



Barbarians & Basilisks

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For 2 to 6 players

Equipment: This rule book, two (or more) dice, pencil and paper. You might also find plastic figurines useful (and fun).

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Introduction

Nothing beats a good barbarian, especially a B-movie barbarian. You know who I'm talking about, those bare-chested outlaws that once graced movie screens and pulp novels.

Barbarians & Basilisks is a role playing game designed to emulate the barbarian movies of the 1970's and 1980's, with a dash of fantasy animation, some pulp fiction from the 1930's and old school gaming thrown in for good measure.

In this game, players take the roll of larger-than-life fantasy characters that battle wizards (nerds!), plunder tombs and trample cinematic worlds under their sandaled feet.

The game is designed to be quick and easy to learn and play. It is played with pencil, paper and a two dice numbered 1 to 6. Imagination and a lust for adventure are musts.

Hero Creation

Heroes are ranked in six areas of ability, with ranks ranging from 1 to 6. Roll one dice for each ability score.

Strength: Physical power and might.

STR	Carry/Lift	Damage	Athletics
1	70 / 80 lb	-	10+
2	90 / 110 lb	-	9+
3	120 / 140 lb	-	8+
4	140 / 160 lb	-	7+
5	190 / 220 lb	+1	6+
6	450 / 550 lb	+2	5+

Carry—Weight one can carry on their body without slowing down or quickly fatiguing.

Lift—Weight one can press over their head.

Damage—Add to damage scored in melee.

Athletics—Number to roll on two dice to climb walls, swim against mighty currents and break down doors.

Agility (Agi): Quickness and dexterity.

AGI	Hit	Dodge
1	-2	10+
2	-1	9+
3	-	8+
4	-	7+
5	+1	6+
6	+2	5+

Hit—Adjustment to dice roll to hit in combat.

Dodge—Number to roll on 2 dice to dodge back stabs, traps, dragon breath, rays, etc.

Stamina (Sta): Endurance and fortitude.

STA	Distance	Survive
1	3 miles	9+
2	6 miles	8+
3	9 miles	7+
4	12 miles	6+
5	15 miles	5+
6	18 miles	4+

Distance—Distance you can walk before you must stop for the day and rest.

Survive—Number to roll on 2 dice to survive being poisoned, diseased and resurrected.

Intellect (Int): Knowledge and learning.

INT	Languages	Comprehend
1	1	11+
2	2	10+
3	3	9+
4	4	8+
5	5	7+
6	6	6+

Languages—Number of languages spoken. You are literate in half of them (round down).

Comprehend—Number to roll on 2 dice to comprehend an unknown language or code.

Perception (Per): Acuteness of senses and overall situational awareness.

PER	Sight	Hear/Spot	Resist
1	1 mile	11+	9+
2	2 miles	10+	8+
3	3 miles	9+	7+
4	4 miles	8+	6+
5	5 miles	7+	5+
6	6 miles	6+	4+

Sight—Distance at which one can make out a human being clearly.

Hear/Spot—Number to roll on 2 dice to hear a faint noise or spot a concealed object.

Resist—Number to roll on 2 dice to resist magical compulsions and see through illusions.

Charm (Cha): Beauty and personality.

CHA	Henchmen	Charm
1	1	11+
2	1	10+
3	2	9+
4	2	8+
5	3	7+
6	4	6+

Henchmen—Number of loyal followers with which one begins the game.

Charm—Number to roll on 2 dice to convince a person you are their friend.

Hero Types

There are three character types: Barbarians, sorcerers and thieves.

Barbarian

Barbarians are bold warriors who come from wild lands to make their fortune.

A barbarian must have strength of 5 or higher.



A barbarian has a number of health points (hp) equal to their Stamina times 5.

Barbarians add +1 to their rolls to resist magic, and they add +1 to their roll to hit users of magic.

Barbarians are skilled at tracking, climbing, stalking prey without making a sound and intimidating with a glare or a flourish of their sword. Tracking is tied to Perception, climbing to Strength, stalking to Agility and Intimidation to Charm.

Barbarian Skill Table

AB	Track	Climb	Stalk	Intimidate
1	9+	8+	8+	8+
2	8+	7+	7+	7+
3	7+	6+	6+	6+
4	6+	5+	5+	5+
5	5+	4+	4+	4+
6	4+	3+	3+	3+

Barbarian Combat Table

Enemy Skill	Roll to Hit
Helpless foes	3+
Unskilled warriors	4+
Skilled warriors and beasts	5+
Expert warriors and monsters	6+
Barbarians, demons and dragons	7+

Barbarian Movement Table

Time Period	Max. Distance
Second	20 feet
Minute	220 yards
Hour	6 miles
Day	20 miles

Sorcerer

Sorcerers are clever men and women who use magic (i.e. cheating) to get what they want, instead of honest swordplay.

A sorcerer must have an intellect of 3 or higher.

A sorcerer has a number of health points (hp) equal to their Stamina times 2.

Sorcerers are skilled at recalling ancient legends. They can use this to identify legendary items. This is based on their current intelligence.

Sorcerers can use magic. When a sorcerer makes up a spell, determine its potency. The spell's potency and the sorcerer's intelligence score determine the number needed on 2 dice to cast it (see table below).

Spells come in three ranks:

Passive: Spells that do not directly change the world; includes divinatorial spells and illusions.

Active: Spells that change the world without dealing actual damage. Spells that affect more than one target are treated as rank III.

Attack: Spells that deal actual damage to health points or abilities, or which heal them. Damage/healing is rolled on one dice. Spells that deal more damage, or which damage more than one target requires a spell roll made at a penalty of -2.

Each failed spell roll increases the number needed to cast spells that day by +1. After a full night's rest, this is set back to 0.



Creatures can attempt a Resist check to avoid the spell. Ongoing spells permit a Resist check each turn to overcome the effects.

Sorcerer Skill Table

INT	Legend	Passive	Active	Attack
1	9+	8+	-	-
2	8+	7+	10+	-
3	7+	6+	9+	10+
4	6+	5+	8+	9+
5	5+	4+	7+	8+
6	4+	3+	6+	7+

Sorcerer Combat Table

Enemy Skill	Roll to Hit
Helpless foes	6+
Unskilled warriors	7+
Skilled warriors and beasts	8+
Expert warriors and monsters	9+
Barbarians, demons and dragons	10+

Sorcerer Movement Table

Time Period	Max. Distance
Second	15 feet
Minute	165 yards
Hour	5 miles
Day	15 miles

Thief

Thieves are cunning men and women who are not brave or honorable enough to fight barbarians face to face.

A thief must have an agility of 3 or higher.

A thief has a number of health points (hp) equal to their Stamina times 3.

Thieves are handy at sneaking, picking locks, disarming traps and picking pockets. Their chance of success depends on their agility.

Thief Skill Table

AGI	Lock	Trap	Pocket	Sneak
1	9+	10+	8+	7+
2	8+	9+	7+	6+
3	7+	8+	6+	5+
4	6+	7+	5+	4+
5	5+	6+	4+	3+
6	4+	5+	3+	3+

Thieves use the following combat table. One column is for normal attacks, the other for when they surprise somebody from behind. When a thief attacks from behind, they ignore their foe's shield and helmet.

Thief Combat Table

Enemy Skill	Roll to Hit
Helpless foes	5+ / 3+
Unskilled warriors	6+ / 4+
Skilled warriors and beasts	7+ / 5+
Expert warriors and monsters	8+ / 6+
Barbarians, demons and dragons	9+ / 7+

Thief Movement Table

Time Period	Max. Distance
Second	15 feet
Minute	165 yards
Hour	5 miles
Day	15 miles

Warrior

Warriors are more civilized folk than barbarians, but they can stab people with the best of them.

A warrior must have agility of 3 or higher and strength of 3 or higher.

A warrior has a number of health points (hp) equal to their Stamina times 4.

Warriors can fight with a weapon in each hand, making two attacks on their turn. They can also wear armor without penalty.

Warriors use the following combat table. One column is for normal attacks, the other for when they surprise somebody from behind.

Warrior Combat Table

Enemy Skill	Roll to Hit
Helpless foes	4+
Unskilled warriors	5+
Skilled warriors and beasts	6+
Expert warriors and monsters	7+
Barbarians, demons and dragons	8+



Warrior Movement Table

Time Period	Max. Distance
Second	15 feet
Minute	165 yards
Hour	5 miles
Day	15 miles

Equipment

Each hero can choose three pieces of equipment from the following list. Each weapon has a special effect when the hero rolls two 6's in combat.

Item	Special
Axe	Chop down doors on 7+ Combat—Decapitate
Bow	Range 200 yards Combat—Pin foe to wall or strike object from hand
Brigandine	Negate hits on roll of 11+
Chakram	Range 50 yards Combat—Decapitate
Francisca	Range 10 yards
Helmet	Negate one hit, then destroyed
Javelin	Range 100 yards Combat—Impale and cripple foe (reduce movement rate by half)
Lantern	Illuminate 20 yard radius
Maul	Smash down doors on 9+ Combat—Knock foe flat on back
Picks	Perform thief functions
Shield	Negate one hit, then destroyed
Sling	Range 50 yards Combat—Knock foe unconscious
Spear	Range 10 yards Combat—Push foe back 6 feet
Staff	Vault over obstacles on 7+ Combat—Two attacks per round
Sword	Combat—Decapitate

Money

Roll one dice to determine how many gold pieces (gp) the hero has in his or her pouch. Note that gold is ten times as valuable as silver, so 1 gold piece (gp) is equal to 10 silver pieces (sp). Silver is

ten times more valuable than copper, so 1 sp is equal to 10 copper pieces (cp).

Armor

There are two types of armor better than brigandine. They cannot be taken at the start of a game. These armors are considered unmanly by barbarians, and thus lower their ability to intimidate.

Armor	Special
Chainmail	Permits one to avoid a hit on a roll of 9+. Chainmail lowers the barbarian's intimidate chances by 2.
Platemail	Permits one to avoid a hit on a roll of 7+. A barbarian cannot intimidate in platemail.

Price List

Item	Price
Axe	2 gp
Bow	16 gp
Chakram	6 sp
Francisca	1 gp
Javelin	6 sp
Knife	5 sp
Maul	2 gp
Sling	2 sp
Spear	8 sp
Staff	3 sp
Sword	25 gp
Brigandine	20 gp
Chainmail	50 gp
Helmet	8 gp
Platemail	150 gp
Shield	24 gp
Beer (tankard-full)	5 cp
Lantern	2 sp
Oil (1 day, for lantern)	8 cp
Rations (1 day)	2 sp
Waterskin	1 sp
Wine (goblet-full)	1 sp
Cloak	1 sp
Furs	10 gp
Sandals	1 cp
Shirt or tunic	2 sp
Trousers	2 sp
Camel	15 gp

Dog	5 gp
Falcon (trained)	5 gp
Horse	20 gp
Warhorse	50 gp

Skills

Each hero can choose one skill, provided the required ability score is 4 or higher.

Skill	Effect
Alchemy (Int)	Make one bomb per day with charcoal, sulfur and guano
Archer (Agi)	Double the range of bows
Axeman (Str)	+1 bonus to hit with axes
Beast friend (Cha)	Speak to animals; control their actions on a roll of 7+
Bully (Cha)	Get information from people or frighten unskilled warriors on 6+
Hellcat (Agi)	Climb walls and stalk silently on a roll of 6+
Horseman (Agi)	Attack from horseback
Kung-Fu (Agi)	Deal one dice of damage with bare hands.
Parry (Agi)	You can parry instead of attack. Your foe subtracts 2 from his rolls to hit; on snake eyes you get a free attack against your foe
Sailor (Agi)	Can sail ships and such
Savagery (Per)	Camouflage and surprise foes on 7+; surprised foes lose a turn
Skulduggery (Agi)	Pick pockets and open locks on a roll of 6+
Swordsman (Agi)	+1 bonus to hit with swords
Whirlwind (Str)	After killing foe, get free attack on another foe within weapon range
Wrestle (Str)	Instead of damaging foes, you put them into a lock; they must attack you to break out of the lock

Action

If you think an action can be accomplished easily in the time allotted, then do not roll dice—assume that the action is a success. If success is in question, resolve it by rolling two dice. If you roll a target number or higher, the action is a success.

The target number depends on the action; you will note many skills tied to ability scores and

classes. These skills provide a target number (e.g. a number followed by a “+” sign). If a hero is attempting a skill only possessed by another hero type, then they need a 12+ to succeed. If they are trying something they do not have as a skill, and no other hero type has as a skill, use the following guide:

Action Difficulty	Target
Easy	3+
Somewhat difficult	5+
Quite difficult	7+
Very difficult	9+
Incredibly difficult	11+

Circumstances that should make an action a bit easier or harder can simply add +1 to a dice roll to make it easier or subtract -1 from a dice roll to make it harder.

Fighting

The combat tables above (and the one below for adversaries) show the target number to hit a target during combat. A roll of double “6” is referred to as a “perfect attack”.

Combat Order

When fighting, the order of turns is by the hero and adversary types, as follows:

1. Barbarians
2. Demons and Dragons
2. Warriors
3. Expert Warriors and Monsters
4. Thieves
5. Skilled Warriors and Beasts
6. Sorcerers
7. Unskilled Warriors

A turn is about one second long.

If there are two heroes of the same type, the one with the highest Agility goes first. Otherwise, the two players can either come to an agreement or arm wrestle to settle the matter.

If somebody has been surprised, they go after the unskilled warriors in the combat order.

After everyone has had a turn, go back to the beginning of the combat order. Fight until only one side is still standing.

Damage

When somebody gets hit in combat, they lose health points (hp). For most attacks, roll one dice and subtract the number from hp. For some large monsters, roll two dice for damage. If fighting bare fisted (or footed), roll one dice and deal 1 point of damage if the roll is odd, 2 points if even.

After a full night's rest, a hero restores one dice of lost health points.

Killed or Knocked Out

If health points drop to zero, an adversary is dead or unconscious (as determined by the player that did it). If a hero is dropped to 0 hp, they must roll two dice under their Stamina score or die. If they succeed, they are knocked out for 10 minutes.

If your hero dies, do not despair (a barbarian wouldn't!) Make a new hero and get back into the action when you get a chance.

Adventures

The players have their heroes and they're ready to go. Now the referee must come up with something for them to do. Creating an adventure is simple – invent a motivation for the adventure (greed, revenge), a villain, his or her lieutenant and minions to oppose the heroes, a fortress or home base for the villain, dangers to face along the way, and you're done.

Traps and Dangers

Traps and dangers faced by heroes during an adventure include the following:

Acid Pool: Deals 2 dice of damage per turn.

Gouts of Fire: Cone of fire deals 2 dice of damage and sets things ablaze.

Pitfalls: Fall into a pit for one dice of damage.

Poison Darts: Shoots from a wall; deals one dice of damage and reduces Stamina by 1 for an hour.

Poison Gas: Pours from holes in the walls, ceiling, floor or statue. Poison requires a Survival roll to avoid one dice worth of Stamina loss. If Stamina drops to 0, you die.

Quicksand: Sink into the quicksand; requires an Athletics roll to get out of it. After two failed rolls you disappear under the surface; after a third, you drown and die.

Red Hot Lava: Means instant, horrible death.

Spear Traps: Spear jabs out for a dice of damage.

Scything Blade Trap: Blade slices out for one dice of damage.

These dangers can usually be avoided by a Dodge roll (see Agility) in the first place.

Treasure

Treasure is found in chests. A chest of treasure weighs 20 pounds. For the value of the chest, roll two dice on the following table:

Roll	Treasure	Value
2-5	Copper coins	5 gp
6	Copper and silver coins	25 gp
7	Copper and silver coins, jewels	150 gp
8	Silver coins	50 gp
9	Silver and gold coins	250 gp
10	Silver and gold coins, jewels	500 gp
11	Gold coins	750 gp
12	Gold coins and jewels	1,000 gp

Improvement

At end of a successful adventure, count up the creatures you defeated in combat + treasure in gold pieces divided by 100 you are willing to spend to improve your hero. If you can roll under this number on two dice, you gain a random improvement for your character:



others attack based on their creature type: Beasts, monsters, demons and devils.

Adversary Combat Table

Defender	Attacker				
	A	B	C	D	E
A	8+	7+	6+	5+	4+
B	9+	8+	7+	6+	5+
C	10+	9+	8+	7+	6+
D	11+	10+	9+	8+	7+
E	12+	11+	10+	9+	8+

A. Helpless creatures

B. Unskilled warriors

C. Skilled warriors and beasts

D. Expert warriors and monsters

E. Demons, dragons and barbarians

Roll	Improvement
2	+1 bonus to one ability score (max. 5)
3	+3 health points
4	+1 bonus to hit with one weapon
5	+2 health points
6-7	+1 dice health points
8	Gain a free companion (skilled warrior or beast)
9	+1 bonus to damage with one weapon
10-11	One free dice re-roll during play
12	Learn one new skill

When adversaries have to resist magic or dodge a trap, they succeed on the following dice rolls: Unskilled 9+, Skilled 8+, Expert 7+ and Demons and Dragons 6+.

Amazon

Health Points: 9

Combat: Expert

Attacks: 1

Damage Dice: 1 (sword or bow)

Armor: Shield, helmet, brigandine (11+)

Amazons are expert archers (double bow range).

Ape

Health Points: 8

Combat: Beast

Attacks: 1

Damage Dice: 2

Armor: None

Apes include gorillas and albino dungeon apes. Some, like the mangani, are intelligent.

Lords, Ladies, Kings and Queens

A hero attains real power by someday conquering a castle. Barbarians become barbarian lords, warriors become warlords, thieves become barons and sorcerers become wizards. The lord of a castle commands 100 men-at-arms and earns one dice x 100 gp per year.

A lord that conquers five castles takes the title of king or queen and gains an additional 1,000 men-at-arms to command.

Adversaries

Adversaries are the living (or animated) creatures that oppose heroes. Some adversaries make attack rolls based on their training at combat, while



Archer

Health Points: 3
Combat: Skilled
Attacks: 1
Damage Dice: 1 (dagger or bow)
Armor: None

Bah! Cowards who fight at a distance.

Basilisk

Health Points: 42
Combat: Demon/Dragon
Attacks: 1
Damage Dice: 2
Negate Hit: 11+

Basilisks are giant serpents. On a perfect attack it injects venom that robs a person of 1 point of Stamina per hour until they die at 0 Stamina, or until magic or medicine is used to stop it. Instead of attacking, a basilisk can gaze at a target that must pass a Dodge roll or be turned to stone.

Bear

Health Points: 9
Combat: Beast
Attacks: 2
Damage Dice: 1
Armor: None

Bears live in woodlands, mountains and the cold north. On a perfect attack roll they grab and hold a victim, dealing automatic damage each round until they make an Athletics roll or attack roll to escape.

Berserker

Health Points: 5
Combat: Skilled
Attacks: 1
Damage Dice: 1 (axe)
Armor: None

Mad warriors who attack twice per turn. They are immune to fear and mind control.

Cannibal

Health Points: 4
Combat: Skilled
Attacks: 1
Damage Dice: 1 (spear)
Armor: Shield
Skills: Track 5+

Dwellers in lost lands, they collect heads and enjoy the taste of "long pig". They can track on a 5+. Their weapons are poisoned (paralysis).

Cave-Dweller

Health Points: 3
Combat: Skilled
Attacks: 1
Damage Dice: 1 (spear)
Armor: None

These primitives dwell in caves and tunnels, and thus can see up to 30 feet in the dark.

Centaur

Health Points: 16
Combat: Monster
Attacks: 2
Damage Dice: 1 (hooves or bow)
Armor: None

These brutish hybrids of human and horse love nothing better than a good brawl. They are as fast as horses.



Cultist

Health Points: 3 (12 for high priest)

Combat: Skilled

Attacks: 1

Damage Dice: 1 (dagger)

Armor: None

Worshippers of strange gods and demons, they wear robes and masks. They are often led by warlocks acting as high priests. Add +2 to magic rolls when they have made a human sacrifice.

Spell Rank	Target
I. Passive magic	6+
II. Active magic	9+
III. Attack magic	10+

Cyclops

Health Points: 26

Combat: Monster

Attacks: 1

Damage Dice: 2

Negate Hit: 11+

A cyclops has one eye, a horn on its head and hooved legs. On a perfect attack roll it squeezes them for 1 dice of damage each turn until the victim is freed.

Death Dealer

Health Points: 8

Combat: Monster

Attacks: 1

Damage Dice: 2

Armor: None

Death dealers are demonic undead. Their axes decapitate on a perfect attack roll, making them extraordinarily dangerous.



Demon

Health Points: 77

Combat: Demon/Dragon

Attacks: 2

Damage Dice: 2

Armor: As platemail (7+)

Demons come in many forms, some beautiful (but terrifying) and others hideous (and even more terrifying). They can cast spells as warlocks and still make their attacks each round.

Spell Rank	Target
I. Passive magic	3+
II. Active magic	5+
III. Attack magic	7+

Demons cannot be harmed by fire.



Demon Dog

Health Points: 14
 Combat: Monster
 Attacks: 1
 Damage Dice: 1+1
 Negate Hit: 11+

Demon dogs drip burning acid from their fangs. Their bite does one dice of damage, the saliva does another dice of damage. They cannot be harmed by fire or acid.

Dinosaur

Health Points: 20
 Combat: Beast
 Attacks: 1
 Damage Dice: 2
 Negate Hit: 11+

Dinosaurs come in two varieties – carnivores and herbivores. If a carnivore rolls a perfect attack, it swallows its foe whole (instant death). If an herbivore rolls a perfect attack, it knocks its foe flat.

Dragon

Health Points: 56
 Combat: Demon/Dragon
 Attacks: 3
 Damage Dice: 1
 Armor: None

These big reptiles can swallow people whole on a perfect attack roll. Once every three turns they

can breathe fire in a cone 30 feet long and 10 feet wide at the base. This fire deals 2 dice of damage.

Ghost

Health Points: 9
 Combat: Monster
 Attacks: 0
 Damage Dice: See below
 Armor: None

Ghosts force people to roll under their twice their perception score on two dice or flee in terror and, on a roll of double “1”, to go temporarily insane. A ghost can only be harmed by magic weapons and by magic spells. They are insubstantial.

Giant

Health Points: 5
 Combat: Skilled
 Attacks: 1
 Damage Dice: 1 (maul or axe)
 Negate Hit: 11+

Giants are very tall, burly humans. They are strong enough to deal +1 damage.

Giant Snake

Health Points: 8
 Combat: Monster
 Attacks: 2
 Damage Dice: 1
 Negate Hit: 11+

Giant snakes get two attacks, one with their coils and one with their bite. If their coil attack is perfect, the person is constricted for one dice of damage each turn until they successfully attack the giant snake. If the bite attack is perfect, the target is poisoned and loses one dice of Stamina. If a hero's Stamina is reduced to below 1, they die.

Giant Spider

Health Points: 6
 Combat: Monster
 Attacks: 1
 Damage Dice: 1
 Negate Hit: 11+

Giant spiders are as large as people. They spin webs that trap people who walk into them, requiring one roll two dice under double their strength score to escape. Their bite attack injects venom that paralyzes for 1-6 turns.



Gladiator

Health Points: 11
Combat: Expert
Attacks: 1
Damage Dice: 1 (sword)
Armor: Helmet, shield

Gladiators are +1 to hit and do +1 damage.

Griffon

Health Points: 18
Combat: Monster
Attacks: 2
Damage Dice: 1
Armor: None

Griffons are part lion and part eagle.

Hag

Health Points: 36
Combat: Monster
Attacks: 1
Damage Dice: 2
Negate Hit: 11+

Hags look like old women, but are incredibly strong and can cast magic spells as a cultist.

Harpy

Health Points: 8
Combat: Monster
Attacks: 1
Damage Dice: 1
Armor: None

Harpies are hybrids of women and eagles. They utter a terrifying screech that imposes a 1 point penalty to all action and fighting rolls.

Hydra

Health Points: 48
Combat: Monster
Attacks: 4
Damage Dice: 1
Negate Hit: 11+

Hydras have 6 heads. On a perfect attack roll they inject people with deadly venom that kills in 1-6 turns if a person fails a Survival roll.

Ice Queen

Health Points: 76
Combat: Barbarian
Attacks: 1
Damage Dice: 2
Armor: None

Ice queens are radiant warrior queens from the frozen north. They ride on white tigers and wield silvery swords.

Jotun

Health Points: 24
Combat: Monster
Attacks: 1
Damage Dice: 3
Armor: Chainmail (9+)

Jotuns are giants ranging from 10 to 20 feet tall. They arm themselves with giant axes. Fire jotuns cannot be hurt by fire, while frost jotuns cannot be harmed by cold. Storm jotuns can hurl bolts of lightning 300 feet for 3 dice of damage.



Juggernaut

Health Points: 18

Combat: Monster

Attacks: 1

Damage Dice: 2

Armor: As chainmail (9+)

Juggernauts are large robots designed to crush and smash the enemies of warlocks.



Lich

Health Points: 60

Combat: Monster

Attacks: 1

Damage Dice: 1 (staff)

Negate Hit: 11+

A lich is an undead sorcerer. They can paralyze people with a touch (requires an attack roll, lasts for 1-6 turns). They cast spells as warlocks.

Spell Rank

Target

I. Passive magic

3+

II. Active magic

5+

III. Attack magic

7+

Lion / Tiger

Health Points: 10 / 12

Combat: Beast

Attacks: 2

Damage Dice: 1

Armor: None

Lions live in grasslands and, according to the movies, gladiatorial arenas. Tigers live in jungles.

Light Lord

Health Points: 48

Combat: Monster

Attacks: 2

Damage Dice: 2

Negate Hit: 7+

Light lords appear as tall, muscular beings composed of brilliant white light. They wield pole arms with blades on each end. One must fight them with their eyes averted, and so suffer a -1 penalty to their attack roll. Light lords are immune to fear and their touch cures disease and restores one dice of health points.

Man-at-Arms

Health Points: 3

Combat: Skilled

Attacks: 1

Damage Dice: 1 (spear)

Armor: Shield, leather armor (11+)

Men-at-arms are those poor soldiers cut down in waves by barbarian heroes.

Minotaur

Health Points: 45

Combat: Monster

Attacks: 1

Damage Dice: 2

Negate Hit: 11+



Minotaurs dwell in mazes underground. If they are able to charge (they need 20 feet of head start) they deal three dice of damage.

Mummy

Health Points: 50
 Combat: Monster
 Attacks: 1
 Damage Dice: 2
 Armor: As chainmail (9+)

Mummies are powerful living dead who were often royalty or priests in life. They deal two dice of damage in combat, and all struck by them suffer the mummy's curse, losing one point of Stamina per day until they make a successful Survival roll, or until a sorcerer removes the curse (treat this as an active spell; one attempt per sorcerer). Those who lose all their Stamina crumble into dust.

Mutant

Health Points: 6
 Combat: Skilled
 Attacks: 1
 Damage Dice: 1 (axe)
 Negate Hit: 11+

Mutants are weird-looking humanoids. They resist magic on a roll of 6+ and deal +1 damage.

Ogre

Health Points: 16
 Combat: Monster
 Attacks: 1
 Damage Dice: 1 (axe)
 Armor: Leather (11+)

Ogres are brutish giants who enjoy killing. They deal +2 points of damage with their attacks.



Ook

Health Points: 8
 Combat: Monster
 Attacks: 1
 Damage Dice: 2
 Negate Hit: 11+

Ooks are large, furry, cat-like humanoids. They are powerfully built and fear nothing but water. They make valiant companions for barbarians.

Peasant

Health Points: 2
 Combat: Unskilled
 Attacks: 1
 Damage Dice: 1 (farm tool or club)
 Armor: None

The down-trodden masses, longing to be free.

Pirate

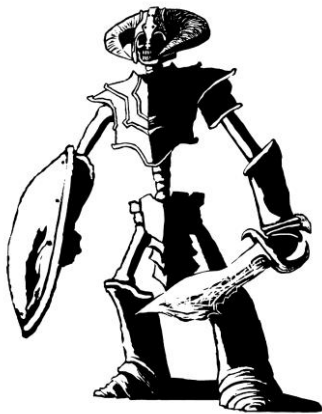
Health Points: 4
Combat: Skilled
Attacks: 1
Damage Dice: 1 (sword)
Armor: None
Skills: Swim 5+

Pirates are capable of operating ships. They are led by captains or pirate queens, and might operate on rivers or the ocean blue.

Roc

Health Points: 66
Combat: Monster
Attacks: 1
Damage Dice: 3
Negate Hit: 11+

Rocs are immense birds that can carry away elephants in their talons. They deal three dice of damage in combat.



Skeleton

Health Points: 3
Combat: Monster
Attacks: 1
Damage Dice: 1 (sword or spear)
Armor: None or shield

Skeletons are bodyguards for evil magicians. They are immune to fear and mind control.

Slime Monster

Health Points: 36
Combat: Monster
Attacks: 1
Damage Dice: 1
Negate Hit: 11+

Slime monsters look like moving blobs. They are acidic (weapons that touch them dissolve on a roll of “1” on one dice). On a perfect attack roll the target is engulfed by the slime monster, suffering one dice of damage per round until dead or until the monster is killed and they are freed.

Snake Man

Health Points: 12
Combat: Monster
Attacks: 1
Damage Dice: 1 (sword)
Negate Hit: 11+
Skills: Alchemy 7+, Sneak 5+

Snake men are the primordial rulers of the Earth. They can attack with swords, or use their natural bite (1 point of damage) that injects venom. The venom robs a hero of 1 point of Strength per turn (minimum 1). This lost strength does not return for 24 hours. Snake men can create believable illusions on a roll of 5+; they mostly use this to disguise themselves as humans. A snake man leader can cast spells.

Spell Rank	Target
I. Passive magic	5+
II. Active magic	7+
III. Attack magic	10+

Star Spawn

Health Points: 60
Combat: Monster
Attacks: 1
Damage Dice: 2
Negate Hit: 11+

Star spawn are foul monsters from beyond reality. They can fly, and can fire a magic ray from its

eye. This ray has a range of 100 feet and has a random effect, as follows:

- 1 Target falls asleep; resist on 9+
- 2 Target paralyzed for 1-6 turns; resist on 5+
- 3 Target burns for 2 dice of damage; resist on 7+
- 4 Target disintegrated; resist on 3+
- 5 Target weakened (Str 1) for 1 hour; resist on 7+
- 6 Target serves star spawn for 1 hour; resist on 7+

The target must be hit with an attack roll, and even then has a chance to resist (see above).



Super Beast

Health Points: 24
Combat: Monster
Attacks: 2
Damage Dice: 2
Negate Hit: 11+

Super beasts are giant-sized animals or legendary animals like the Nemean lion.

Talos

Health Points: 70
Combat: Monster
Attacks: 1
Damage Dice: 3
Negate Hit: 9+

A talos is a giant (30-foot-tall) bronze statue that can move and attack. They are used as guardians by the gods. They always attack last in combat.

Tentacle Monster

Health Points: 44
Combat: Monster
Attacks: 4
Damage Dice: 1
Negate Hit: 11+

These monsters mostly appear as a cluster of tentacles that spring out of holes to grab heroes and pull them into the monster's mouth. When a tentacle monster makes a perfect attack, a tentacle grabs the victim and pulls them towards the monster. Unless one frees themselves with a successful attack, they are pulled to the monster's mouth in two turns and bitten for three dice of damage.

Valkyrie

Health Points: 22
Combat: Monster
Attacks: 1
Damage Dice: 2 (sword or spear)
Armor: Chainmail (9+)

Valkyries are dead warrior women who have been taken into the employ of goodly war gods who use them to gather the souls of dead warriors. They can use their swords to make a blinding flash that requires a dodge test to avoid being blinded and losing a turn in combat. Valkyries are mounted on flying warhorses.

Vampire

Health Points: 55
Combat: Monster
Attacks: 1
Damage Dice: 1
Armor: None
Skills: Hypnotize 5+

Vampires are risen corpses that feed on blood. They are often seductive creatures, but sometimes very feral and ugly. On a perfect attack roll they get a hold of a victim and suck their blood,

reducing their Stamina by 1 point. Lost stamina returns one week later. A creature reduced to 0 Stamina dies and becomes a vampire.

Vampires reduced to 0 health points become a cloud of vapor and fly away to their coffin. They can only really be killed by burning them, destroying their coffin or staking them through the heart.

Vampires recoil from a cross, staying at least 10 feet away from it, and they cannot cross running water or enter a building uninvited.

Warhorse

Health Points: 6
Combat: Beast
Attacks: 1
Damage Dice: 1
Armor: None

Warhorses are trained for combat, and can attack in the same turn as their rider.



Warlock / Witch

Health Points: 12
Combat: Unskilled
Attacks: 1
Damage Dice: 1 (dagger or staff)
Armor: None

Good or evil, witches and warlocks are always trouble. They can cast spells as follows.

Spell Rank	Target
I. Passive magic	4+
II. Active magic	7+
III. Attack magic	9+

Witch Cat

Health Points: 16
Combat: Beast
Attacks: 1
Damage Dice: 1
Armor: None

These are witches that can take the form of black cats or, on a roll of 9+, black panthers. In panther form, they do 2 dice of damage. In human form they are beautiful women in black fur bikinis.

Spell Rank	Target
I. Passive magic	5+
II. Active magic	8+
III. Attack magic	10+

Wolf / Dog

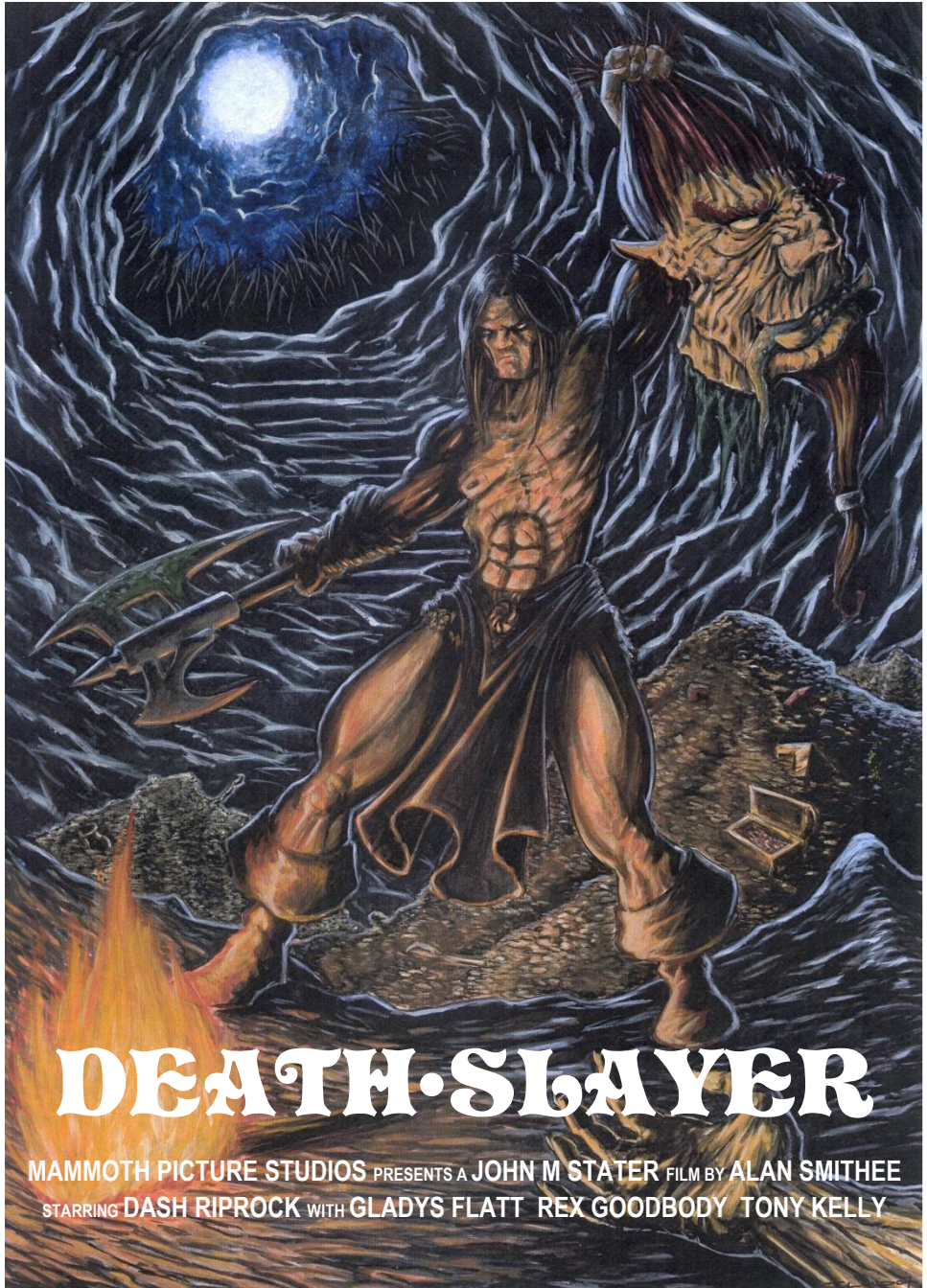
Health Points: 5 / 4
Combat: Beast
Attacks: 1
Damage Dice: 1
Armor: None
Skills: Track 4+

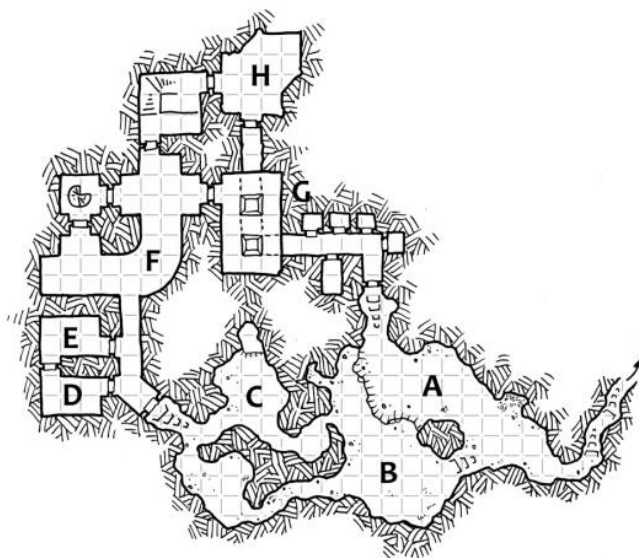
Wolves and dogs run in packs.

Zombies

Health Points: 3
Combat: Monster
Attacks: 1
Damage Dice: 1
Armor: None

Zombies are bodyguards for evil magicians. They are immune to fear and mind control. They always go last in combat.





DEATH-SLAYER

Sample Scenario

In this scenario, the adventurers must get revenge against a vile band of slavers that destroy their home village and abduct their loved ones.

Scene I

Adventurers who are warriors or barbarians awake one morning to discover their village under attack by 12 men-at-arms on warhorses.

The adventurers have time to fight no more than two raiders each before the raiders leave. Each raider will escape with one captive slung over their saddle. They leave the village on fire, and each adventurer will lose a few loved ones.

Scene II

The adventurers can either leave their village to seek revenge and to free the captives, or they can stay put. If they leave, they come upon a gypsy caravan after a few hours. The caravan is under attack by six of the raiders. If they stay put, the caravan comes to them after it has already been attacked on the road. The other adventurers in the game are traveling with the gypsies.

Assuming the attack is foiled, the wise woman of the gypsies tells the adventurers that the raiders work for Mingus Khan. Mingus is a slaver from the steppes. Legend says that he can only be killed with a special sword. The sword is found in the swamp land. It is protected by a guardian.

Scene III

The swamp lands lie beyond a river. The river is spanned by a bridge guarded by two ogres.

The ogres are the sons of a swamp hag. The sword the adventurers seek is embedded

in the hag's back. She must be killed to remove the sword. Weapons dipped in the hag's blood can make one successful attack on Mingus Khan before the blood is wiped from the weapon.

The hag dwells in a small, rickety cottage decorated with human skulls. A large cauldron is boiling on a fire outside the cottage and the hag is either found tending the cauldron or she is inside the cottage.

The hag has captured a thief named Juk. She is keeping him in a cage until she is ready to eat him. Juk comes from the castle in Scene IV, and can lead people to the secret entrance, but he will betray the adventurers at the first opportunity.

Scene IV

Mingus Khan has conquered an old castle near the steppe lands. The castle sits atop a tall ridge with wooded slopes and a thick forest at the base. The castle's dungeons have a secret entrance, a cave within the thick woods.

The Dungeons Below

A. This cave is littered with bones and vipers. A Dodge check is required to get through without

being bitten for 1 point of damage per minute from poison until it is sucked out or healed.

B. The snakes are owned by the snake woman who dwells up here, lounging on purple cushions and laughing at the poor fools who deign challenge her. She guards a treasure chest.

C. The little alcove holds an idol of the snake god. If kissed, it cures people of poison if they have made an offering; otherwise, it increases the poison damage to 2 points per minute. Opposite the idol there is a large mirror. Many snake skins are scattered on the floor. A giant constrictor is curled up around the idol. It will only attack if the shrine is violated or molested.

D. This chamber held the slaves taken from the village and caravan. The door is now unlocked.

E. This chamber holds four men-at-arms. They will gladly help the adventurers stop Mingus Khan if they are released. The door is locked.

F. Basilisk, chained to the wall, it can roam throughout this curved room. The basilisk guards a treasure chest. The stairs in the adjoining room lead to Room E in the castle above.

G. These prison cells hold one of the loved ones stolen from the adventurers, as well as a thief who was caught because of a betrayal by Juk. Three men-at-arms guard the prisoners.

H. This torture chamber holds five peasants prisoner guarded by a giant. They are in bad shape, and will recognize the thief, whose betrayal got them captured in the first place. The giant bears no love toward Mingus Khan, therefore the adventurers can bargain with him.

The Castle Above

A. This courtyard is now empty.

B. This courtyard is where the slave auction is being held. There are three slavers here bidding for the merchandise, each one holding 100 gold coins. Each is guarded by four men-at-arms.

Mingus Khan is also here with two men-at-arms. He is a barbarian in silk robes, gold jewelry (worth 100 gold coins) who wears a horned helmet and wields a large sword.

MINGUS KHAN			
Barbarian			
Strength	5	Intellect	2
Agility	4	Perception	3
Stamina	5	Charisma	3

Health Points: 36

Rolls: Athletics 6, Charm 9, Climb 4, Comprehend 11, Dodge 7, Hear/Spot 9, Intimidate 6, Resist 6, Stalk 5, Survive 6, Track 7

Abilities: +1 to damage, +1 to hit and +2 to damage with swords, +1 to hit with bows, +1 to hit magic users, make attacks from horses

Base Attack: 3

Gear: Sword, knife, bow, helmet, shield

C. These towers are guarded by two men-at-arms each. They have no treasure, but can raise an alarm that will bring one dice of men-at-arms in a number of turns rolled on one dice.

D. These stables hold 20 warhorses. They are tended by three peasants who will not fight.

E. This armory holds numerous swords, spears, shields, helmets and three suits of chainmail.

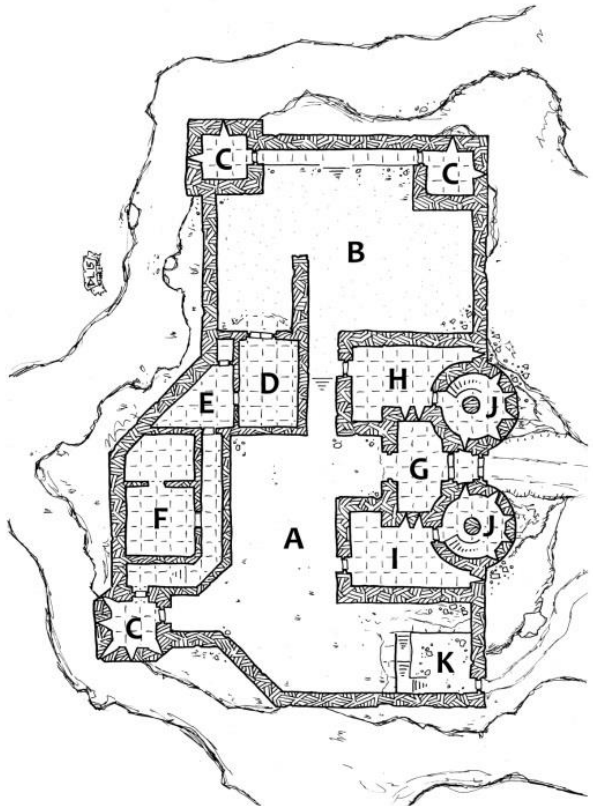
F. This is the harem and bedchamber of Mingus Khan. The harem is the south room, and here there are three concubines as well as the witch-cat that serves as the power behind Mingus Khan's throne. The bedchamber is the north room, and it is here the witch-cat will be found, curled up near a treasure chest.

G. This guardhouse is currently guarded by two men-at-arms. Arrow slits from H and I look into this passage, allowing the archers therein to fire on invaders that enter Room G.

H & I. Each of these rooms is manned by two men-at-arms with swords and bows. They also hold weapons: Four spears, two bows and about 100 arrows, as well as legs of cheap wine.

J. These towers are as C above, except with twice as many warriors. Each tower also has a winch that can raise or lower the portcullis into G.

K. This is a well that holds 10 feet of water. If one opens the door, the water pours out, carrying anyone in the well with it.



Sample Heroes

DEATH • SLAYER

Barbarian

Strength	6	Intellect	1
Agility	3	Perception	1
Stamina	5	Charisma	1

Health Points 25

Rolls: Athletics 5, Charm 11, Climb 3, Comprehend 11, Dodge 8, Hear/Spot 11, Intimidate 8, Resist 8, Stalk 6, Survive 5, Track 9

Abilities: +2 to damage, +1 to hit magic-users, move 40 feet per second

Base Attack: 3

Money: 1 sp

Gear: Axe, javelin, helmet, waterskin, rations (1 day)

VYTOR

Warrior

Strength	5	Intellect	3
Agility	6	Perception	3
Stamina	4	Charisma	3

Health Points 16

Rolls: Athletics 6, Charm 9, Comprehend 9, Dodge 5, Hear/Spot 9, Resist 7, Survive 6

Abilities: +1 damage, +2 to hit, fight with two weapons, no penalty for armor, Move 30 feet per second

Base Attack: 2

Money: 3 gp, 4 sp

Gear: Leather armor, sword, francisca, cloak, waterskin, rations (2 days)

SKATHRA

Sorcerer

Strength	2	Intellect	6
Agility	3	Perception	5
Stamina	2	Charisma	2

Health Points 4

Rolls: Athletics 9, Charm 10, Comprehend 6, Dodge 8, Hear/Spot 7, Legend 4, Resist 5, Survive 8

Abilities: Passive spells 3, Active spells 6, Attack spells 7, Move 20 feet per second

Base Attack: 6

Money: 5 gp, 2 cp

Gear: Staff, sling, lantern, oil (1 day), waterskin, rations (3 days)

LOJAK

Thief

Strength	2	Intellect	3
Agility	5	Perception	3
Stamina	2	Charisma	3

Health Points 6

Rolls: Athletics 9, Charm 9, Comprehend 9, Dodge 6, Hear/Spot 9, Open Lock 5, Pick Pocket 4, Resist 7, Sneak 3, Survive 8, Trap 6

Abilities: +1 to hit, Move 30 feet per second

Base Attack: 5/3

Money: 2 gp, 8 sp

Gear: Francisca, knife, picks, sling, waterskin, rations (2 gp)

Go ahead, tread some
thrones under your
sandaled feet ... you
know you want to!



B&B

Cloud 16