

CONVERTING D20 CREATURES TO CONAN

An alternate take on using other D20 material with Conan the Roleplaying Game®

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The wealth of D20 and OGL material that exists offers a wealth of adventure ideas for games masters of the Conan RPG. Converting that material to accommodate the rules differences, however, is a potentially time consuming process. The following outlines a method for quick-and-dirty conversion that GMs can use on the fly.

When converting creatures from other D20 and OGL-based games into Conan, most stats can be retained as-is. The only items that require your attention are Defence Value, Damage Resistance, Initiative, and (in some cases) Magical Attacks.

DEFENCE VALUE

One of the major differences between standard D20 and the Conan RPG is the substitution of Defense Values and Damage Resistance for Armor Class. This can be calculated using the table at right and the formula below.

$$10 + \text{Base DV} + \text{Dex bonus} + \text{Size Modifier} = \text{Total DV}$$

DAMAGE RESISTANCE

In most D20 games, Damage Resistance factors in the existence of magic weapons and commonplace Spellcasting, things that are far from common in Hyborea. To compensate, listed Damage Resistance should be divided by 5. If the creature is wearing armor, use that armor's AC bonus as its DR. Add in Natural Armor bonuses as well.

$$(\text{DR} \div 5) + \text{Armor}$$

For example, an OGL creature is listed as have DR 40 and Natural Armor of 7. This would be a DR of 15 in Conan ($\text{DR } 40 \div 5 = 8, +7 = 15$).

Many creatures have conditions listed with the DR rating. Ignore anything with a "+" after the slash, such as DR 15/+1, indicating that a +1 or better weapon is required. Any conditions that can be met in the world of Hyborea can be retained, such as DR 20/silver (damage reduction is ineffective against silver weapons) or DR 15/bludgeoning (ignore Dr on damage done by bludgeoning weapons).

INITIATIVE

Most D20 and OGL games do not include Reflex Save as part of the Initiative bonus. Just add that in, otherwise the odds are high the player characters will always go first. We have to make it fair for the monsters to keep the battle interesting.

DEFENCE VALUE TABLE

Level/HD	Poor DV	Good DV
1	0	0
2	0	1
3	1	2
4	1	3
5	1	3
6	2	4
7	2	5
8	3	6
9	3	6
10	3	7
11	4	8
12	4	9
13	4	9
14	5	10
15	5	11
16	6	12
17	6	12
18	6	13
19	7	14
20	7	15

SPELL-LIKE ABILITIES

Many D20 creatures have the ability to cast spells or use spell-like abilities. To account for the fact that magic isn't so simple and effortless in the Conan RPG, creatures should have to make Magic Attack rolls.

Base Magic Attack + Charisma Bonus = Magic Attack Bonus

If a caster level is indicated, find that level on the Magic Attack chart and use the values for Good Magic Attack. If no caster level is indicated, use the creature's Hit Dice and the information for Poor Magic Attack.

For saves against spells and spell-like abilities, use the creature's Magic Attack roll in place of any listed DC.

MAGIC ATTACK TABLE		
Level/HD	Poor Magic	Good Magic
1	0	0
2-3	0	1
4-5	1	2
6-7	1	3
8-9	2	4
10-11	2	5
12-13	3	6
14-15	3	7
16-17	4	8
18-19	4	9
20	5	10

CONVERSION EXAMPLE

Let's take a look at the gynosphinx as listed in the OGL and see how it would convert for use in the Conan RPG:

GYNOSPHEX (OGL VERSION)

Large Magical Creature

Hit Dice:	8d10+8 (52 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), fly 60 ft. (poor)
Armor Class:	21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+8/+16
Attack:	Claw +11 melee (1d6+4)
Full Attack:	2 claws +11 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +7, Will +8
Abilities:	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats:	Combat Casting, Improved Initiative, Iron Will

In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: 3/day – *clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day – *comprehend languages, locate object, dispel magic, remove curse* (DC 18), *legend lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster

level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

To convert this creature, we do the following:

- The Gynosphinx has a Poor Reflex Save (it's not the best save listed). Consulting the DV table, an 8HD creature has a Base DV of 3. It gets a +1 bonus for Dex, and a -1 for size (large), for a total DV of 13.
- No DR value is listed, but the gynosphinx has natural armor of 11, so the DR value is 11.
- The listed Initiative bonus is +5. Add the listed Reflex save of +7, for a total Init of +12.
- The text indicates that the gynosphinx uses spells and spell-like abilities as an 18th level caster. With a Charisma bonus of +5 (Cha 19), this gives the gynosphinx a Magic Attack Bonus of +14. If this had not been listed, we would use the creature's HD and Poor Magic Attack Values, for a Magic Attack Bonus of +7.
- The Save DC for various spells and spell-like abilities are the Magic Attack Roll the gynosphinx made when using the ability.

The Conan version of the creature would thus look like this:

GYNOSPHERIX (CONAN VERSION)

Large Magical Creature

Hit Dice:	8d10+8 (52 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 60 ft. (poor)
Defence Value:	13
Damage Resistance:	11
Base Attack/Grapple:	+8/+16
Attack:	Claw +11 melee (1d6+4)
Full Attack:	2 claws +11 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +7, Will +8
Abilities:	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats:	Combat Casting, Improved Initiative, Iron Will

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