (1)

Mustering strength, will, and courage, the player character gets a one step Difficulty reduction to any challenges to hold their breath or save a life, all the while ignoring the effects of any Wounds or Trauma taken in doing so, until the end of the scene.



... there seemed to be a sort of chamber, built upon the roof. It was of the same silvery material as the walls of the tower, adorned with designs worked in smaller gems...

— “The Tower of the Elephant”

TEMPLE CHAMBER

Momentum (2)

Ring a temple gong, temporarily Deafening (**Conan** corebook, page 126) those within Close range.

Doom (2)

Summon a Toughened temple protector, who arrives at the start of the next round.

Fortune (1)

A temple secret is revealed: a hidden sanctum, concealed entrance, or mechanical device to represent the god's power. Varies according to the god the temple is devoted to, and is always at the gamemaster's discretion.



*... she lay watching the distant ruins
until the dusk of night masked them,
and she marked their position by the
flickering flames about which black
figures leaped and cavorted groggily.*

— “Iron Shadows in the Moon”

RUINS

Momentum (1)

Find a weak spot in a plinth, ruined statue, or stone wall, and topple it, either to hinder an enemy (**Conan** corebook, page 126), to break free an improvised weapon, or to help create a stop-gap.

Doom (2)

An ancient trap is sprung, sending a strong, burning salt into the air. See **Conan** corebook, *Blinding Powder*, page 164.

Fortune (1)

A secret stash has been discovered; it may be a cache in a small dugout or even a series of tunnels that lead to a long-hunted relic.



"Guards in the lower part of the tower, watching the stair that leads up to the cell in which he was imprisoned, heard him cry out, and rushing up the stairs, burst into the cell and found him lying as I have said."

— Afari, Untitled Draft

STONE STAIRWAY


Momentum (1)

In a feat of grace, takes two or more steps at a time and navigate the stairs in half the time it normally takes.

Doom (2+)

The stair beneath the player characters' feet crumbles and begins to give way — no telling how long the stair will be able to bear weight.

Fortune (1)

There is a trick stair that the player character knows about: stepping on it triggers a trap a few stairs away, forcing foes to make a Challenging (D2) Athletics test or fall to the ground, taking 2  damage.




“... on the lower reaches of the Zaporoska River — which, as you well know, is a wilderness of reeds, a swampy jungle in which our last expedition was cut to pieces by those masterless devils.”

— “The Devil in Iron”

SWAMP


Momentum (2)

Fashion simple ropes from hanging vines or turn dangling, thorny plants into makeshift barbed wire or a trip-wire. An opposed Thievery vs. Athletics test does 2  damage or ensnares the target (player choice).

Doom (2)

A particularly foul-smelling pond of scummy water births a swarm of disease-carrying mosquitos. See *Diseases* (**Conan** corebook, page 127) for details.

Fortune (1)

A local patch of mushrooms is much-sought-after for its healing properties. A talented alchemist can use it immediately to help the player characters (restores 1  Wounds) or it could be sold during the next Downtime for 2 Gold.



Somewhere near by had been the pit,
dark and awful, wherein screaming
victims were fed to a nameless amorphic
monstrosity which came up out of
a deeper, more hellish cavern.

— “Black Colossus”

UNDERGROUND CAVERN

Momentum (2)

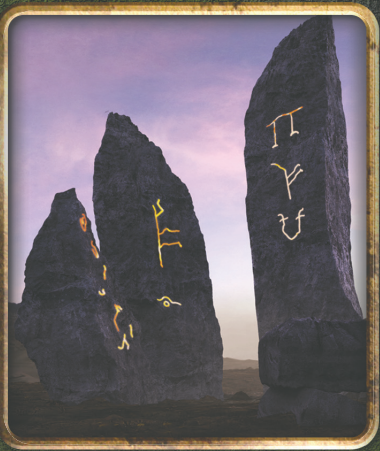
Use a light source or an appropriate petty enchantment to temporarily blind adversaries (**Conan** corebook, Blind, page 126).

Doom (2)

Summon a swarm of bats to plague the player characters.

Fortune (1)

Notice a weakness in a wall. This leads to either a hidden tunnel or it can be used to trigger a local cave-in for a clean escape or ambush.



... huge broken pillars, thrusting up their jagged pinnacles into the sky; long wavering lines of crumbling walls; fallen cyclopean blocks of stone; shattered images, whose horrific features the corroding winds and dust-storms had half erased.

— “Black Colossus”

STANDING STONES

Momentum (1)

Use the standing stones as cover (2 Cover Soak) against an enemy. Alternately, climb up a stone to gain a more favorable Range.

Doom (2)

Lightning strikes, tearing up stones and sending debris flying. It may even strike a player character.

Fortune (1+)

An ancient message is made apparent on one or more stones, opening opportunities for treasure, healing, or new quests to pursue.



And as that once rich and mighty land sank deeper and deeper into the black mire of the sunless jungle, so into the chaos of squalling jungle life sank the people of the city.

— “Queen of the Black Coast”

SWAMPY VILLAGE

Momentum (2)

Weave or otherwise obtain some netting to trap and/or Hinder enemies.

Doom (2+)

The water here is thick and green. Something awful beneath the surface (gamemaster's choice) is ready to spring an ambush — if the swarms of plagued mosquitoes don't get to the player characters first.

Fortune (1)

A second-story level is nearby; a nearby building or platform that allows for a little added stability and a better vantage point



"Meanwhile, you crawl down the path and join your men among the rocks. Tell them to sling their bows and draw their swords. When you hear me yell, rush for the trees on the west side of the clearing."

— "The Black Stranger"

WOODED CLEARING

Momentum (2)

The trees at the clearing's edge are easy to use as additional quick cover increasing the Difficulty for enemy skill tests by one step.

Doom (2)

Summon two Savages (Minions) or one Bear (Toughened). They arrive at the start of the next round.

Fortune (1)

Something has been through here recently, leaving destruction in its wake. There is a lot of fallen foliage here, making it notably easier to build a small, easily-concealed trap.




***“It leads up to a cave behind that ledge.
In that cave are the bodies of Tranicos
and his captains, and the treasure
he plundered from Tothmekri.”***

— “The Black Stranger”

CAVES

Momentum (3)

Abandoned mining equipment lying about the area can be used as impromptu weapons, traps, or as catalysts for distractions. Victims knocked down suffer +2  damage.

Doom (2)

The walls begin to rumble, and a local cave-in is triggered! Whether by natural occurrence or a trap set off by an enemy is up to the gamemaster's discretion.

Fortune (1+)

A section of the cave is heavy with stalactites, and a pond below reflects it perfectly, creating the illusion of solid terrain, difficult to maneuver. This makes for a quick escape or a very efficient, illusory trap.



Yara was on his mind, and he was not altogether comfortable as he opened the golden door. But he saw only a flight of silver steps leading down, dimly lighted by what means he could not ascertain.

— “The Tower of the Elephant”

TOMB / CRYPTS / MAUSOLEUM

Momentum (1)

An attack on a torch-bearing enemy disarms the torch, which spatters out as it hits the ground.

Doom (2)

A monstrous creature is drawn by the sound the characters are making, and it is hungry (giant spider, Child of Set, ghoul, skeletal warrior, child of the dark, etc.).

Fortune (1)

A secret passage concealed in one of the walls of the mausoleum leads to another, attached mausoleum belonging to a different family.



**Men tumbled into the boats helter-skelter?
Conan, though the blood thundered in his
ears and the world swam red to his gaze,
took an oar with the panting sailors.**

— “The Pool of the Black One”

SHIP

Momentum (3)

Disarms a foe, and the tilt of the vessel sends the enemy's weapon scattering far away — either along the deck or into the waters nearby (at the gamemaster's discretion).

Doom (2)

The vessel on which the player characters are acting has taken damage — an already-existing weak spot crumbles, or damage enough occurs that the vessel, its contents, and its crew are now endangered.

Fortune (1)

A nearby crate has a random petty enchantment — blinding powder or carefully-contained burning liquids.



The shadows were thickening. A darkening blue mist seemed to blur the outlines of the foliage. The forest deepened in the twilight, became a blue haunt of mystery sheltering unguessed things.

— “Beyond the Black River”

PICTISH WILDERNESS

Momentum (2)

Bobbing and weaving from tree to tree makes a player character harder to hit or spot. The next skill test rolled by an opponent to hit the character is increased by one step of Difficulty.

Doom (2)

With a horrific shriek, a forest devil (**Conan** corebook, page 348) rips its way from the shadows and joins the battle at the start of the next round.

Fortune (1)

The nearby river suddenly burbles to life as a hungry crocodile emerges, snapping its jaws around one enemy, dragging them into the water and removing them from the fight.



But the voice called him on, and at last, in darkness that would have been impenetrable to his material eyes, he came into a strange crypt, and saw a vague white-bearded figure sitting on a tomb.

— “The Phoenix on the Sword”

GRAVEYARD

Momentum (2)

Shove an opponent, sending them tripping backwards over a nearby grave marker.

Doom (2)

A player character accidentally stumbles over the resting place of an angry shade (a ghost, **Conan** corebook, page 337); it springs to howling, furious unlife.

Fortune (2)

One of the graves is hollowed out, revealing a tunnel that leads to a secret door in a long-abandoned house.



The gaol was a small affair of logs, somewhat apart from the town. with four cells, and one only occupied?

— “Wolves Beyond the Border”

OUBLIETTE / PRISON

Momentum (X)

Gain 1 Morale Soak per Momentum spent until the end of the character's next turn, bolstering the soul against the horrors of the atmosphere.

Doom (2)

A section of the floor is weakened and begins to give way; within two rounds, if action is not settled or resolved, the floor crumbles away, and all parties plummet towards a spike-filled doom.

Fortune (1)

One of the walls in this dark, stifled place has a crack in it through which some fresh air circulates. A way to freedom must lie beyond!



Besides, his reason told him that he had not been placed there merely for confinement. His captors had no reason to spare him. He had been placed in these pits for a definite doom.

— “The Scarlet Citadel”

PIT / SLAVE PITS

Momentum (2)

A player character who has not yet entered battle blends into the surrounding darkness, using it to add +1 damage to an attack.

Doom (1)

Summons a Minion human as a new “pit-mate” — this person is broken so badly they are treated as being Brain-Dead (**Conan** corebook, *Special Abilities*, page 307).

Fortune (1)

The inherent dangers of the surroundings are no match for a player character ignore the effects of any Wounds or Trauma until the end of the current scene.



“All discarded portions of the human body still remain part of it, attached to it by intangible connections.”


— Khemsa, “The People of the Black Circle”

LABORATORY

Momentum (X)

Shatters a random piece of equipment that then begins a chemical reaction; it creates an Area effect adding Fearsome X (**Conan** corebook, page 152) o any attack made by the player characters.

Doom (2)

An antagonist combines two liquids together and a choking gas begins to fill the room. All in the room suffer 3  damage, Piercing 4

Fortune (1+)

A shelf of unmarked, bottled potions sits in the far corner of the laboratory, glimmering enticingly. Inside one is a petty enchantment (gamemaster's choice), Doom spent equal to the Difficulty (**Conan** corebook, pages 164–165).



The bleak pale sun that glittered so blindingly from the ice-fields and the snow-covered plains struck sheens of silver from rent corselet and broken blade, where the dead lay as they had fallen.

— “The Frost-Giant’s Daughter”

SNOWY WILDERNESS

Momentum (X)

Snow from nearby branches collapses onto foes. If the Hindered condition was not already in play, it should become so, and with every 2 Momentum spent, the Difficulty for an opponent's skill tests increases by one step.

Doom (2)

Summon a frost giant (Toughened, **Conan** corebook, page 338) that arrives at the start of the next round.

Fortune (1)

A nearby cavern may be safe to rest in — for now.



**The jungle closed quickly about them,
changing the light from gold to gray.
From the arching green branches
creepers dangled like pythons.**

— “Queen of the Black Coast”

JUNGLE WILDERNESS

Momentum (2)

Dodge and weave between the thick woods and vines, making it harder to be hit. Increase an opponent's skill test Difficulty by one step.

Doom (2)

A Toughened giant scorpion (**Conan** corebook, page 328) emerges to defend its territory. It arrives at the start of the next round.

Fortune (1)

Recognize a rare plant known to be particularly toxic. If harvested, a potent poison could be made, or a good sum of coin earned.



He was a far traveller and had looted the treasures of many kingdoms. But now he hesitated and shuddered before the highest adventure and the mightiest treasure of all.

— “Black Colossus”

TREASURE ROOM


Momentum (2)

A source of light, either quickly lit or triggered through spell or petty enchantment, reflects from the gathered treasure and blinds everyone unfortunate enough to not be warned of its use (**Conan** corebook, Blind, page 126).

Doom (2)

A loose mound of treasure suddenly becomes a quicksand pit as something burrows beneath it! It will start to drown and smother player characters who fail their Athletics or Acrobatics tests.

Fortune (2)

A mysterious pendant, lies within the treasure mounds. Subject to gamemaster approval, every time a player character dons it, roll a 1 . On a roll of an Effect, they are blessed with a story-appropriate blessing or benefit. On a roll of 1 or 2, they are cursed and suffer an instant Condition. A blank means no effect. This roll cannot be modified.



His armies ravaged the borders of Stygia in the south and the snowy lands of the Hyperboreans in the north. His riders bore torch and sword westward into Brythunia and Ophir and Corinthia, even to the borders of Nemedias.

— “The Devil in Iron”

BURNING VILLAGE

Momentum (1)

Time is of the essence when the world burns.

Spend 1 Momentum to perform a single task very quickly: reduce the time it might ordinarily take (a Standard Action becomes a Minor Action, a Minor Action becomes a Free Action).

Doom (2)

Smoke and heat threaten to overwhelm the player characters. Activate pertinent environmental effects as the smoke chokes and burns (**Conan** corebook, Burning X, page 126).

Fortune (1)

A quick escape may prove extra dangerous.

Spending an extra Fortune point will ensure one successful test to safety.



So when a man climbed up
A rugged peak and gazed, his shaded eye
Saw but the endless vista — hill on hill,
Slope beyond slope, each
hooded like its brothers.

— “Cimmeria”

MOUNTAINTOP

Momentum (3)

A Disarm action goes particularly well, and one weapon held by the target not only falls to the ground but starts tumbling down the mountainside.

Doom (2)

For 2 Doom, the gamemaster either triggers a rockslide or summons a Creature of the Far Reaches of the Skies (**Conan** corebook, page 347).

Fortune (1)

There is evidence of a burial ground here, set in a strange pattern; new mysteries emerge to solve surrounding who was buried here and why.



Gorm was not without gratitude; he caused the skull of the slayer to be set on the top of the priest's cairn.

— “The Hyborian Age”

PLAINS / CAIRN SITE

Momentum (X)

Notice unstable ground where plains-dwelling animals have burrowed, making it easier for them to traverse the area, knowing where to step. This can manifest either as an extra +1d20 to a test or as increasing the Difficulty by one step for any antagonists who have not found those patches.

Doom (2)

Spirits here are restless and pluck at the edges of mortal minds. Any time a player character takes damage in this scene, treat them as having suffered from a Fearsome attack.

Fortune (2)

This site is considered sacred ground; the local inhabitants refuse to fight in particular zones of this location, for fear of their souls.



At his shout they reined back, and five hundred bearded faces were tilted up toward him; a deep, clamorous roar filled the canyon.

— “The People of the Black Circle”

CANYON

Momentum (X)

Create a small avalanche nearby: harmless, but raising enough dust to increase the Difficulty of any ranged attacks against you by X steps.

Doom (2)

High winds through the canyon make ranged attacks difficult any skill tests that involve range are increased by one step of Difficulty.

Fortune (1)

Some of the rocks along the canyon walls appear unstable — perhaps even loose enough that a character could trigger a rockslide , destroying the path behind you and thwarting any pursuers.



Men said that he had a whole library of dark works bound in skin flayed from living human victims, and that in nameless pits below the hill whereon his palace sat, he trafficked with the powers of darkness?

— “The Scarlet Citadel”

SLAVE MARKET

Momentum (2)

With so many people, their attention at the podium, it is easier than usual to become concealed in the crowd. Opponent's skill tests increase by one step of Difficulty when they are trying to locate the player character.

Doom (2)

Summon two thugs (**Conan** corebook, page 321); they arrive at the start of the next round.

Fortune (1+)

There are a lot of people here, and a local ally is spotted here. Perhaps they can be signaled, should the need arise.



**Smiths crouched over tiny charcoal fires,
laboriously beating out spear blades.
The hot sun beat down on all...**

— Untitled Draft

WEAPON SHOP


Momentum (1)

Should a character be disarmed, they grab a new weapon from the wall or other display as a Minor Action.

Doom (2)

The blacksmith has been offended or is secretly in league with the antagonists. Perhaps they are a spy or otherwise decides to take matters into their own hands. See the Toughened blacksmith in Conan the Barbarian, page 79.

Fortune (1)

Grab a hot tool out of the fire (Reach 2, 3 , 1H, Fearsome 1, Incendiary 2) to use against foes.



A subtle perfume pervaded the atmosphere. It was the dread figure of the black lotus that had grown up as she watched, as it grows in the haunted, forbidden jungles of Khitai.

— “The People of the Black Circle”

JUNGLE CLEARING / SAVAGE RITUAL SPACE

Momentum (1)

Silence and speed are important here; spend 1 Momentum to move quickly, taking less time than it does to normally perform a single task (a Standard Action becomes a Minor Action, a Minor Action becomes a Free Action).

Doom (X)

Trespassers are unwelcome; as the player characters step foot onto this ground, skeletal warriors (**Conan** corebook, page 342) rise to serve their master's fell purpose!

Fortune (1)

Some of the plants here are familiar, even to a stranger. They will be useful anti-toxins and healing poultices once gathered and mixed together properly.



Dwelling on the wild, open steppes, owning no law but their own peculiar code, they had become a people capable even of defying the Grand Monarch.

— “The Devil in Iron”

STEPPES / PLAINS

Momentum (1)

Here in the plains, there are no worries about putting your back to a wall or of hiding spots in dark alleys. Here, there is a freedom in the lack of restriction and movement. So unhindered and able to focus on foes, add an extra +1d20 to a player character's Melee tests.

Doom (2)

Sometimes the flat land and its barren horizons are a detriment. Food becomes scarce quickly here, and the player characters get disoriented.

Fortune (1)

A long-forgotten tomb rests somewhere along this endless tundra, rich with discoveries and secrets long-lost.



... the endless vista of hills beyond hills,
growing darker and darker in the distance.
Clouds hang always among those hills; the
skies are nearly always grey and over-cast.

— Unpublished Draft

RAINY HILLS / MOUNTAINS

Momentum (2)

Trip an enemy and send them rolling or tumbling downhill. Their skill test Difficulty to recover is increased by one step.

Doom (2)

The high winds drive the rain into eyes, obscuring vision. The terrain is slippery and prone to mudslides.

Fortune (1)

A series of old, unsprung booby traps are along the trail here, still in working order and easily re-hidden.



The Cimmerian stood upright, trailing his sword, a sudden sick weariness assailing him. The glare of the sun on the snow cut his eyes like a knife and the sky seemed shrunken and strangely apart.

— “The Frost-Giant’s Daughter”

SNOWY MOUNTAINS

Momentum (X)

These mountains are comfortable to you; you easily find solid footing and a higher ground, while your foes have more difficulty in doing so. This manifests as either adding extra d20s to your skill test (+1d20 per Momentum) or increasing a foe's skill test Difficulty by one step for every 2 Momentum.

Doom (2+)

A horrible, monstrous yeti emerges to seek some food, and the noise it makes causes the rock around it to tremble. An avalanche may be triggered if more care is not taken!

Fortune (1)

Hidden away within a small alcove, a simple shrine to Adonis is secreted away. Life may still bloom and rest here, with a hidden cache of food, wine, or supplies nearby.



“This was the temple of the old ones,” she said. “Look — you can see the channels for the blood along the sides of the altar, and the rains of ten thousand years have not washed the dark stains from them.”

— Bêlit, “Queen of the Black Coast”

SACRIFICIAL ALTAR

Momentum (X)

Overturn a brazier, causing the Burning X Condition (**Conan** corebook, page 126) to the area.

Doom (2)

Whoever or whatever was once sacrificed here still lingers, unresolved spirits and evils, in the shadows. They play at the corner of the living mind, hissing and gibbering and whispering horrible things.

Fortune (1)

A divine power smiles on you this day, bolstering your strength and allowing you to Overcome Weakness, ignoring the effects of Wounds or Trauma until the end of the scene.



"I went across the roof until I came upon a trap-door which was fastened with an iron bolt that went through it and was locked on the inside. I was forced to hew the bolt in twain with my sword -"

— Conan, "The God in the Bowl"

KHITAN ROOFTOPS

Momentum (X)

Traversing a rooftop is often a challenge for all parties involved. Add +1d20 to an Athletics or Acrobatics skill test per point of Momentum spent.

Doom (2)

The weather makes the roof slick with rain, and the characters are quickly running out of rooftops to run.

Fortune (1)

With fantastic luck, a horse-drawn cart is situated right underneath a character's dismount point.



**He glanced through it and saw that it let
into an alcove, empty, and with a narrow
corridor leading off from it at right angles.**

— “The Servants of Bit-Yakin”

PALACE CORRIDORS

Momentum (1)

Pull tapestries down and knock over displays on the way out, creating an obstacle course for any foes.

Doom (2)

Summons some more guards, who arrive at the start of the next turn.

Fortune (1)

Secret passages weave in and out of the palace — it just becomes a matter of finding them.



Around the long point of an island off the starboard bow glided a long lethal shape, a slender serpentine galley, with a raised deck that ran from stem to stern.

— “Queen of the Black Coast”

SHIP DECK

Momentum (2)

Unless one is used to it, balancing on a ship is difficult, and especially in a storm. Increase an opponent's Difficulty for Movement tests by one step.

Doom (2)

A monstrous horror bursts its way up to the surface and begins devouring the ship and any unfortunate crew. The gamemaster should pick an appropriate monster.

Fortune (1+)

Crashing waves rush across the deck, sweeping one Minion foe overboard per point of Fortune spent.



**Here and there buckling towers
reeled drunkenly against the morning
sky, and broken pillars jutted up
among the decaying walls.**

— “Queen of the Black Coast”

PALACE RUINS


Momentum (X)

The ruins afford many places to hide; for every point of Momentum spent, add +1d20 to a Stealth skill test.

Doom (2)

Whatever brought this place to the ground also left it with unstable architecture. A floor starts to give way, or a pillar starts to crash down.

Fortune (1+)

Find a cache of old coins or valuable jewelry, worth X  Gold (minimum 1).



It was a sleeping land through
which he rode, past grove-sheltered
villages and white-walled villas amid
spacious fields and orchards that grew
sparser as he fared westward.

— The Hour of the Dragon

KHITAN FIELDS

Momentum (1)

The safety of the city walls is close, and it adds fire to a character's blood. They can perform a task in less time than it normally would take (a Standard Action becomes a Minor Action, a Minor Action becomes a Free Action).

Doom (2)

The player characters are unwelcome here. Summon a Toughened guard to the scene they arrive at the start of the next round.

Fortune (1)

The closer one gets to the city, the more resolute they become in their mission. Any lost Vigor or Resolve (choose one) is restored as the city looms large.



**The littoral of the great river
altered. Plains turned into swamps
that stank with reptilian life.**

— “Queen of the Black Coast”

DARK SWAMPLANDS

Momentum (2)

Find some stable, higher ground, forcing an opponent into the muck; they may add +2 damage to a successful attack.

Doom (2)

Disease ravages the land; malaria runs rampant here (**Conan** corebook, page 127) and is far too easily contracted.

Fortune (1)

Hidden in the corners of the dark muck, the player characters notice the well-camouflaged stare of a giant crocodile. The antagonists haven't noticed it yet.



The battlefield stretched silent, crimson
pools among the still sprawling
figures seeming to reflect the lurid
red-streamered sunset sky.

— Untitled Fragment

BATTLEFIELD

Momentum (2+)

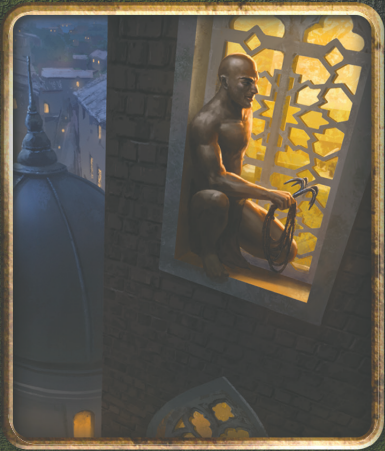
Disarms their opponent and sends the weapon scattering into a pile of corpses and broken, blood-spattered war-gear.

Doom (2)

Summon another Toughened knight (**Conan** corebook, page 318) to the fray. The knight arrives at the start of the next turn.

Fortune (1)

This terrain seems the perfect place to set up some anti-cavalry pike traps or other preparations to give a clear advantage to one side or the other.



On all sides of him they glittered white in the starlight — snowy marble pillars and golden domes and silver arches, shrines of Zamora's myriad strange gods.

— “The Tower of the Elephant”

TEMPLE DISTRICT

Momentum (X)

The gods are watching and bestowing blessings.
For each Momentum spent, ask a story-pertinent question of the gamemaster.

Doom (2)

Summon two Cultists they arrive at
the start of the next round.

Fortune (1)

This part of the district has several secured
donation boxes nearby. Some rattle heavily,
while others seem to tilt with a stiff breeze.



The fight was at a bloody deadlock. The hillmen held the ridges, and the mercenaries, gripping their dripping pikes, bracing their feet in the bloody earth, held the Pass.

— “Black Colossus”

VALLEY

Momentum (1)

Find higher ground and use it to deadly advantage.
Add +1 damage to a successful attack.

Doom (2)

The ground starts to rumble and twist,
groaning angrily as an earthquake rocks
beneath the player characters' feet.

Fortune (1)

The slopes of the valley are tricky to navigate,
but a few moments of study quickly make it
apparent which places are the sturdiest.



**"The secret of the Elephant Tower?"
he exclaimed. "Why, any fool knows
that Yara the priest dwells there with
the great jewel men call the Elephant's
Heart, that is the secret of his magic."**

— "The Tower of the Elephant"

TOWER EXTERIOR

Momentum (3)

Urgency demands that watchmen be dispersed before more foes are summoned. When a player character successfully Disarms their opponent, add an extra +1 to the damage they inflict.

Doom (2)

An entire section of the tower starts to crumble. The player characters' time to achieve their goals is no longer an assured thing.

Fortune (1)

The side of the tower is aged; time has worn enough divots in the crumbled stone to act as hand-holds.



It was forged of a meteor which
flashed through the sky like a flaming
arrow and fell in a far valley.

— “The Devil in Iron”

SMITHY / FORGE

Momentum (2)

Disarm an enemy, sending their weapon tumbling into the hot coals.

Doom (2)

The heat in here is more than one can comfortably take; fatigue sets in quickly and all parties who spend more than two rounds in here suffer the Staggered condition (**Conan** corebook, page 126).

Fortune (2)

Tip over a container of molten metal or other hazard, both creating the Burning X condition to the area and routing any adversaries.



Near at hand a fountain tinkled
silverly, and other unseen fountains
in various parts of the great garden
whispered an everlasting symphony.

— “The Phoenix on the Sword”

GARDEN / FOUNTAIN

Momentum (X)

The foes here seem to be overly cautious, so as to not destroy their lord's garden. A foe's Difficulty increases by one step for every 2 Momentum spent.

Doom (2)

Summon two Guards, who arrive at the start of the next round.

Fortune (1)

One of the draws of this fantastic garden is a giant maze, replete with alcoves, small fountains, and even special thorn-hedges to keep people along the maze's routes.



But they had ample evidence that
it was no empty dream they bolted
their doors against. Men whispered
of slinking shadows, glimpsed from
barred windows — of hurrying shapes
alien to humanity and sanity.

— Untitled Fragment

SUPERSTITIOUS VILLAGE

Momentum (X)

The heart rallies and comforts whoever is nearby to hear words of encouragement. Add +1d20 to each listener's next skill test where morale makes a difference.

Doom (2)

The villagers have every reason to be scared, and this is made clear as a child of Set (**Conan** corebook, page 334) makes itself known.

Fortune (1)

The superstitious folk here have symbols of their gods in plain sight



**The bars of that window were bent
and buckled, and twisted back.**


— Untitled Draft

INN ROOM

Momentum (2)

Kick over a table and kneel behind it for
2 Cover Soak against ranged attacks.

Doom (2)

Either the roof collapses onto everyone,
or the floor gives out, plunging everyone
into the cellar. All in the zone suffer 2 
damage and are Staggered for one round.

Fortune (1)

A friendly servant points you to a trapdoor
behind the counter... a way out!



Now the mists grew lighter and he saw that he was in a great dark corridor that seemed to be cut in solid black stone. It was unlighted, but by some magic he could see plainly.

— “The Phoenix on the Sword”

MISTY CORRIDOR

Momentum (X)

Subject to gamemaster approval, if the lighting is magical, a control phrase comes unbidden so the player characters can see but the enemy does not. If the light source is non-magical, then the player character can extinguish it. Either way, this creates the Blind condition for this stretch of corridor.

Doom (2+)

The mist thickens, hindering the player characters, making it harder to see and more difficult to breathe. Player characters will tire faster, and the mist threatens to choke them.

Fortune (1)

Despite the strange mist that winds its way through here, the player characters find one helpful thing: sound and light seem to be intensified here, and so it will be hard to hide or otherwise be stealthy here.



**"I have brought you far below the temple.
You can never find your way out alone.
You can never cut your way through
those which guard the tunnels."**

— Akivasha, The Hour of the Dragon

TEMPLE CATACOMBS

Momentum (1)

The dark and quiet reverence of the catacombs may be intimidating to some, but not to this player character. They navigate the dark twists and turns in half the time it takes a normal person.

Doom (2)

An ancient, Toughened ghoul (**Conan** corebook, page 338), long-sleeping, has awakened, as bidden by an unseen master.

Fortune (1)

The player character has a gut feeling that they are not the only soul trapped within this place. If they can find the other trapped person or people, certainly someone will help find a way out.



**She led him at last into a chamber lighted
by a curious seven-branched candelabrum
in which black candles burned weirdly.
He knew they were far below the earth.**

— The Hour of the Dragon

SUBTERRANEAN CHAMBERS

Momentum (2)

Pools of darkness and shadow make it easy to hide: add an automatic success to Stealth tests and one step of Difficulty to ranged attacks against you.

Doom (2)

The air here is thick, stifling, and the walls seem to be closing in. The gamemaster may invoke the Hindered condition (**Conan** corebook, page 126) to the area, as well as paying additional Doom to cause short-term mental harm.

Fortune (1)

Despite being told there is but one way in or out, a breeze is felt, which means another opening somewhere, if it can be found.