

The Barbarian character class was first published in White Dwarf 4, before the publication of the Advanced Dungeons & Dragons rules. The current widespread use of these advanced rules necessitated some minor changes in Barbarians, published as an addendum in a later issue. I have taken the liberty of inserting these at the appropriate points in the original description to improve the continuity of the piece.

## The Barbarian

by Brian Asbury

While having many similarities to other character classes, barbarians comprise a separate character class of their own, and are not a sub-class of any other type. Prime requisite is constitution, because one of the barbarian's greatest assets is his sheer hardiness and capacity for survival. Thus a barbarian makes saving-throws as for clerics, but as though he is 4 levels higher than his actual level. Although anyone with a decent (i.e. average) constitution can become a barbarian, which should give players something to do with those useless-in-everything-but-constitution characters, for a barbarian to have full abilities, then a strength of 13+, a dexterity of 13+, an intelligence of 9+ and a wisdom of 14+ are needed.

Barbarians are twice as resistant to disease as other classes. This class, however, is rather limited as regards armour. Levels 1-5 may use a shield but no armour; levels 6-10 may wear leather armour and shield; and level 11 and above may wear chainmail and shield. Barbarians dislike plate armour and never wear it. Their natural instinct for self-preservation, though, gives them a better chance of dodging blows, regardless of dexterity. Therefore, they should always be treated as though one armour class higher than their actual class.

All barbarians have a number of basic abilities. These are:

- High Resistance to harm (as explained above)
- Listening for noise (as human thieves)
- Tracking
- Sensing Danger
- Fearlessness

There are also a number of special abilities which a barbarian might have if he has the necessary requisities. These shall be explained later.

Levels	Experience Points	Hit Dice (6 sided)	Sign Lang.	Hear Noise	Sense Danger	Follow Trail	Catch Missile	Chance to Fall
1 Tribesman	0	1+1	10%	1-2	1	40%	5%	20%
2 Savage	1,500	2+1	20%	1-2	1	45%	10%	19%
3 Clan Brother	3,000	3+1	30%	1-3	1	50%	15%	18%
4 Hunter	6,000	4+1	40%	1-3	1-2	55%	20%	17%
5 Warrior	12,000	5+1	45%	1-3	1-2	60%	25%	16%
6 Brave	24,000	6+1	50%	1-3	1-2	65%	30%	15%
7 Elite Warrior	48,000	7+1	55%	1-4	1-3	70%	35%	14%
8 Headman	96,000	8+1	60%	1-4	1-3	75%	40%	13%
9 Chief	200,000	9+1	65%	1-4	1-3	80%	45%	12%
10 War-chief	325,000	10+1	70%	1-5	1-4	85%	50%	11%
11 Laird	450,000	10+2	75%	1-5	1-4	90%	55%	10%
12 Laird, 12th	575,000	10+3	75%	1-5	1-4	95%	60%	9%
13 Laird, 13th	700,000	10+4	75%	1-6	1-5	100%	65%	8%
	(+ 125,000 per level)	(etc)	(max)	(max)	(etc)	(etc)	(etc)	(etc)

### Weapons

Most barbarians are limited to using sword, spear and hand axe. However, for every point of dexterity the barbarian has above 12, he may use 1 additional weapon — longbows, two-handed swords, slings and daggers being the most favoured. Also, barbarians of strength 13+ may use battle axes. The more sophisticated weapons such as the arquebus and compound bow are prohibited.

### Explanation of Barbarian Abilities

#### Basic Abilities

**Tracking:** Like the ranger sub-class, barbarians have a chance of tracking most types of creatures. However, the figures given in the table represent the *base* chance of tracking, and must be adjusted as follows:

#### Conditions

##### OUTDOORS

Condition	Subtract From Chances To Track
Hard ground	-20%
Raining or snowing	-30%
Quarry crosses water	-40%

##### DUNGEONS

Trail runs through normal passage	-25%
" " " normal door	-30%
" " " a trapdoor	-40%
" " up/down a chimney	-50%
" " through a secret door	-55%

**Fearlessness:** Barbarians are hard men and do not usually panic and thus spells and other devices employing Fear will, 50% of the time, cause barbarians to become wild with battle-rage and fight as berserkers, rather than flee.

**Sensing Danger:** This does not detect anything specific, but it does tell the barbarian that something, somehow, is wrong. Any time a barbarian is walking into a situation which might endanger him, the DM should check, by rolling a D6 whether he senses danger. Range — about 20 ft, regardless of any obstacles (including doors and walls) in the way. The ability to sense danger is merely an instinct. It is not directional, and does not give any clue to what form the danger takes. Thus a barbarian *cannot* walk up to a door and automatically say "Aha! Twelve feet beyond this door is an evil magic-user!" He would simply *feel* that something was wrong, but would have no idea of where the source of danger lay or what it was. A barbarian who fails to sense danger in a given situation *cannot* try again.

#### Special Abilities

**Sign Language:** This ability is possessed by all barbarians of intelligence 9 plus. Sign Language affords the barbarian a chance of communicating with any intelligent creatures encountered, by means of signs and gestures.

**First-attack Ferocity:** Barbarians of strength 10+ always hit at +1 because of their natural ferocity. In addition, if strength is 13+ and dexterity at least average, then they have 75% chance in any melee in which they gain the initiative, of using First-attack Ferocity. This is their chance of whipping themselves up into such a frenzy that their first attack *only* will be carried out at a bonus, and do double damage or better. All barbarians who succeed in striking with first-attack ferocity automatically do at least double damage if they roll 75 or less on percentage dice. Before the first-attack strike is made, roll percentage dice and consult the following table to see what the effects will be:

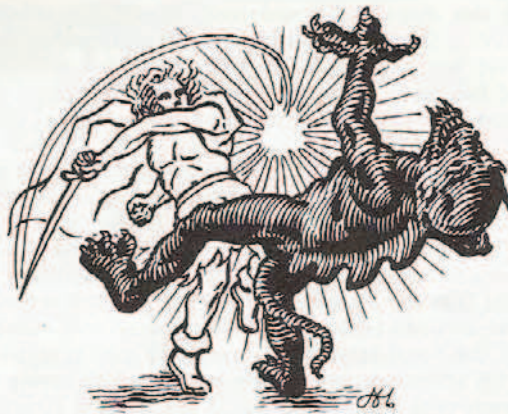
#### Barbarian

Level	% Die-Roll	Effects
1-4	01-75	Attack bonus +2, double damage
	76-00	Attack bonus +1, normal damage
5-8	01-25	Attack bonus +3, triple damage
	26-75	Attack bonus +2, double damage
	76-00	Attack bonus +1, normal damage
9 and up	01-25	Attack bonus +4, quadruple damage
	26-50	Attack bonus +3, triple damage
	51-75	Attack bonus +2, double damage
	76-00	Attack bonus +1, normal damage

Thus a barbarian capable of first-attack always gains at least +1 on attack dice even if the die-roll is too high for double damage or greater. Remember though, this bonus only applies to the *first* melee round, and only if the barbarian has the initiative. After this first round he will attack normally; the rule about barbarians of strength 10+ always hitting at +1 is cancelled.

A barbarian is entitled to only one round of first-attack ferocity per battle. If he switches opponents in battle he does *not* gain any first-attack bonus on his new opponent. Similarly, if the barbarian's first-attack ferocity attempt misses, he does *not* get another attempt in the next round.





**Climbing:** Barbarians of dexterity 10+ can, like thieves, climb nearly sheer surfaces. However, their base chance to fall is 20%, not 13%.

**Catching Missiles:** Barbarians of above average dexterity have a chance of actually *catching* any missile aimed at them in mid-air. The chances of achieving this feat increase by dexterity, i.e.

Dexterity	Bonus to chances of catching missile
13-14	None
15-16	+5%
17-18 (01-50%)	+10%
18 (51-75%)	+15%
18 (76-90%)	+17%
18 (91-99%)	+20%
18 (00%)	+25%

Note that no barbarian is able to catch spell-generated magic missiles or bullets, and missiles with a magical bonus reduce the barbarian's chances of catching by 5% for every positive point of bonus (e.g. a +3 magic arrow would subtract 15% from the barbarian's chances of catching it but a -3 cursed arrow would actually *add* 15% to the barbarian's chances of catching).

#### Hiding in Shadows

Barbarians should be able to hide in shadows if they are to emulate the feats of the greatest barbarian of them all. However, the minimum requisites for the barbarian to have the ability are dexterity 11+ coupled with intelligence 9+. They do not gain bonuses on this ability for high dexterity as thieves.

#### Barbarian Magic

Barbarians may use any magical items usable to fighters or thieves, except for those items of weaponry or armour already prohibited to them. Few barbarians are literate (only those with a Wisdom score of 14+), and so most will be unable to use magical Books or Runes. However, this also means that they are immune to the effects of such items. This does not of course, apply to literate barbarians.

Illiterate barbarians *cannot* copy down magical writings which they cannot understand. To do this would be to set off any harmful effects which the writings might endow upon the reader, e.g. the damage done by a Book readable only by magic-users. This is because there have been cases of parties using non-literate barbarians to copy down the title pages of magical Books so that they could divine their nature without risk of harm. Magical writings can be copied down *only* by those who fully understand them.

#### Barbarians As A Race

Barbarians can be considered to be a sub-race of humans who have developed a special hardiness due to their upbringing in an especially harsh environment. However, that does not exclude the possibility of barbarian hybrids. Orcs will breed with anything, and it is quite likely that barbarian women have many times been carried off by raiding orcs. Thus half-orc barbarians exist, having attributes of both the orcish race and the barbarian class. Half-orcs may progress as high as 8th level as barbarians; also, they may elect to be split barbarian/thieves or barbarian/assassins, dividing experience equally between their two classes.

THE BEST OF TREASURE CHEST



# POTIONS

## POTIONS OF TRUTH

by James Meek

The effect of this potion will last 6 hours but will only become apparent when the drinker tries to tell a lie. As soon as the drinker is asked any question, the DM should hand him a note stating that he must answer in absolute truth. A possible sad example:

*Huge Troll Chieftan:* Oh tasty little hobbit, am I not the most handsome of all creatures?

*Trapped Hobbit Thief:* Actually, I think you are so disgustingly ugly that it is hard to see your blackheads for your acne, and I wouldn't be surprised if flies dropped dead on contact with your filthy skin, and I bet you can't see your feet because of your fat stomach, and aghhh..."

## POTION OF ULTRAVISIBILITY

by David Bell

This potion causes the drinker, his armour, his weapons, and other equipment carried, to glow brightly. In darkness he will light the same area as a torch. In daylight he will glow visibly. The effect *commences* after 1d4+1 melee rounds and persists until the death of the victim or for 1d4 turns, whichever is sooner. Invisibility and hiding in shadows is impossible for the victim, and, because of the diffuse nature of the light, there is a 15% penalty for anyone else trying to hide in shadows within 40'. *Darkness* acts as a *dispel magic*, but remember that a potion counts as 12th level. (*Player's Guide* p. 47, *dispel magic* description).

The colour of the light has been known to vary with the victim's alignment. The clerical *prayer* spell has also been known to suffer from a similar side effect, so the potion may affect morale, especially of an enemy. In a melee such a source of light can be invaluable.

It is, of course, easily mistaken for a potion of *invisibility*, and vice versa, with possibly disastrous results in an emergency.

## DRAGON BREATH POTION

by Kathryn George

The potion enables the drinker to breathe, once only, as one type of dragon (determine at random or DM's decision as to which type. (Dragon-turtle, gorgon, etc. can also be included). The potion must be used within 6 turns of drinking. If Alchemists are available, they may be able to tell what type of potion it is, but not what type of breath weapon.

## POTION OF X-RAY VISION

by Jim Willoughby

This potion enables the drinker to see through doors, walls, etc to a maximum radius of 60'. He cannot, however, see through metal. The effect lasts one week. The potion is a purple liquid with a sparkle effect given off when held against light.

## THE POTION OF MIND REST

by Stephen Bland

The drinker of this potion is only affected if he has psionic power. 25 psionic strength points will be restored and all psionic use in the following 3 turns will only cost half its theoretical amount.