

THE BARBARIAN INVASION

IMMINENCE

COMMON FOES

THREAT EFFECTS:

- 1** *A boastful barbarian warrior comes to the characters' home village* and issues a challenge to combat. If the PCs are home, one of the may accept the challenge and fight it out, or, should they decline, the Invasion's Imminence increases by one, as the reputation of the barbarians' warriors grows. If the PCs are not home, one NPC in the village is slain.
- 2** *A barbarian champion forms a warband* and goes raiding far and wide. The next random encounter the PCs have will be with a barbarian warband.
- 3** Hungry for loot and sustenance, *the barbarians send many raiders* out from their own territory. The two human settlements closest to barbarian lands are raided and plundered. Goods there will be scarce, and an NPC known to the characters may be dead or injured.
- 4** *The barbarians make a small inroad in their invasion.* The GM should advance the barbarian territory by a single hex in four different locations.
- 5** *The barbarians push forward in a particular direction,* settling lands and attacking those in their way. The GM should advance the barbarian territory by a single hex along the entire edge of the map from which they entered. Imminence increases by one.
- 6** *The barbarians make impressive inroads,* moving their border two hexes forward across the entire edge of the map from which they entered. Imminence increases by one.

BARBARIAN ARMY

WARLORD'S NAME:

AVERAGE ARMY STRENGTH:

BARBARIAN WAR LEADERS:

VILLAGERS LOST TO THE HORDE:

BARBARIAN WARRIORS

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d8 (axe)

Alignment: Chaotic

XP: 20

BARBARIAN CHAMPION

Hit Dice: 2d10 (11 HP)

AC: 13

Attack: +3 to hit, 1d8+2(axe)

Alignment: Chaotic

XP: 50

Notes: *Martial Inspiration* (the turn after he wounds an enemy, his followers gain +1 to hit)

WILD TRACKER

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (bow)

Alignment: Chaotic

XP: 50

Notes: *Keeper of Beasts* (a pack of six loyal dogs who receive +1 to hit and damage while she leads them)

WAR DOGS

Hit Dice: 2d6 (7 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 45

Notes: *Pack Bonded* (as long as three or more dogs from the same pack are in the fight, each gets +1 to hit and damage)

RUNE MASTER

Hit Dice: 3d6 (11 HP)

AC: 11

Attack: +1 to hit, 1d6 damage (staff)

Alignment: Chaotic

XP: 150

Notes: *Spellcasting* (13 Int and Wis; Casts at 3rd level; Spells, perhaps: Abjuration, Mystical Shield, and Terrifying Presence; Rituals, perhaps: Circle of Protection, Magic Stones, and Summoning)

BARBARIAN RULER

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d+8+2 damage (enchanted blade)

Alignment: usually Chaotic

XP: 170

Notes: *Lead from the Front* (while the barbarian ruler is leading in combat, all followers receive a +4 bonus to all saving throws and +1 AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)