

**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 5<sup>th</sup> 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 5<sup>th</sup> 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

<b>Weapons:</b>	<b>Dmg</b>	<b>Cost</b>	<b>Shields:</b>	<b>Bonus</b>	<b>Cost</b>
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	<b>Armour:</b>	<b>DR</b>	<b>Cost</b>
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.

<b>Simple Clothing</b>	<b>Cost</b>	<b>Luxury Clothing</b>	<b>Cost</b>
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:

	<b>Cost</b>
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