



d30 Berserker (Barbarian) Encounters

BSK1: ENCOUNTER VARIATIONS

Roll	Group Background/Description
1	alternate race: dwarf
2	alternate race: half-orc
3	bodies covered in tattoos
4	bodies covered with sacred runes
5	destroying (burning) lair of witch/magic-user
6	en route for trade mission with associated tribe
7	en route to destroy discovered place of evil/magic
8	en route to funeral of fallen leader/hero
9	en route to rid area of recently discovered monster(s)
10	en route to stop dark/evil magician
11	en route to stop oncoming invasion
12	en route to tribal/religious celebration
13	en route to/from battle with competing tribe
14	gathering/uniting tribes to defend against invaders
15	gathering/uniting tribes to overtake civilized nation
16	hunting (for food)
17	hunting for adrenalin-boosting herbs/berries
18	locked in combat with local witch/magic-user
19	looking for trouble/opportunity for battle
20	mercenaries on mission for powerful/rich NPC
21	revenge mission against tribe that invaded village
22	seeking new place to settle tribe
23	tracking escaped prisoner from competing tribe
24	tracking fugitive from their own tribe (criminal)
25	transporting captive from rival tribe to for ransom
26	transporting captive(s) to use as slave(s)
27	transporting treasure acquired in recent raid
28	under magical influence, on mission for magic creature
29	under magical influence, on mission for powerful NPC
30	unknowingly under magic spell: +1 damage (STR)

BSK2: CELEBRATE VICTORY BY...

Roll	Group Background/Description
1	burning bodies of opponents
2	cannibalizing opponents
3	carving runes in battle area (e.g., trees)
4	comparing their victory to stories of gods
5	composing stanzas to add to their edda
6	covering opponents with brush
7	covering opponents with stone
8	cutting off opponents' hands
9	cutting off opponents' hands & feet
10	cutting off opponents' hands, hands & feet
11	cutting off opponents' head & feet
12	cutting off opponents' head & hands
13	cutting off opponents' heads
14	drinking blood of opponents
15	drinking from shared victory cup
16	exsanguinating opponents
17	feasting
18	marking bodies of opponents with runes
19	placing opponents heads on spikes/poles
20	praying for honorable opponents
21	raising carved/runed victory stone
22	scalping opponents
23	singing victory song(s)
24	spitting on opponents
25	stripping opponents & burning possessions*
26	telling stories of gods' victories
27	thanking gods in moment of silence
28	thanking gods in spoken prayer
29	yawping/screaming/whooping
30	roll twice on this table (ignoring duplicates)

* not including treasure

BSK3: NUMBER APPEARING

Roll on d30	Number of Berserkers					Additional Fighters*	WC	SC
	1	2	3	4	5			
	1	2	3	4	5	nil (none)	0	0
	6	7	8	9	10	+1F:1	1	1
	11	12	13	14	15	+1F:1	5	3
	16	17	18	19	20	+2F:1,+1F:2	10	5
	21	22	23	24	25	+2F:2,+1F:2	15	10
	26	27	28	29	30	+3F:1,+1F:2,+1F:3	20	15

* "F:1"=1st-level fighter; "F:2"=2nd-level fighter;
"F:3"=3rd-level fighter

† number in column represents chance-in-30 of war chief (WC; 9th-level fighter) and/or sub-chief (SC; 7th-level fighter) accompanying party

BSK4: WEAPONS & MOTIVATION

1s Digit: Weapons*	10s Digit: Motivation
1 sword, dagger	1-10 superiority (in battle; taunts opponents)
2 sword, short sword	
3 sword, hand axe	11-20 bloodlust (simply likes to watch others die)
4 two-handed sword	
5 axe, dagger	21-30 greed (accomplished through killing)
6 axe, short sword	
7 axe, hand axe	
8 battle axe	
9 polearm	
0 club, small club	

* two attacks per round, or 1 attack with +2 bonus