

Microlite Conan: This is a trimmed down version of Mongoose Publishings Conan d20 game, using the excellent Microlite d20 format. You will need the Core Rules of Microlite to play Microlite Conan. Some design choices differ from those made in the original Conan game.

Stats: See the Core Rules. **Skills:** as in the Core Rules, plus the Survival Skill from the Expert Rules.

Cultures:

Hyborians get +1 to all skill rolls.

Barbarians get +1 to STR, +1 to Survival and +1 to Physical

Picts and **Zamorians** get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Survival and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes: The classes are Fighter, Scholar, Rogue, Ranger and Noble. **Fighters** and **Rogues** are identical to their Core Rules versions except that fighters also gain a +1 bonus to Parry every 5th level, rogues gain the same bonus to Dodge. There are no armour restrictions.

Scholars gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge

Rangers gain a +3 bonus to survival and combat bonuses as Fighters. They also gain a +1 bonus to Dodge like Rogues.

Nobles gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those whom he Leads who decide to follow his order gets a +1 bonus to their roll for that action. All else being equal, NPCs will follow his orders. Nobles gain bonuses to parry only just like Fighters.

Magic: Magic spells cost HP as per the Core Rules. There are only Arcane Spells, no Divine ones. Spells must be learnt one by one. A Scholar can learn a new spell every time he advances a level. Instead of paying the HP cost of casting a spell, a Scholar can conduct a human sacrifice to pay for the spell. The amount of HP cost that can be covered in this way is capped by the full HP total of the victim as well as the number of rounds spent conducting the sacrificial ritual. To cover a Level 2 spell, 5 rounds must be spent sacrificing an HP 5 victim.

Combat: as in the Core Rules except there is no armour class. The difficulty to hit is calculated as 10 + DEX bonus (Dodge), or 10 + STR bonus + Shield bonus (Parry). Parry can only be used if the opponent carries a weapon and/or shield. A suit of armour carries a damage reduction score, which is subtracted from the damage roll.

Level advancement: Same as in the Core Rules, but the GM is encouraged to attribute experience to the players based on the adventure and their performance taken as a whole. Scholars gain access to new spell levels just like Magi and Clerics in the Core Rules. Nobles gain a new title/nom de guerre at level 5,10,15,20 and an associated premium representing 20% of his current cash assets. Parry and Dodge gains are made every 5th level, Parry for Fighters and Nobles, Parry and Dodge for Rangers and Dodge only for Rogues. At every level, the character can increase four skills by one each.

Equipment

Currency: 1 gold piece is worth 10 silver pieces, 1 silver piece is worth 10 copper pieces.

Starting Wealth:

| | | | |
|---------|-------|---------|-------|
| Fighter | 125gp | Scholar | 175gp |
| Rogue | 100gp | Noble | 350gp |

| Weapons: | Dmg | Cost | Shields: | Bonus | Cost |
|-----------------|------------|-------------|-----------------|--------------|-------------|
| Unarmed | 1d4 | n/a | Light Shield | +1 | 7gp |
| Light Weapons | 1d6 | 12gp | Heavy Shield | +2 | 25gp |
| Medium Weapons | 1d6+2 | 20gp | | | |
| Heavy Weapons | 1d6+3 | 50gp | Armour: | DR | Cost |
| Thrown Weapons | 1d6 | 6gp | Light Armour | 1 | 75gp |
| Bows | 1d6+2 | 30gp | Medium Armour | 2 | 150gp |
| | | | Heavy Armour | 3 | 750gp |

Adventuring Equipment and Mounts and Related Gear:

See the Microlite20 Equipment list.

Clothing:

Adjectives like “Dry” or “Warm” indicates what kind of weather conditions they are good for.

| Simple Clothing | Cost | Luxury Clothing | Cost |
|------------------------|-------------|------------------------|-------------|
| Loincloth | 1cp | Citizen’s Outfit | 20gp |
| Plain Hyborian Clothes | 2sp | Noble’s Outfit | 75gp |
| Plain Eastern Robes | 2sp | Ornate Noble’s Outfit | 100gp |
| Cool Nomad’s Robes | 4sp | Exotic Robes | 150gp |
| Dry Woodsman’s Clothes | 5sp | Royal Outfit | 300gp |
| Nordheimer’s Warm Furs | 8g | | |

Alchemical Concoctions:

| | Cost |
|--|-------------|
| Black Lotus: Poison - Causes 2d6 damage | 100gp/dose |
| Purple Lotus: +1 MIND for 24 hours, then -1 for 24 hours | 50gp/dose |
| Yellow Lotus: Induces sleep, and hallucinations | 50gp/dose |
| Explosive Powder: Missile attack, 1d6 damage | 20gp/dose |