



CONVERSION GUIDE



In 2004 Mongoose Publishing released the d20-based *Conan: The Roleplaying Game*. Over the next six years followed it with a second edition and a variety of source materials, adventures, and other guides for roleplaying in the Hyborian Age of Conan, as created by Robert E. Howard.

In 2016, Modiphius Entertainment launches **Robert E. Howard's Conan: Adventures in an Age Undreamed Of**, using the 2d20 system. With the transition of the Conan license came access to the prior materials published by Mongoose. These are being made available to Kickstarter patrons, so that players can use this material as they create new adventures in the Hyborian Age.

Two members of Modiphius' all-star writing team — Vincent Darlage and Ian Sturrock — were foremost among the authors of the earlier d20 game, beginning with Ian's work on the core rulebook and earliest sourcebooks, to Vincent's prodigious efforts at expanding the coverage of the Hyborian Age. For this reason Modiphius has asked each of them to contribute to the new game line, additionally putting Vincent to the epic (D5) task of creating this conversion guide, with Ian reviewing it for fidelity to the rules he created in 2004.

Much of the content in the older sourcebooks is about cultures, attitudes, atmosphere, and non-mechanical issues, elements that can be used in any system. However, players and gamemasters who have spent the past decade exploring the Hyborian Age with the d20 system may want to continue with plots and characters they've already invested so much time developing, rather than start anew with new characters using Modiphius' new game. It is for these gamemasters and players that this conversion guide is written. Within these pages are tips and hints to help make those conversions, taking characters, nonplayer characters, creatures, and magic over from d20 to 2d20.

Unfortunately, converting each and every spell, every feat, every skill and every mechanical bit and piece is far beyond the scope of this work. However, using this work as a starting place, converting the rest of it as needed shouldn't prove that difficult. Likely, any given group might find one or two elements that aren't covered, but a comprehensive conversion would almost be as long as the original works themselves. Ultimately, gamemasters and players should not strive for creating a totally equivalent character in terms of mechanics, but instead to recreate the heart of the character/creature/etc. within the confines of the new mechanics. Hopefully this guide will provide framework and suggestions enough to make this transition as easy and as exciting as possible, suggesting and introducing new opportunities within the new game system.

CONVERTING CHARACTERS

For players attached to their characters, adapting to a new system can be a challenge. Most games begin with the creation of new characters, but sometimes you may prefer to bring beloved characters from the old system to the new system instead of moving away from your prior character, along with the previous system. Here are provided conversion guides for taking characters — whether player characters or non-player characters — from Mongoose Publishing's *Conan the Roleplaying Game* (2nd edition) into **Robert E. Howard's Conan: Adventures in an Age Undreamed Of** (summarized hereafter as **Conan**, for clarity).

It is more than possible to rebuild almost any character you'd like from the prior game and make them anew using the rules of **Conan**. For those very few characters that cannot be rebuilt using the regular character generation rules in **Conan**, this chapter offers guidelines for situations where this is not an option. Characters may end up a bit different, but such is the nature of adapting them from one system to another, just as much as it was when Robert E. Howard took his unpublished Kull story, "By This Axe I Rule", and turned it into "The Phoenix on the Sword", the first Conan story. In some cases, some old element of playability might be lost or altered, and in other cases, new functionality and aspects might become available, allowing the character to adapt and evolve with the new system.

"Then the man Conan seemed suddenly to grow up in my mind without much labor on my part and immediately a stream of stories flowed off my pen — or rather off my typewriter — almost without effort on my part. I did not seem to be creating, but rather relating events that had occurred. Episode crowded on episode so fast that I could scarcely keep up with them. For weeks I did nothing but write of the adventures of Conan. The character took complete possession of my mind and crowded out everything else in the way of story-writing. When I deliberately tried to write something else, I couldn't do it."

— Robert E. Howard

The methodology described here is not perfect, nor does it cover every single eventuality. *Conan the Roleplaying Game* (summarized hereafter as *Conan d20*) had a great many sourcebooks that added feats, skills, classes, and spells to the game. This document cannot cover everything. Even within the core rules of *Conan d20* there was a minor revision (the first printing, the “Hyborian Edition” was replaced by the “Atlantean Edition”) that was basically a second printing with some rules clarifications, to the 2nd Edition overhaul, which added a character class introduced in *Conan: Hyboria’s Fallen*, as well as additional feats. *Conan: Stygia — Serpent of the South* added new uses for the Knowledge (Religion) skill, which was expanded upon in *Conan: Faith and Fervour*. Many of these changes are beyond the scope of this particular document. Likewise, there are many great character archetypes explored as multi-class options in *Conan: Hyboria’s Fiercest*, *Conan: Hyboria’s Finest*, and *Conan: Hyboria’s Fallen*. It is beyond the scope of this document to create new archetypes, but to find a way to fit those characters into the new core rules.

The focus of this document is converting extant characters from the earlier d20-based rules to the new 2d20 system. This method is absolutely not recommended for new characters — rather than creating a new character in *Conan d20* and then convert them using these guidelines, you should just use the character creation rules in Modiphius’ **Conan** game.

Where possible, groups of players should avoid mixing new characters with converted characters. If for whatever reason you wish to mix the two methods, the gamemaster should oversee this as you do so. Count up the average number of talents that the converted characters have, and increase the **Conan** characters’ talent totals so that they have an identical number of talents. This will place them on a more even level, but even so is not recommended.

STEP ONE: DETERMINE HOMELAND FROM RACE

Change your character’s race to homeland. Choose your homeland talents. This is as straightforward as it gets. You need to be more specific with a few characters, such as the Hyborian race from *Conan d20*, which is classified into the various cultures in **Conan**. In **Conan**, you must choose the actual Hyborian kingdom your character came from, if you haven’t already done that. A few of the Black Kingdoms have their own specific homelands that *Conan d20* didn’t emphasize beyond “Northern” or “Southern”, such as Darfar, so check to see if that is the case.

Record the associated talent and language, and keep any languages your *Conan d20* character had learned over the course of the character’s adventures.

STEP TWO: DETERMINE ATTRIBUTES FROM ABILITY SCORES

Determining your **Conan** character’s attributes from the *Conan d20* ability scores takes consideration, as it is not immediately straightforward. However, some guidelines are offered here. An initial difficulty arises when one realizes *Conan d20* has six ability scores while **Conan** has seven attributes. Follow the steps below and use the resulting values for the *Abilities & Attributes* table (following).

- The average of Dexterity and Wisdom becomes Awareness.
- The average of Strength and Constitution become Brawn.
- Dexterity becomes both Agility and Coordination.
- Intelligence remains Intelligence.
- Wisdom becomes Willpower.
- Charisma becomes Personality.

In *Conan d20*, a value of 10 or 11 is considered average for human, and 8 is the equivalent comparison in **Conan**. This is a straightforward conversion, but it gets tricky from there. Although a 10 or 11 in *Conan d20* equates to 8 in **Conan**, simply subtracting 2 from the value does not work, since an 18 (20 when modified by race) is a possible starting ability score for a *Conan d20* character, and an attribute of 14 is the highest a human can go in **Conan**. This is the biggest difficulty in converting *Conan d20* characters to the new system: 14 is the highest human attribute, but *Conan d20* does not technically have a cap on abilities. A *Conan d20* character with an 18 starting ability, modified to 20 for certain races, could potentially end up with a 29 in a ability by 20th level. For epic levels, this can even go higher. One could simply set a 14 **Conan** attribute value as equal to 29 and 10 equal to 8 and scale appropriately between them, but this leads for a really unsatisfying character at lower levels that is unlikely to capture the flair of the *Conan d20* character. Some compromises must be made. The following table can be used to convert *Conan d20* ability Scores to **Conan** attribute scores. For abilities above 22, see the *Monster Abilities & Attributes* table on page XX.



ABILITIES & ATTRIBUTES	
Conan d20 Ability	CONAN Attribute
<8	6
8-9	7
10-11	8
12-13	9
14-15	10
16-17	11
18-19	12
20-21	13*
22+	14*

An attribute of 14 indicates that the character has the Ancient Bloodline talent, as described in the **Conan** core rulebook. If this is the case, assign your character this talent.

STEPS THREE AND FOUR: DETERMINE CASTE AND STORY

Choose a caste and corresponding story for your character that seems to fit. Examining the *Conan d20* character's skills would be appropriate, to help determine where to start. If your character spent substantial skill points on a Craft or Profession (beyond bonus skill points given by race — skill points you selected because you felt it was integral to your character's background), pick a caste to replicate that background. For example, a character with a high bonus to Handle Animal might choose Herder.

Character class can also play into this choice. A noble probably will likely choose between the petty noble, priest, or warrior castes. A scholar probably has petty noble or priest caste. Nomads are probably from the herder caste. Barbarians are easily anything except the merchant class.

This is more art than science, so you'll have to judge which caste and story fits your character best.

STEP FIVE: DETERMINE ARCHETYPE FROM CLASS

Your *Conan d20* character's primary class becomes a **Conan** character's archetype. This can be a bit tricky, because *Conan d20* emphasized multi-classing. You may have to pick the class that most represents the character, or you can pick the class they had the highest level in, or just pick the first class chosen. These grant your **Conan** character skills and talents, which will replace the skills and feats of your *Conan d20* character.

Nobles should definitely have the Society skill and its related talents, particularly *Wealthy* and *Ear of the King*, if you want to recreate some of the feel of the *Conan d20* class. The Persuade skill, along with the *Strong-arm Tactics* talent, might also be appropriate.

As seen in the *Classes & Archetypes* table (following), the Scholar class has the most options to choose from. Non-sorcerous scholars should choose Scholar or Priest. Characters with the Priest feat or the *Lay Priest* background for their character should choose Priest. Characters with the *Acolyte* or *Pact* background can easily choose any of the three options in the *Classes & Archetypes* table. Characters with the *Independent* background should choose Scholar or Witch/Shaman.

Borderers and Soldiers should make the choice based on what the character's feat choices make appropriate. If the character's feats and special class abilities emphasize archery, then pick Archer. If the character's feats emphasize melee combat, choose Mercenary. Mounted combat specialists are probably Noble Warriors, as many commoners probably couldn't afford a horse fit for combat (unless they're Hyrkanian). Again, use your best judgment — it's difficult to come up with a concrete rule that works for all characters in all situations.

The Temptress class (from *Conan: Hyboria's Fallen* and *Conan d20*, 2nd Edition) is the most difficult to fit into the

CLASSES & ARCHETYPES	
Conan d20 Character Class	CONAN Archetype
Barbarian	Barbarian
Borderer	Archer or Mercenary
Noble	Noble Warrior or Scholar
Nomad	Nomad
Pirate	Pirate
Scholar	Scholar, Priest, or Witch/Shaman
Soldier	Archer or Mercenary (possibly Noble Warrior for knights or commanders)
Temptress	Scoundrel
Thief	Scoundrel

NATURE & EDUCATION			
Intelligence	Willpower	Personality	Nature
Low	High	Middle	Cautious
Middle	Middle	High	Curious
Middle	Low	High	Inspirational
High	Any, usually middle to low	Low	Learned
High	High	Low	Practical
High	Low	High	Scheming
Middle	High	Low	Sneaky
High-Middle	High	Low	Stoic
Low	High	Middle	Supportive
Middle	Low	High	Wrathful

core archetypes, but Scoundrel seems a reasonable fit. The Temptress character will have the Persuade skill and the talents *Naturally Charming* and *Seducer*. The Society skill is another good fit.

There are many great character archetypes explored as multi-class options in several of the sourcebooks for *Conan d20*, such as those in *Conan: Hyboria's Fiercest*, *Conan: Hyboria's Finest*, and *Conan: Hyboria's Fallen*. As mentioned at the start of this chapter, creating new archetypes to match those is beyond the scope of this document, but there is nothing stopping you from creating a new archetype for your character that follows the format of the core archetypes.

You should get your gamemaster's approval before using homebrew solutions.



STEPS SIX AND SEVEN: DETERMINE NATURE AND EDUCATION

For Steps Six and Seven of character creation, nature and education, either pick categories that exemplify your old *Conan d20* character, or roll them randomly.

If you liked the method of personality generation found in *Conan: Player's Guide to the Hyborian Age* and want something similar, here are a few ideas. The idea here is that personality attributes influence their nature; for example, someone with a high Personality but low Intelligence likely behaves differently than a person with a high Intelligence but low Personality. Note that High and Low are relative to each other, not an absolute. Someone with Personality 13 and Intelligence 11 has a high Personality and a Low

Intelligence, as does a person with Personality 10 and Intelligence 7. If there are two scores that are listed as the same (High — High or Middle-Middle) that means the attributes match or nearly match.

As for education, unless your character has skills that would indicate some level of education (including Craft skills), you just have to choose, as *Conan d20* did not address this issue beyond mere literacy. Scholars and nobles will likely have some form of education, but what that form takes could be nearly anything. The higher the social class of the **Conan** character, the better the opportunities for education become, but whether or not the character took advantage of the opportunities is up to you and the gamemaster to determine. However, a poor character from a common background is not likely to get an invitation from the king of Stygia to study in Kheshatta as is someone of a social station similar to Theteles of the house of Chelkus from Ophir. Choosing an educational background impacts the talent given to your character.

Alternatively, you could look at the available talents and choose one that fits the former feat or ability scheme of your character and then work backwards to determine the education of your character.

SORCERY AND SORCERERS

If your character is a sorcerer or has the Dabblers feat, you may want to trade any of the talents gained from this process — whether from archetype, education, or nature — on a one-to-one basis in return for sorcery talents. A player wishing to play a sorcerer will likely wish to trade as many of these talents as possible, to better ensure that the character is able to cast a spell. However, players who had the scholar background of Pact in *Conan d20* will likely seek only the Patron talent.

FEATS, TALENTS, & SKILLS		
Conan d20 Feat	CONAN Skill	CONAN Talent (and Skill)
Acrobatic	Acrobatics	—
Agile	—	Agile (Acrobatics)
Alertness	Observation	—
Animal Affinity	Animal Handling	—
Archer's Bane	—	Savage Instincts (Acrobatics)
Athletic	Athletics	—
Blind Fight	—	Various Observation talents
Brawl	—	Various Melee talents
Carouser	Resistance, Persuade	—
Cleave	Unnecessary, there are multiple ways to get extra attacks	—
Combat Expertise (and Improved Disarm, Trip, and Feint)	Unnecessary, as these are now Momentum spends	—
Combat Reflexes	—	Riposte (Parry)
Dabbler	Sorcery	—
Deceitful	—	Various Stealth talents
Defensive Martial Arts	Parry, Melee	—
Deft Hands	—	Burglar and Walk In, Walk Out (Thievery)
Diligent	Linguistics	Appraisal (Thievery)
Dodge	Acrobatics	—
Endurance	Resistance	—
Eyes of the Cat	—	Various Observation talents
Far Shot	—	Shoot for the Horizon (Ranged Weapons)
Fighting-Madness	—	No Mercy (Melee)
Fleet-footed	—	Message Runner (Acrobatics)
Great Fortitude	—	Hardy (Resistance skill)
Improved Critical	—	Blood on Steel (Melee) or Crippling Blow (Observation).
Improved Grapple	—	Grappler (Melee)
Iron Will	—	Iron Will (Discipline)
Leadership	Command	Various Command talents (particularly Minions)
Parry	Parry	Various Parry talents
Point Blank Shot	Ranged Weapons	—
Power Attack	—	Blood on Steel (Melee)
Precise Shot	—	Marksman (Ranged Weapons)
Rapid Shot	—	Quick Release (Ranged Weapons)
Reflexive Parry	—	Reflexive Block (Parry)
Run	—	Message Runner (Acrobatics)
Stealthy	Stealth	—
Steely Gaze	—	Force of Presence (Persuade skill)
Toughness	Endurance	Various Endurance talents
Track	—	Tracker (Survival)
Whirlwind Attack	—	Killing Strike (Melee)

STEP EIGHT: DETERMINE A WAR STORY

In Step Eight of character generation, a new character is given or chooses a war story. There is no direct analogue to this in *Conan d20*. This can be interesting when transplanting a pre-existing character. Out of the adventures your *Conan d20* character has experienced, pick one that seemed to have the most character impact. You could also look at the skill improvement options, pick the skill improvement category best suited for your character and choose the associated war story. Alternately, if something in your character's origin suggests itself, use that as the basis.

What about Feats?

There is no direct analogy in **Conan** for *Conan d20* feats. The closest equivalent is the skill and talents. Try to pick talents and skills that create a **Conan** character similar in style to the *Conan d20* character, even if you cannot completely recreate the character in substance.

Some guidelines when choosing talents and skills can be found on the *Feats, Talents, & Skills* table (below). You may not be able to take them all, so it's important to keep in mind your overall character concept, rather than focusing on some kind of direct one-to-one equivalency. This table showcases a few of the feats and is not exhaustive. Take these as examples, and not directives.

STEPS NINE AND TEN: CHARACTER SKILL IMPROVEMENT

Improve your character's skills to emphasize your character's strengths. Think of your *Conan d20* character's skills and feats, and choose character skills to replicate those strengths. You can now improve your character's skills in the following fashion:

- Add +1 to Expertise and Focus to three skills of your choice, including skills your character may not already have improved.
- Add +2 to Expertise and Focus to one skill and +1 to another, as above.
- Add +3 to Expertise and Focus for one skill, as above.

You cannot improve any of your character's skills more than +5 total. Pick three skills that are at +3 or more — improved through the steps detailing caste, archetype, nature, education, war story, and customization— and designate them as legendary skills. You can underline them on the character sheet, or write an "L" after the skill name.

Legendary skills advance more quickly than other skills, allowing you to improve them using fewer experience

points, which are earned through game play. It's best to pick skills that you wish your character to specialize in, as they will likely be the skills that get used the most. If your character does not have a total of three skills with bonuses of +3 or higher, you should pick three skills you would like your character to focus on, and designate them as legendary.

FINAL STATISTICS

- Vigor is equal to the total of the character's Brawn attribute and Expertise in the Resistance skill.
- Resolve is equal to the total of the character's Willpower attribute and Expertise in the Discipline skill.
- Starting Gold is unnecessary for a converted character. Just transfer your *Conan d20* character's currency to your new character. *Conan d20* used silver pieces as the common coin, and Conan uses Gold. Just convert your sp to gold at a ratio of 10 sp to 1 Gold.

EQUIPMENT

Most of the equipment found in *Conan d20* can also be found in **Conan**. Find either the same gear or the comparable pieces and put in the new statistics (if any) for those items. While this is simple for mundane items, any alchemical weapons your character may have requires some work, covered on pages **XX-XX**).

"The fault I find with so many so-called horror-tales (particularly including my own) is that the object of horror too swiftly becomes too solid and too concrete. It takes a master of the pen...to create a proper suggestion of unseen and unknown horror. The illusive shadows lurking at the back of the brain are so much more monstrous and blood-chilling than the children of the actual mind."

— Robert E. Howard

CONVERTING MONSTERS

Monsters are fun. Monsters may not appear in every adventure, but they are part of fun of most Conan stories — and games based on those stories. *Conan d20* had a plethora of monsters, and the new **Conan** game may not have official versions of monsters you might like or monsters you

invented for your *Conan d20* games that you'd like to use again. One example is the Spider Thing of Poitain, included in *Conan: Aquilonia — Flower of the West*, converted later as an example of how this system works.

Following is the **Conan** monster/NPC template:




NPC/CREATURE NAME (MINION, TOUGHENED, NEMESIS, ETC.)

Text description here.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
Agility	Brawn	Coordination	

FIELDS OF EXPERTISE			
Combat		Movement	
Fortitude		Senses	
Knowledge		Social	

STRESS AND SOAK	
■ Stress: Vigor X, Resolve X	
■ Soak: Armor X, Courage X	

ATTACKS	
■ Melee Attack Name (M): Reach #, X  , [Size], [Qualities]	
■ Ranged Attack Name (R): Range #, X  , [Size], [Qualities]	
■ Threaten Attack Name (T): Reach #, X  , [Size], [Qualities]	

SPECIAL ABILITY(IES)	
■ [Existing Special Rule]	
■ [New Special Rule]: Text for new special rule.	

DOOM SPEND(S)	
■ [New Special Rule]: Text for new special rule.	
■ [New Special Rule]: Text for new special rule.	



DETERMINE MONSTER TYPE

First, decide if your monster is a Minion, Toughened, Nemesis, or the like. Leaders or one-of-a-kind monsters are probably Toughened or Nemesis. The main monster is probably a Nemesis. Minions are troops, followers, inconveniences, and the like. This is an important distinction because Minion monsters have Vigor and Resolve equal to half (round up) their Brawn or Willpower, respectively. *Toughened* monsters use the full attribute values. *Nemesis* monsters use their full attribute values, and then add their Resistance Expertise to Vigor and Resolve. Demons and other supernatural entities become Horrors, and the Undead are classified as Undead.

DETERMINE ATTRIBUTES FROM ABILITY SCORES

Determining your **Conan** monster's attributes by comparing the ability scores, just as in Step Three for characters. The following table can be used to convert d20 Ability Scores to 2d20 Attribute scores. It is similar to the conversion chart for characters, but allows for superhuman characteristics. The unearthly countenance of the God in the Bowl, for example, would be a monstrous, superhuman level of Personality.

MONSTER ABILITIES & ATTRIBUTES	
Conan d20 Ability	CONAN 2D20 Attribute
<8	6
8-9	7
10-11	8
12-13	9
14-15	10
16-17	11
18-19	12
20-21	13
22-22	14
23-24	15
25-26	16
27-28	16 (1)*
29-30	16 (2)
31-32**	16 (3)

* The numbers in parentheses represent superhuman, monstrous traits.

** Follow the pattern for *Conan d20* statistics higher than 32.

DETERMINE FIELDS OF EXPERTISE

The Fields of Expertise include Combat, Fortitude, Knowledge, Movement, Senses, and Social. List a number from 1-3 in each box, or “—” if there is no value for that field. Exceptionally capable monsters and nonplayer characters can have one or two values of up to 5, but generally 1 or 2 is good, 3 is great, and 4 or 5 are remarkable. Minions should never have a value of 4 or 5 in these categories, and should more likely have a 1 or 2. Toughened opponents might have values closer to 3, and 4s and 5s are the hallmark of the Nemeses.

The following guidelines are not hard-and-fast rules, but are instead starting points. If a monster is definitely not an attack-type creature, scale down the Combat Field of Expertise by 1 point from these suggestions, but if it is intended to be a powerful combatant, you might want to scale up by 1 or 2 points.

Minion

- **Combat:** If the monster’s Base Attack exceeds its Hit Dice, assign it a value of 2. If the monster’s Base Attack equals its Hit Dice, assign it a 1. If Base Attack is less than its Hit Dice, assign it a 0, or “—”.
- **Fortitude:** If it has a Good Save progression for a *Conan* d20 monster (Hit Dice +3), then assign the monster a value of 1. If it has a poor Fortitude Save progression, assign it a “—”. If your monster has the Endurance feat, add +1 to the total.
- **Knowledge:** If it has Knowledge skills listed, assign it a 1. Otherwise, assign it a “—”. If it can serve as a Patron, add +1 to this value. If it is a sorcerer, add +1 to the value. If it seems unintelligent, subtract 1 from the value (minimum 0, or “—”).
- **Movement:** If it is particularly fast, or has more than one type of movement listed, assign it a 2. If it only has one type of movement, but it is specialized or particularly fast, assign it a 1. Otherwise, assign it a “—”.
- **Senses:** If it has additional senses listed beyond Listen and Spot, assign it a 2. If it has a Wisdom score greater than 10, but does not have additional senses listed, assign it a 1. Otherwise, assign it a “—”. If it has feats and special abilities related to Listen or Spot, add +1 to the value.
- **Social:** If it has Charisma-based skills, feats that boost those kinds of skills, and a high Charisma relative to Intelligence and Wisdom, assign it a 3. If it has two of those three things, assign it a 2. If it has one of those elements, assign it a 1. Otherwise, assign it a “—”.

Toughened

- **Combat:** If the monster’s Base Attack exceeds its Hit Dice, assign it a 2. If the monster’s Base Attack equals its Hit Dice, assign it a 1. If it is less than its Hit Dice, assign it a “—”. For every combat feat it has, increase Combat by +1, to a maximum of 4.
- **Fortitude:** If it has a Good Save progression for a *Conan* d20 monster (Hit Dice +3), then assign it a value of 2. If it has a poor Fortitude Save progression, assign it a 1 or “—” (make that choice depending on whether it has a high or low Constitution score when compared to Strength). If your monster has the Endurance feat, add +1 to the value.
- **Knowledge:** If it has Knowledge-boosting feats, assign it a 2. If it has Knowledge skills listed, assign it a 1. Otherwise, assign it a “—”. If it can serve as a Patron, add +1 to this value. If it is a sorcerer, add +1 to the value. If it seems unintelligent, subtract 1 from the value (to a minimum of 0, or “—”).
- **Movement:** If it has more than one type of movement listed, or is particularly fast, assign it a 2. If it only has one type of movement, but it is specialized or particularly fast, give it a 1. Otherwise, assign it a “—”. Add +1 for each movement/stealth related feat.
- **Senses:** If it has additional senses listed beyond Listen and Spot, assign it a 2. If it has a Wisdom score greater than 10, but does not have additional senses listed, assign it a 1. Otherwise, assign it a “—”. If it has feats related to Listen or Spot, add +1. If it has special abilities related to Listen or Spot, add +1 to the total. If being able to observe things is key to this monster, add +1 to the total.
- **Social:** If it has Charisma-based skills, feats that boost those kinds of skills, and a high Charisma relative to Intelligence and Wisdom, assign it a 3. If it has two of those three things, assign it a 2. If it has one of those elements, assign it a 1. Otherwise, assign it a “—”. If it has Special Abilities relating to Charisma-based checks or skills, add +1. If it has a high social standing, add +1.

Nemesis

- **Combat:** If the monster’s Base Attack exceeds its Hit Dice, assign it a 2. If the monster’s Base Attack equals its Hit Dice, assign it a 1. If it is less than its Hit Dice, assign it a “—”. For every combat feat it has, increase Combat by +1, to a maximum of 5.
- **Fortitude:** If it has a Good Save progression for a *Conan* d20 monster (Hit Dice +3), then assign your monster a 3. If it has a poor Fortitude Save

progression, give it a 2, 1, or “—” (make that choice depending on whether it has a high or low Constitution score when compared to Strength and Dexterity. If it’s higher than both, a 2. If lower than one, a 1, and so on). If your monster has the Endurance feat, add +1 to the value. If your monster has absolutely incredible Fortitude saves, and its resilience is integral to the monster’s image, assign it a 4 (or even a 5 if it has the Endurance feat or something similar).

- Knowledge:** If it has Knowledge-boosting feats and Knowledge is key to this monster, assign it a 4. If it has Knowledge boosting feats and skills listed, but knowledge does not seem key, assign it a 3. If it only has Knowledge skills, assign it a 2. Otherwise, assign it a 1. If it can serve as a Patron, add +1 to this value. If it is a sorcerer, add +1 (to a maximum of 5). If it seems unintelligent, subtract 1 (to a minimum of 0, or “—”).
- Movement:** If movement or stealth is really key to this monster, assign it a 4. If its movement or stealth capabilities seem important but not absolutely key, assign it a 3. If it has more than one type of movement listed, or is particularly fast, assign it a 2. If it only has one type of movement, but it is specialized or particularly fast, assign it a 1. Otherwise, assign it a “—”. Add +1 for each movement/stealth related feat (to a maximum of 5).
- Senses:** If it has additional senses listed beyond Listen and Spot, assign it a 2. If it has a Wisdom score greater than 10, but does not have additional senses listed, assign it a 1. Otherwise, assign it a “—”. If it has feats related to Listen or Spot, add +1. If it has special abilities related to Listen or Spot, add +1. If being able to observe things is key to this monster, add +1.
- Social:** If it has Charisma-based skills, feats that boost those kinds of skills, and a high Charisma relative to Intelligence and Wisdom, assign it a 3. If it has two of those three things, assign it a 2. If it has one of those elements, assign it a 1. Otherwise, give it a “—”. If it has Special Abilities relating to Charisma-based checks or skills, add +1. If it has a high social standing, add +1.

DETERMINE STRESS & SOAK

- Stress:** *Minion* Monsters and nonplayer characters have Vigor and Resolve equal to half (round up) their Brawn or Willpower, respectively. *Toughened* nonplayer characters use the full attribute values. *Nemesis* nonplayer characters use their full attribute values, and add their Fortitude Expertise to Vigor and Resolve.




- Soak:** For armor, either use the Soak values of armor worn, or try to keep it comparable. If the monster has a carapace that is equivalent to chainmail, use the soak value of chainmail. An alternative approach is to look at the DR of the *Conan d20* monster. A monster with no DR has no Soak. Give it 1 soak for every 4 points of DR, rounded up (DR 1 - 4 = 1 soak, DR 5 - 8 = 2 soak). For courage, use judgment. If it knows no fear, use 4. If it is incredibly brave, use 3. Moderately brave, use 2. Mildly brave, use 1. A complete coward, use “—”.



DETERMINE ATTACKS

Take the attacks of the *Conan d20* monsters and put them into this format:

ATTACKS

- Melee Attack Name (M):** Reach #, X , [Size], [Qualities]
- Ranged Attack Name (R):** Range #, X , [Size], [Qualities]
- Threaten Attack Name (T):** Reach #, X , [Size], [Qualities]

Threaten attacks would include any attacks that used Charisma as its basis. *Conan d20* monsters do not have many of these. All monsters are allowed a base threaten attack, so you might have to get creative in naming their new Threaten attack. Determine the reach using your best judgment, but as a rule of thumb, start with this: Monsters that had a Reach of 5 ft have a Reach of 0. Give it a +1 boost for every additional five feet of Reach the *Conan d20* monster has. Range is either C, M, or L (Close, Medium, or Long).

Damage for most natural attacks is 2[CD], modified for its Brawn statistic for Melee Attacks, its Awareness statistic for Ranged Attacks, and its Personality statistic for Threaten Attacks.

Additional qualities are harder to transfer in some cases, but in other cases pretty straightforward. Look at the special attacks of the *Conan d20* monster and try to match them with the Qualities found on page XX of the core rules. See which ones correspond to any special attacks the *Conan d20* monster had. Poison, for example, is Persistent. If a monster could grapple, add Grappling to its attack.

If an attack’s effect is particularly potent, consider making it a Doom spend.

DETERMINE SPECIAL ABILITIES

Many *Conan d20* monsters have special abilities that are not necessarily part of its attack. **Conan** monsters do also. Check to see if there are existing rules for your monster's special ability. If not, you may have to make a new special rule. If an ability is especially potent, consider making it a Doom spend. Frequently, special abilities involve rolling an additional d20 in certain circumstances, re-rolling a d20 with certain tests, or alternate uses of Momentum. Other special abilities are straightforward, and require no tests.

SPECIAL ABILITY(IES)

- **[Existing Special Rule]**
- **[New Special Rule]:** Text for new special rule.

DETERMINE DOOM SPENDS

Doom spends are for especially potent powers that are not normal or break the standard rules. This takes a lot of judgment calls and there aren't any hard and fast rules for this. Follow this format.

DOOM SPEND(S)

- **[New Special Rule]:** Text for new special rule.
- **[New Special Rule]:** Text for new special rule.

A CONVERSION EXAMPLE

To illustrate the above system, let's convert a *Conan d20* monster. *Aquilonia — Flower of the West* featured a new monster called the Spider Thing of Poitain (page 152). It didn't come from a Robert E. Howard story, nor did it come from a pastiche. Let's *Conan d20* convert this monster to a **Conan** monster.

First, let's see its *Conan d20* statistics.

THE SPIDER THING OF POITAIN

Medium Aberration (mix between Giant Spider/10th level Argossean soldier/demon)

Hit Dice: 8d8+32 (68 hit points)

Initiative: +5

Speed: 40 ft. (6 squares), climb 30 ft. (4 squares)

DV (Dodge): 20 (+4 base, +3 dex, +3 natural)

DV (Parry): 20 (+4 base, +3 dex, +3 natural)

DR: 3

Base Attack Bonus/Grapple: +6/+8

Attack: Shemite Bow (+2) +11 (1d10+4/ x3 / AP 6)

Full Attack: Shemite Bow (+2) +11/+6 (1d10+4/ x3 / AP 6)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Web

Special Qualities: Immunities, allergies, bonus feats as soldier, aberration traits

Saves: Fort +6, Ref +5, Will +8

Abilities: Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8

Skills: Climb +14, Hide +5, Jump +12, Listen +4, Move Silently +5, Spot +4

Feats: Stealthy, Alertness, Fleet-footed, Point Blank Shot, Exotic Weapon Proficiency (Shemite bow), Weapon Focus (Shemite bow), Weapon Specialization (Shemite bow)

Corruption: 5

In the dark places of Poitain lurks an escaped monster from a mad scholar's laboratory. With the upper torso of a man and the lower body of a Zamorian giant spider and the horns of a demon, his whole body black and bristling with hairs, the spider thing of Poitain is a monster from a madman's dream.

Combat

Web (Ex): The Spider Thing of Poitain often waits in his webs or in trees, and then lowers himself silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. The Spider Thing of Poitain can throw a web eight times per day. This has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the Spider Thing. An entangled creature can escape with a successful Escape Artist check (DC 16) or burst the web with a Strength check (DC 20). Both are standard actions. The Strength check DC includes a +4 racial bonus. The Spider Thing of Poitain often creates sheets of sticky webbing around 20 feet square. He usually positions these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points, and sheet webs have damage reduction 5/—. The Spider Thing of Poitain can move across his own web at its climb speed and can pinpoint the location of any creature touching his web.

Immunities (Su): The Spider Thing of Poitain is immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver benches, candlesticks, mugs etc. could be used. Due to a partial failure during his creation,

The Spider Thing of Poitain also is especially subject to magic, suffering a -4 penalty to all saves vs. magic.

Allergies (Ex): The Spider Thing of Poitain is allergic to tobacco. Tobacco makes him sneeze, giving him a -2 penalty to Listen and Spot checks, and a -5 penalty to Move Silently and Hide.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to all physical attack forms except for silver and fire.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour.
- Aberrations eat, sleep, and breathe.



Conversion Process

First pick a role for the Spider Thing. In this case, it should be a *Nemesis*. It's the main villain, and the source of unexplained violence. It's immune to most weapons, so it is difficult to kill, especially for low-level characters, but it has distinct weaknesses also.

Second, convert the *Conan d20* ability scores to attributes. Taking the mean of Dexterity and Wisdom and putting it in the *Abilities & Attributes* table yields an 11 for **Awareness**. Similarly, the monster has **Intelligence 8**, **Personality 7**, **Willpower 10**, **Agility 11**, **Brawn 12**, and **Coordination 11**. These statistics seem fair, so there should be no need to adjust them further.

Third, determine the fields of expertise.

- **Combat:** The monster's Base Attack is less than its Hit Dice, so assign it a "—". It has three combat-improving feats, so that increases the value to 3.
- **Fortitude:** The Spider Thing has a Poor Fortitude Save progression, and its Constitution is the largest of the three physical *Conan d20* stats, so assign it a 2.

- **Knowledge:** The Spider Thing has nothing knowledge-oriented, so assign it a 1. However, it was an escaped laboratory animal, without any knowledge at all, so reduce this by -1 to the minimum of 0, or "—".

- **Movement:** The Spider Thing has more than one type of movement listed, giving it a 2 initially, which is increased by +1 for the fleet-footed feat and another for the Stealthy feat, for a final value of 4.

- **Senses:** The Spider Thing has Darkvision, as well as Listen and Spot, so assign it a 2.

- **Social:** The Spider Thing has none of the prerequisites for a Social score, so assign it a "—".

Fourth, figure out stress and soak.

- **Stress:** *Nemesis* nonplayer characters use their full attribute values of Brawn and Willpower respectively, and add their Fortitude Expertise to Vigor and Resolve. The Spider Thing has a Vigor of 14 (12+2) and Resolve of 12 (10+2).

- **Soak:** For armor, the Spider Thing has DR of 3, the equivalent of a quilted jerkin (*Conan d20*) or a padded gambeson (**Conan**), so it has Soak 1. It's a pretty brazen monster, but it does like to be stealthy, so it isn't completely fearless. It's new to the world and doesn't always understand fear, or know what it should and should not be afraid of, so assign it Courage 2.

All of that was pretty straightforward. Now comes the hard part. Attacks, special abilities, and doom spends are much more complex. The attack, however, is straightforward. The Spider Thing attacks with a Shemite bow in *Conan d20*. In **Conan**, a Shemite bow has the following statistics: Range L, 3[CD], 2H, Piercing 1, Volley. Add in the Coordination bonus damage modifier and it's done.

The *Conan d20* monster writeup did not indicate any melee attacks, but the picture shows clawed hands, so it seems relevant give him some claws. It might be interesting if it could grapple foes and spin its web around them to trap them, so let's add the Grapple quality to the melee attack. The Spider Thing did not have a Threaten attack in *Conan d20*, so we will give him an aggressive spider movement, where it lifts its front four legs, standing on its rear two legs.

For special abilities, this is a madman's creation, and horrific to behold, so Fear 3 seems appropriate. This adds 3 to its Threaten damage. From the core rulebook, the web and spider abilities of the Giant Spider are appropriate, so they can be used as-is. Darkvision becomes Night Vision. The creature's immunities and weaknesses can be brought over using appropriate 2d20 rules, even keeping the tobacco allergy.

And so, its new 2d20 statistics....

THE SPIDER THING OF POITAIN (NEMESIS)

In the dark places of Poitain lurks an escaped monster from a mad scholar's laboratory. With the upper torso of a man and the lower body of a Zamorian giant spider and the horns of a demon, his whole body black and bristling with hairs, the spider thing of Poitain is a monster from a madman's dream.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
11	8	7	10
Agility	Brawn	Coordination	
11	12	11	

FIELDS OF EXPERTISE			
Combat		Movement	
	3		4
Fortitude		Senses	
	2		2
Knowledge		Social	
	—		—

STRESS AND SOAK

- **Stress:** Vigor 14, Resolve 12
- **Soak:** Armor 1, Courage 2

ATTACKS

- **Claws (M):** Reach 0, 4 🕷️, Grappling
- **Bow, Shemite (R):** Range L, 5 🕷️, 2H, Piercing 1, Volley
- **Rampant Spider Pose (T):** Reach C, 4 🕷️ mental, Fearsome

SPECIAL ABILITIES

- **Ambush:** The Spider Thing of Poitain is adapted to hide from its prey until the moment of its attack. It generates 2 additional Momentum when making Stealth tests.
- **Fear 2**
- **Night Vision**
- **Mundane Weapon Immunities:** All melee and ranged weapons, except for silver weapons or weapons on fire, gain the Non-lethal quality against the Spider Thing.
- **Vulnerable to Fire and Silver:** Fire attacks or weapons of silver gain the Intense quality.
- **Spider-Climb:** The Spider Thing reduces the Difficulty of all Athletics tests to climb by three steps. The Spider Thing does not need climbing equipment to climb, and can freely move across sheer walls and ceilings.

- **Web Walking:** The Spider Thing gains 3 bonus Momentum on any Awareness test to detect movement on its webs. The Spider Thing ignores all movement penalties imposed by webbing.
- **Weakness (sorcery):** Due to a partial failure during his creation, the Spider Thing of Poitain is especially subject to magic and sorcery. Sorcerous attacks gain the Intense quality.
- **Weakness (tobacco):** Tobacco makes him sneeze. Every character who hears the sneezing gains the benefits of an Exploit Action for free and acts immediately at the start of combat (non-player characters do not need to spend Doom to gain this, nor should the gamemaster spend Doom to override this).

DOOM SPENDS

- **Spin Webs:** By spending 2 Doom and a Standard Action, the Spider Thing spreads webbing across its current zone. This creates a Hindrance, requiring an Average (D1) Athletics test to move into, out of, or through the webbing.

CONVERTING SORCERY SPELLS

To replicate the use of sorcery as depicted in the original stories, *Conan d20* and *Conan* take radically different approaches to reach the same end. *Conan d20* offers a variety of pre-assembled, ready-to-use spells, but they are not easily altered. *Conan*'s magic system is more of a toolkit, presenting easily-modified template spells with examples of how they can be customized. Spells in *Conan* are frequently combined with talents to create new different effects. A sorcerer with one talent will cast the spell with a different effect than a sorcerer with a different talent.

Another difference with is that *Conan* can cover the same effects (and more) with fewer spells. By changing talents and Momentum spends, new effects can be created, and personalizing your spells has never been easier. Likewise, to recreate sorcerous items, just use the *Everlasting Sorcery* talent and the appropriate spell conversion.

CORRESPONDING SPELLS

This guide is intended to help gamemasters determine how to replicate *Conan d20* sorcery spells with the *Conan* spells, skills, and talents. In some cases, however, there is no direct equivalent and the gamemaster is encouraged to determine what purpose the spell serves the nonplayer character or monster and pick a suitable replacement.

CORRESPONDING SPELLS	
Conan d20 Spell	CONAN Spell, Skill or Talent
Warding (Basic Counterspell)	<i>Summon a Horror, Placate the Dead, or Raise up the Dead</i> or with talismans using the Alchemy skill
Greater Warding	<i>Summon a Horror, Placate the Dead, or Raise up the Dead</i> or with talismans using the Alchemy skill
Incantation of Amalric's Witchman	<i>Bind to Flesh</i> (perhaps a creative Momentum spend using <i>Summon a Horror</i>)
Rune of Jhebbal Sag	Commune with the Wild
Lesser Ill-Fortune (Basic Curse)	Haunt the Mind
Awful Rite of the Were-Beast	<i>Curse and Form of a Beast</i>
Curse of Yizil	—
Dance of the Changing Serpent	<i>Curse and Form of a Beast</i>
Draw Forth the Soul	Haunt the Mind (A Notion of Mortality)
Gelid Bones	Dismember
Greater Ill-Fortune	Haunt the Mind
Ill-Fortune	Haunt the Mind
Astrological Prediction (Basic Divination)	Multiple spells offer this capability
Dream of Wisdom	Atavistic Voyage
Mind-Reading	Insight skill
Psychometry	Atavistic Voyage or Astral Wanderings
Sorcerous News	<i>Astral Wanderings</i> or <i>Haunt the Mind</i>
Greater Sorcerous News	<i>Astral Wanderings</i> or <i>Haunt the Mind</i>
Visions	Astral Wanderings
Visions of Torment and Enlightenment	<i>Curse and Atavistic Voyage</i> or <i>Haunt the Mind</i>
Entrance (Basic Hypnotism)	Enslave
Dance of the Cobras	Haunt the Mind
Domination	Enslave
Dread Serpent	Haunt the Mind
Hypnotic Suggestion	Enslave
Mass Hypnotic Suggestion	Enslave
Ranged Hypnotism	Enslave
Savage Beast	Commune with the Wild
Summon Beast (Basic Nature Magic)	Commune with the Wild
Animal Ally	Commune with the Wild
Children of the Night	Commune with the Wild (Eyes Above and Below)
Greater Summon Beast	Commune with the Wild
Sorcerous Garden	Alchemy skill (Petty Enchantments/Lotus) or <i>Summon a Horror</i>
Raise Corpse (Basic Necromancy)	Raise Up the Dead
Agonising Doom	<i>Dismember (Overwhelming Agony)</i>
Black Plague*	<i>Summon a Horror</i> combined with <i>Venom on the Wind</i>
Greater Black Plague*	<i>Summon a Horror</i> combined with <i>Venom on the Wind</i>

Continued on the next page...

CORRESPONDING SPELLS (CONTINUED...)

Conan d20 Spell	CONAN Spell, Skill or Talent
Death Touch	Dismember
Draw Forth the Heart	<i>Dismember (I Will Take Your Heart!)</i>
Calm of the Adept (Basic Oriental Magic)	Sorcerous garb or Alchemy skill (Talismans)
Darting Serpent	Melee or Acrobatics skills and talents
Shape-Shifter	Form of a Beast
Warrior Trance	Form of a Beast
Yimsha's Carpet	—
Conjuring (Basic Prestidigitation)	Thievery skill
Burst Barrier	Dismember
Telekinesis	—
Telekinesis, Greater	—
Master-Words and Signs (Basic Summoning)	Summon a Horror
Demonic Pact (Basic Summoning)	Summon a Horror
Demonic Pact, Greater *	Summon a Horror
Summon Demon*	Summon a Horror
Summon Elemental*	<i>Summon a Horror, Fury of the Elements, or Venom on the Wind</i>



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