# B/XoL
## Barbarians/Explorers of Lemuria

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**B/XoL** is a hack for the *Barbarians of Lemuria* roleplaying game that covers additional rules for the exploration of dungeons and wilderness travel inspired by the *Dungeons & Dragons* Basic and Expert Rules sets (B/X). This conversion is based primarily on the *Legendary Edition*, but like the *Mythic Edition* it assumes the Initiative combat ability in place of Brawl.

The content of this document can freely be used and re-distributed by everyone. (Though giving me the credit for it would be appreciated.)

## What is it for?

> *If you are not familiar and have some experience with dungeon crawls and wilderness games, read this fist!*

The idea behind **B/XoL** is to convert the basic *Barbarians of Lemuria* system into a game that focuses either in part or completely on the exploration of dungeon environments like ruins, caves, and fortresses, and expeditions into the wilderness far from civilization. Though this elements of adventuring can often be skipped and glossed over for many games, it also adds several new interesting and entertaining aspects to the game.

In an exploration game, the player characters have to rely on stealth and not draw too much unnecessary attention in the presence of guards and wandering monsters, or they might have to face more enemies than they can handle at once. Players also have to come up with clever plans to overcome or get around many kinds of obstacles they are facing, and will often have to decide whether its worth to seek a fight with guards and monsters or if there might be better ways to get what they want.

These additional rules are intended to create situations in which the characters have to find ways to avoid patrols, silently take out guards, steal treasures undetected, and procure horses to carry their heavy loot and make a quite escape. They might end up in situations where they get lost underground in the dark with no light, find themselves deep in the wilds with no food, desperately searching for water, or having to leave behind valuable treasures to escape their pursuers or to catch up with a fleeing villain to gain their revenge.

Things like these might happen in any game of *Barbarians of Lemuria*, but then it is usually the decision of the gamemaster that such a scene should take place now. In the Basic and Expert rules for *Dungeons & Dragons*, events like these would also happen a lot, but it would be as a direct result of the actions the players have taken, which adds an entirely different weight to them and can change the experience of the game quite significantly.

The new rules presented here are simply guidelines and can easily be changed and adapted by any gamemaster. However, the individual elements are all very tightly interwoven with each other and relying on one another. **So before you decide to drop or change any of the rules, fist try to understand how they interact with the rest and how changing one element will effect the others**. Keeping track of food and water might easily appear like a waste of time, as it very rarely happens that the player characters will run out of it and run into real problems before they make it to the next town or village to resupply. But when you don't keep track of these, there is no longer any incentive to avoid crossing deserts or to take any time in the world to explore an abandoned ruin deep inside a poisonous swamp. The players can fill their packs with all the treasures they can carry and don't need to worry about how much it will slow them down on the way back home. It is not just the bad things happening that enhances the game, but the *fear* of bad things happening.

In the following sections, a small box with additional elaborations will explain the reasons and background for each new set of rules.

## Overview

This document consists of the following sections:

**Treasure:** An alternate system for character advancement that encourages players to explore old places and break into mansions and fortresses.

**Encumbrance:** A fast and simple system to keep track of how much stuff characters can carry and how much they are slowed down by their loads.

**Equipment:** The lists for weapons and armor have been slightly expanded to indicate their weight for the Encumbrance system. There is also a new list for gear commonly used by explorers and treasure hunters.

**Overland Travel:** Rules to determine the travel speed of the characters during outdoor journeys.

**Exploration:** Dealing with the common challenges of dungeon exploration.

**Wandering Monsters:** Advice on how to add roaming monsters and patrolling guards to the game and how they interact with the player characters.

**Monster Conversion:** Quick and simple steps to convert monsters to the rules of *Barbarians of Lemuria* or to create your own.

**Standard Monsters:** Many of the most common monsters encountered in fantasy games with stats for *Barbarians of Lemuria*.

# Treasure

The Treasure system is a new form of character advancement that is meant to replace the normal way characters get advancement points at the end of an adventure. Even though it makes treasure hunting a very important and central part of the game, it is not intended as a money system and characters are still expected to be able to get any piece of equipment they want.

A treasure can be anything of great value and compact size. The archetypical treasure is a small bag filled with 100 gold coins. But a treasure might also come in the form of a jewel necklace, a sapphire ring, a valuable crown, a crystal figurine, a religious relic, or a pair of gold cups decorated with small rubies.

At the end of the adventure the players split their loot in whatever way they agree upon. For every 10 treasures a character has gained that way, he gets 1 advancement point, which the player can use just the same way as in the standard rules of *BoL*. At this point the treasure has done it's job and the players are free to come up with whatever tales they like to waste it all on wine and wenches. Or invest it, or do whatever else they can think of. At this point, the treasures have done their job and are effectively out of the game.

Any treasure left over that is not enough to get 1 AP is kept and saved for the next adventure.

Every common treasure has a weight of 1 as far as *Encumbrance* is concerned. (See below.) The weight and value of all treasure is considered the same, as this avoids the need to keep track of what exactly it is the players find and you don't have to deal with trying to sort out which pieces are the most valuable to keep and what can be left behind.

## Getting Treasures

Treasures are to be distributed throughout the adventure as the GM sees fit. Some treasures might be found on the bodies of fallen or captured enemies, while others might be stored in locked chests or hidden vaults. More powerful enemies should usually have more treasure than weaker ones, but there is nothing wrong with putting the majority of all treasure in just one or two prominent places and having the common guards carry nothing of value on their bodies.

Alternatively, the characters may be hired to do certain jobs for an NPC and get their payment in form of treasures.

As a rule of thumb, an adventure should have about 20 treasures per player character. There is a good chance the players will not find all the treasure that is in the dungeon and so in the long run they will probably find enough treasure per adventure to gain 1 or 2 AP. The pace of character advancement can be adjusted by placing more or less treasure throughout the adventure.

## Special Treasures

In addition to common treasures as described above, most adventures should also have one or two special treasures of exceptional value. These might be a particularly valuable crown, a pair of large emeralds, or a huge ruby carved with arcane runes, or whatever else the GM might come up with. Like common treasures, these all have a weight of 1, but their value can be worth much more. A gem worth 10 or even 20 treasures makes an incredibly attractive target for the players, and as such should be exceptionally difficult to obtain.

# Encumbrance

Encumbrance is a system to keep track of how much things characters can carry before they become overburdened and slowed down. In many games, encumbrance is one of the most frustratingly fiddly rules that seems to add very little to nothing to the game. The system presented here is a lot easier

and less cumbersome, and [credit for it goes to LS from Papers and Pencils](#).

This system is extremely simple: Any item the characters carry has a weight of 1. Items that are of insignificant weight have no weight at all. (LS suggest to go by the rule of thumb "would you notice if someone adds the item to your fully packed backpack on your back?") Items that are especially heavy or cumbersome have a weight of 2. If the item in question requires both hands to carry, the weight should probably be 2. (An exception being *armor*, see below.)

Every player character has an Encumbrance rating which is equal to 10 plus double the characters Strength score (or minus double the Strength score if negative). A character with a Strength of 2 would have an Encumbrance rating of 14, a character with a Strength of -1 a rating of 8. Characters can carry items with a weight up to their Encumbrance rating with no penalties. If they carry stuff that weighs more than their Encumbrance rating but no more than double their rating, they are lightly burdened. If the load is more than double their rating but no more than triple their rating, they are heavily burdened.

Characters who are burdened have a slower movement rate and any rolls they make that include moving around become more difficult. During normal play, movement rates usually don't matter, but are important for *Overland Travel* (see below).

|  | Speed | Difficulty Increase |
|---|---|---|
| Unburdened | - | - |
| Lightly Burdened | -6 miles/day | One step |
| Heavily Burdened | -12 miles/day | Two steps |

When leaving town, characters will most likely carry enough stuff with them to make them at least lightly burdened. When sneaking into a place, it might be a good idea to leave their food supplies and unneeded outside and only carry what they absolutely need. After all, if they are going to empty the place of its riches, all that gold might get quite heavy to drag around too. Of course, this might lead to quite dramatic complications should they find themselves in a situation where they are unable to retrieve their hidden

equipment. Or patrolling guards might find it and take it to their commander. Or it might get stolen or eaten by wild animals.

The possibilities for complications are endless, and in *Barbarians of Lemuria*, complications are always great.

# Equipment

> ### Why Equipment?
> *The reason why each character should have a written down inventory is pretty simple. Every piece of equipment they carry means they become more restrained in how much supplies they can bring and how much treasure they will be able to carry back to civilization. Take useless stuff with you and you might end up with not enough food. Leave something behind and it might turn out that you need it. As so often in this style of adventure, not having a tool when you need it can often be more interesting than always having it at hand. Because it means the players have to improvise with whatever resources they have at hand and improvisation is at the very heart of the game.*

As there is no money in *Barbarians of Lemuria*, tools and supplies don't have any listed price. In most situations it can simply be assumed that the characters have enough coins to be able to afford such simple things as ropes, shovels, and food. Players can add pretty much any common item to their inventory, but they must announce this to the GM and explain to him how and where they got it. When the characters are currently in a town or city, all common supplies are assumed to be readily available at the market. When players want to add items while in the wilderness or a dungeon, it's left to the GMs discretion what items, if any, can be found nearby.

When exploring caves or enemy fortresses, the GM should describe what kind of things any enemies are carrying or what kind of stuff can be found in a storeroom, so the players have a chance to pick up items and add them to their inventory for later. Usually it's needlessly complicated to list all items that are found. Simply give the players a general description and the players can then ask if there is one

| Weapon | Damage | Notes | Weight |
|---|---|---|---|
| Axe | d6 | Can be thrown | 1 |
| Large Axe | d6+2 | 2-handed | 2 |
| Bow | d6 | Range 20m | 1 |
| Longbow | d6+2 | Range 30m | 2 |
| Club | d6-1 | Can be thrown | 1 |
| Maul | d6+1 | 2-handed | 2 |
| Dagger | d3 | Can be thrown | - |
| Fist | d2 |  | - |
| Mace | d6 |  | 1 |
| Sling | d6-2 | Range 10m | - |
| Spear | d6 | Can be thrown | 1 |
| Longspear | d6+2 | 2-handed | 2 |
| Staff | d6-1 | 2-handed | 1 |
| Sword | d6 |  | 1 |

| Armor type | Protection | Penalties | Weight |
|---|---|---|---|
| Very light armor | 1 (d3-1) | No penalty | 1 |
| Light armor | 2 (d6-2) | Max. defense 3 | 2 |
| Medium armor | 3 (d6-1) | Max. defense 3, Agility -1 | 3 |
| Heavy armor | 4 (d6) | Max. defense 2, Agility -2 | 4 |
| Very heavy armor | 5 (d6+1) | Max. defense 1, Agility -2 | 5 |
| Shield | +1 defense | Cannot use 2- handed weapons | 1 |

specific object they would like among the things. If in doubt, the answer should usually be yes, as this encourages players to ask questions about the environment and the things they come across.

## Common Equipment

| Item | Weight |
|---|---|
| Arrows (quiver of 20) | 1 |
| Fire stones | - |
| Firewood | 1 |
| Manacles | 1 |
| Parchment | - |
| Rations (food for 1 day) | 1 |
| Rope (10 meters) | 1 |
| Sack (empty) | - |
| Sling stones (bag of 20) | 1 |
| Tent | 2 |
| Tools (thief, digging, smith, woodcarving) | 1 |
| Torch (burns 1 hour) | 1 |
| Twine | - |
| Waterskin (holds water for 1 day) | 1 |
| Winter clothing | 2 |

## Special Items

In addition to common equipment items, there are also numerous special items which are relatively easily obtained, but too valuable or too useful to let characters have in unlimited amounts. It is up to the GM to decide which ones and how many of them the characters can buy. It could either be limited to no more than three per character and adventure (excluding items made by an Alchemist), or players might have to trade one of the treasures from their last adventure for them (which makes them unavailable to trade into Advancement Points).

Special items might also be found during adventures in addition to treasures.

### Potions

**Healing Potion:** A healing potion heals 1d6 points of Lifeblood.

**Poison Protection Potion:** Any time a character takes damage from poison, the damage is reduced by 3 for one hour after drinking.

**Fire Protection Potion:** Any time a character takes damage from fire, the damage is reduced by 3 for one hour after drinking.

**Cold Protection Potion:** Any time a character takes damage from cold, the damage is reduced by 3 for one hour after drinking.

**Invisibility Potion:** ???

**Strength Potion:** The character gains a boon to all Strength rolls (including attacks and career rolls) and rolls 3d6, discarding the lowest.

# Overland Travel

All characters can travel a distance of 30 miles per day. If the party includes characters of exceptionally small size (like a halfling), this distance might be reduced to 24 miles per day.

As mentioned in the section on Encumbrance, characters carrying a heavy load are slowed down. Traveling through difficult terrain forces the characters to take winding paths and make short detours, which also reduces the *effective distance* covered in a day.

| Encumbrance | Speed reduction |
|---|---|
| Unburdened | - |
| Lightly burdened | -6 miles/day |
| Heavily burdened | -12 miles/day |

| Terrain | Speed reduction |
|---|---|
| Open terrain | - |
| Rugged terrain | -6 miles/day |
| Very rugged terrain | -12 mules/day |

While horses are very fast at short distances, they are not actually able to cover longer distances in a day than humans do, as they require a lot of rest after running. However, a horse is much stronger than a human and might be less slowed down from encumbrance even when carrying a rider and his equipment.

The average horse has an Encumbrance rating of 30 (up to 30 unburdened, up to 60 lightly burdened, and up to 90 heavily burdened), and an average human has a weight of 20. They also require four times as much food and water than human characters.

### Why ever go without a horse?

*Given that a horse can carry a lot more supplies and treasure than any character, why would anyone go on an adventure without one? Horses and other pack animals pose one big problem, though, which is that they can't come with the characters while they are exploring caves and sneaking into enemy strongholds. They need to be left outside, which can lead to all kinds of complications. If the characters stay inside the dungeon for longer durations, their horses need to be fed and watered, which means they have to bring someone along to tend to the horses, who might not necessarily be entirely trustworthy. Even if the players plan to be gone for only a few hours, the horses might be discovered by someone and stolen, or attacked by wild animals. During the journey to and from the dungeon, some of the horses might get injured or killed by accidents, leaving the characters with more supplies and gear than they can carry without being slowed down.*

*As mentioned before, complications are always good. Leaving behind a dead pack animal with food and water can make the rest of the journey much more tense. Or the characters have to start looking for alternative means to transport their loot if their horses are gone or they arrived without any. And if a servant ran off with the horses while the characters were inside the dungeon, the players will probably thirst for revenge. Especially when the horses had already been loaded with gold while they went back in to get the rest!*

# Exploration

### Sorry, this part comes later...

# Encounters

### Why Wandering Monsters?

*Random Encounters have gained somewhat of a poor reputation as distracting and a boring waste of time, which often don't make any sense. Which is not without reason, but comes mostly from a wrong conception of the mechanic. In older games, you won't find the term "Random Encounter" used anywhere. Instead, they very consistently talk about Wandering Monsters.*

*Wandering Monsters, which include patrolling humanoid guards, are random only in the place where the players will*

*encounter them. Neither the type of creature, nor the time of the encounter are truly random by any means. Wandering Monsters are of vital importance to a game of dungeon exploration as they add the need for the characters to be both quiet and not leave too many trails and signs of their presence. It also adds a real urgency as the chance of being discovered and an alarm being raised grows steadily the longer they stay around. This also is tied very strongly to the concept of basing the character advancement on treasures instead of defeated enemies. If the players get rewarded with experience for fighting guards, there is even a kind of incentive for them to find all the wandering monsters and patrolling guards that keep trying to avoid them. But since wandering monsters and guards generally don't carry any treasures they might have on their bodies, there really is no reason at all for the players to get caught and avoiding them means they will have more Lifeblood and Arcane Power left when it comes to fights that are truly unavoidable.*

## Determining an Encounter

Characters have a certain chance to run into wandering monsters or patrolling guards at regular intervals and when they are doing things that might cause considerable noise. When that happens, roll 1d6. On the roll of a 1, the characters encounter a creature or guards. Make an Initiative check once for the enemies and for all the characters. If one of the characters gets a higher result than the enemies, he notices the enemies first and can give a sign to his companions to prepare for a fight, set an ambush, hide, or try to quietly sneak away. If the enemies get a higher result than all of the characters, they hear the characters approaching and can prepare for the encounter accordingly.

### Dungeon Encounters

Wandering monsters should be checked about once every 10 or 20 minutes, depending on population and activity in the dungeon. If the characters do something that creates a lot of noise, such as trying to break down a door or getting into a fight with an enemy, make an additional check to see if anyone nearby has heard it. If an additional encounter occurs, the creatures will arrive within 1d3 minutes.

### Wilderness Encounters

Wandering monsters should be checked about once every 1 or 2 hours when traveling through the wilderness.

## Types of Encounters

While encounters with a hostile monster or a patrol of guard are the most common type, they don't need to be the only one, and in fact should not. Other possible kinds of encounters are meeting a non-hostile NPC, having some kind of accident happen; or, when traveling in the wild, coming upon an unusual sight.

When traveling with horses, one possible encounter could be one of the horses tripping and falling, injuring itself to the point that it can no longer carry a rider or supplies and might not even be able to keep up with the rest of the group. When underground, an encounter could take the form of a ceiling collapsing and sealing off a corridor.

## Evasion

The characters may attempt to flee a hostile situation. If the characters are faster than the monsters, it can be assumed that they will escape successfully. If some or all of the characters are not as fast as the monsters, they may intentionally drop an item to distract a greedy enemy or just throw away their gear to be able to run faster. If the monsters flee from the characters, they have to decide whether to pursue or not.

# Monsters

## Converting Monsters

Converting creatures from any edition of *D&D* or OSR game to *Barbarians of Lemuria* is very simple:

### 1. Attributes

To convert the ability scores of a *D&D* creature to *BoL*, treat Strength as analogous to Strength, Dexterity as Agility, Intelligence as Mind, and, if the creature is able to talk, Charisma as Appeal. Constitution and Wisdom are discarded, as they have no function in *BoL*.

The creatures of the Basic and Expert rules (and *AD&D*) don't have any ability scores listed with their stats. You can either make up your own based on your best guess, or take the stats from later editions as a guideline.

In BoL, an attribute of 0 is considered average, while a score of 3 is exceptionally high and a 4 would be legendary. This conveniently matches with the ability score range from 3 to 18 and allows for a very easy conversion in which 10=0, 12=1, 14=2, 16= 3, and 18=4. With scores below 10, 8=-1, 6=-2, and so on.

Most animals have a Mind score of -4, with insects having a Mind score of -5. A Mind score of -3 is the minimum to understand and use speech.

### 2. Lifeblood

To determine the Lifeblood of a creature, simply take the number of Hit Dice and multiply them by 5.

### 3. Defense

The Defense score of a monster is usually identical to its Agility score, but never lower than 0. Very powerful and dangerous creatures sometimes have a Defense score that is +1 or +2 higher than the number indicated by these guidelines.

### 4. Protection

As guideline for the Protection rating of a monster, use the values from armor worn by characters:

| Fur, hide, or scales | Protection |
|---|---|
| No Protection | 0 |
| Thick fur or hide | 1 (d3) |
| Thick hide | 2 (d6-2) |
| Scales | 3 (d6-1) |
| Thick Scales | 4 (d6) |
| Extraordinary Protection | 5 (d6+1) |

### 5. Attacks

There are no hard and clear rules for the attacks of monsters in *BoL*. There are only guidelines for the average damage based on the size of a creature, but the bonus to attack rolls is left entirely to the discretion of the GM. The number is generally between +0 and +4, with +5 being reserved only for the most dangerous and terrifying creatures.

### 6. Initiative

If you are using the Initiative combat ability from the *Mythic Edition*, a creatures Initiative is generally identical to it's Agility score, but might be +1 or +2 higher in specific cases when it seems appropriate.

## Humanoid Enemies

### Goblin

**Attributes**

| | |
|---|---|
| Strength | 0 |
| Agility | 1 |
| Mind | 0 |
| Appeal | -2 |

**Combat Abilities**
Attack with weapon +0, damage 1d6-1

| | |
|---|---|
| Initiative | 1 |
| Defense | 1 |
| Protection | 1 |
| Lifeblood | 5 |

### Goblin Elite

**Attributes**

| | |
|---|---|
| Strength | 0 |
| Agility | 1 |
| Mind | 0 |
| Appeal | -2 |

**Combat Abilities**
Attack with weapon +0, damage 1d6-1

| | |
|---|---|
| Initiative | 1 |
| Defense | 2 |
| Protection | 2 |
| Lifeblood | 10 |

### Goblin King

**Attributes**

| | |
|---|---|
| Strength | 0 |
| Agility | 1 |
| Mind | 1 |
| Appeal | -1 |

**Combat Abilities**
Attack with weapon +1, damage 1d6-1

| | |
|---|---|
| Initiative | 1 |
| Defense | 2 |
| Protection | 2 |
| Lifeblood | 15 |

### Goblin Shaman

**Attributes**

| | |
|---|---|
| Strength | 0 |
| Agility | 1 |
| Mind | 2 |
| Appeal | -1 |

**Combat Abilities**
Attack with weapon +0, damage 1d6-1

| | |
|---|---|
| Initiative | 1 |
| Defense | 2 |
| Protection | 0 |

Lifeblood      5

**Shaman:** A goblin shaman has 1 rank in the Sorcerer and Priest careers and 3 Arcane Power.

## Hill Giant

**Attributes**

| | |
|---|---|
| Strength | 8 |
| Agility | -1 |
| Mind | -1 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +2, damage 2d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 0 |
| Protection | 3 |
| Lifeblood | 30 |

## Lizard Man

**Attributes**

| | |
|---|---|
| Strength | 1 |
| Agility | 0 |
| Mind | -1 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +0, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 10 |

## Lizard Man Elite

**Attributes**

| | |
|---|---|
| Strength | 1 |
| Agility | 0 |
| Mind | -1 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +0, damage 1d6+1

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 15 |

## Lizard Man Chieftain

**Attributes**

| | |
|---|---|
| Strength | 1 |
| Agility | 0 |
| Mind | -1 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +1, damage 1d6+2

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 3 |
| Lifeblood | 20 |

## Lizard Man Shaman

**Attributes**

| | |
|---|---|
| Strength | 1 |
| Agility | 0 |
| Mind | -1 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +0, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 10 |

**Shaman:** An lizard man shaman has 1 rank in the Sorcerer and Priest careers and 3 Arcane Power.

## Mountain Giant

**Attributes**

| | |
|---|---|
| Strength | 10 |
| Agility | -1 |
| Mind | 0 |
| Appeal | 0 |

**Combat Abilities**

Attack with weapon +3, damage 2d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 4 |
| Lifeblood | 50 |

## Orc

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | 0 |
| Mind | -1 |
| Appeal | -2 |

**Combat Abilities**

Attack with weapon +0, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 10 |

## Orc Leader

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | 0 |
| Mind | -1 |
| Appeal | -2 |

**Combat Abilities**

Attack with weapon +1, damage 1d6+1

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 15 |

## Orc Chieftain

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | 0 |
| Mind | -1 |
| Appeal | -2 |

**Combat Abilities**

Attack with weapon +1, damage 1d6+2

| | |
|---|---|
| Initiative | 0 |
| Defense | 2 |
| Protection | 3 |
| Lifeblood | 20 |

## Orc Shaman

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | 0 |
| Mind | 1 |
| Appeal | -1 |

**Combat Abilities**

Attack with weapon +1, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 1 |
| Protection | 0 |
| Lifeblood | 10 |

**Shaman:** An orc shaman has 1 rank in the Sorcerer and Priest careers and 3 Arcane Power.

## Ogre

**Attributes**

| | |
|---|---|
| Strength | 5 |
| Agility | -1 |
| Mind | -2 |
| Appeal | -2 |

**Combat Abilities**

Attack with weapon +2, damage 1d6+2

| | |
|---|---|
| Initiative | -1 |
| Defense | 0 |
| Protection | 3 |
| Lifeblood | 15 |

# Monsters

## Ape

**Attributes**

| | |
|---|---|
| Strength | 5 |
| Agility | 2 |
| Mind | -4 |

**Combat Abilities**

Attack with fists +1, damage 1d6

| | |
|---|---|
| Initiative | 2 |
| Defense | 2 |
| Protection | 2 |
| Lifeblood | 20 |

## Basilisk

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | -1 |
| Mind | -4 |

**Combat Abilities**

Attack with bite +2, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 0 |
| Protection | 3 |
| Lifeblood | 30 |

**Petrification:** Any creature that looks into a basilisks eyes must make a Hard Strength check (-4) or be turned into stone. Characters can try to avoid looking at its eyes, but doing so causes a -4 penalty to any attack rolls made against it. Petrification can be reversed by a sorcerer with a spell of the second degree.

## Bear

**Attributes**

| | |
|---|---|
| Strength | 8 |
| Agility | 1 |
| Mind | -4 |

**Combat Abilities**

2 attacks with claws +2, damage 1d6+2

| | |
|---|---|
| Initiative | 1 |
| Defense | 1 |
| Protection | 2 |
| Lifeblood | 25 |

## Boar

**Attributes**

| | |
|---|---|
| Strength | 2 |
| Agility | 0 |
| Mind | -4 |

**Combat Abilities**

Attack with bite +0, damage 1d6

| | |
|---|---|
| Initiative | 0 |
| Defense | 0 |
| Protection | 2 |
| Lifeblood | 15 |

## Chimera

**Attributes**

| | |
|---|---|
| Strength | 4 |
| Agility | 1 |
| Mind | -3 |
| Appeal | 0 |

**Combat Abilities**

3 attacks with bites +2, damage 1d6

| | |
|---|---|
| Initiative | 1 |
| Defense | 2 |
| Protection | 2 |
| Lifeblood | 45 |

**Fire Breath:** Instead of attacking with its bites, a chimera can use a breath of fire from its dragon head. This

counts as a spell of the first degree. A chimera can use its fire breath once every three rounds.

## Crocodile

**Attributes**

Strength 4
Agility 1
Mind -4

**Combat Abilities**

Attack with bite +1, damage 1d6
Initiative 1
Defense 1
Protection 3
Lifeblood 10

## Giant Crocodile

**Attributes**

Strength 8
Agility 1
Mind -4

**Combat Abilities**

Attack with bite +2, damage 1d6+2
Initiative 1
Defense 1
Protection 4
Lifeblood 30

## Ghoul

**Attributes**

Strength 1
Agility 2
Mind 1

**Combat Abilities**

2 attacks with claws +1, damage 1d6-2 + paralysis
Initiative 2
Defense 2
Protection 1
Lifeblood 10

**Paralysis:** Any living creature hit by a ghoul with one or both of its claws must make a Strength roll or be paralyzed and unconscious for one hour.

## Giant Rat

**Attributes**

Strength -1
Agility 3
Mind -4

**Combat Abilities**

Attack with bite +1, damage 1d3
Initiative 3
Defense 3
Protection 0
Lifeblood 5

## Griffon

**Attributes**

Strength 4
Agility 2
Mind -3

**Combat Abilities**

2 attacks with claws +1, damage 1d6
Initiative 2
Defense 2
Protection 2
Lifeblood 35

## Manticore

**Attributes**

Strength 5
Agility 2
Mind -2

**Combat Abilities**

Attack with bite +2, damage 1d6+2
Initiative 2
Defense 2
Protection 3
Lifeblood 40

## Skeleton

**Attributes**

Strength 1
Agility 1
Mind -5

**Combat Abilities**

Attack with weapon +1, damage 1d6
Initiative 1
Defense 1
Protection 2
Lifeblood 5

## Snake

**Attributes**

Strength -2
Agility 3
Mind -4

**Combat Abilities**

Attack with bite +1, damage 1d2 + poison
Initiative 3
Defense 3
Protection 0
Lifeblood 5

**Poison:** A character bit by a snake must make a Hard Strength roll (-2) or immediately take 1 point of poison damage, and another point of poison damage each round. After the poison has caused damage three times, it automatically end. A character with the Healer or Alchemist profession can make a Hard skill roll (-2) to stop the poison and prevent it from causing any further damage. However, unlike normal damage, poison damage can not be recovered at the end of the fight by taking a rest and treating the wound.

## Spider

**Attributes**

Strength    -2
Agility     3
Mind        -5

**Combat Abilities**

Attack with bite +2, damage 1 + poison
Initiative
Defense
Protection
Lifeblood

**Poison:** A character bit by a spider must make a Hard Strength roll (-2) or immediately take 1 point of poison damage, and another point of poison damage each round. After the poison has caused damage three times, it automatically end. A character with the Healer or Alchemist profession can make a Hard skill roll (-2) to stop the poison and prevent it from causing any further damage. However, unlike normal damage, poison damage can not be recovered at the end of the fight by taking a rest and treating the wound.

## Wolf

**Attributes**

Strength    1
Agility     2
Mind        -4

**Combat Abilities**

Attack with bite +0, damage 1d6-1
Initiative   2
Defense      2
Protection   1
Lifeblood    10

## Zombie

**Attributes**

Strength    2
Agility     -1
Mind        -5

**Combat Abilities**

Attack with fists +1, damage 1d6
Initiative   -1
Defense      0
Protection   1
Lifeblood    10