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SOURCEBOOK

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**MUTANTS & MASTERMINDS**

# WARRIORS & WARLOCKS



**A SWORD & SORCERY SOURCEBOOK**



“...I was born in the Cimmerian hills where the people are all barbarians. I have been a mercenary soldier, a corsair, a kozak, and a hundred other things. What king has roamed the countries, fought the battles, loved the women, and won the plunder that I have?”

— “The People of the Black Circle” by Robert E. Howard



# WARRIORS & WARLOCKS

A SWORD & SORCERY SOURCEBOOK FOR MUTANTS & MASTERMINDS

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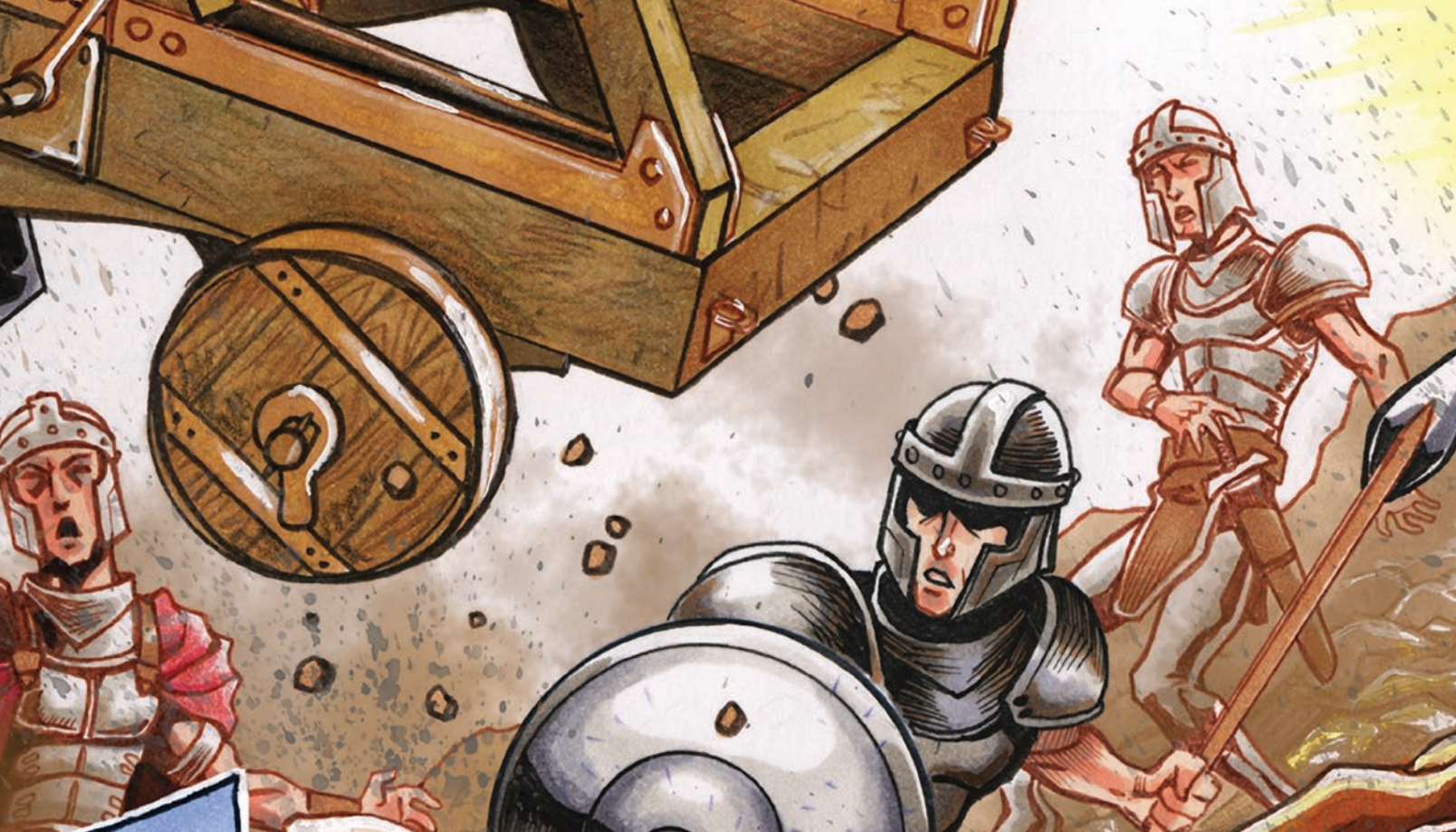
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# INTRODUCTION

**A**lthough comic books are most often associated with superheroes, they are in fact a medium, capable of telling many kinds of stories, not just those of brightly clad heroes fighting crime and saving the world. A popular genre of comics features heroes in fantastic, magical worlds battling evil wizards, mythic monsters, and even mad gods. *Warriors & Warlocks* is a sourcebook of the sword & sorcery style adventure as told in comics like *Warlord*; *Arion, Son of Atlantis*; *Arak, Son of Thunder*; *Savage Sword of Conan*; *Red Sonja*; *Nightstalker*, and many others (as **Chapter 1** explains in detail).

## HOW TO USE THIS BOOK

You can approach this book in two main ways: first, it serves as source material for catapulting your *M&M* superheroes into a fantasy realm, like in many classic comic tales. This could be one of the settings described in **Chapter 4** or another fantasy world of your choosing. Time- and dimension-travel frequently sends heroes to “strange new worlds,” and the process of getting there, or just being there, might alter the heroes’ powers, outlook, or personalities, allowing for an interesting change-of-pace adventure.

For example, perhaps a wizardly foe uses a spell of banishment to send the heroes to another realm where magic holds sway and civilization is still relatively primitive. Their powers weakened by the influence of arcane forces, the heroes must adopt local disguises and embark on a quest for the legendary Gate of Worlds that can take them back home, fighting the forces of evil in this world along the way.

Similarly, a wizard or demon might use magic to transform the modern world into a fantasy analog, including making the heroes into fantastic versions of their normal selves. This makes for a fun change-of-pace scenario as the altered heroes work to overthrow the villain in true sword & sorcery fashion and restore the world to normal.

You can also use *Warriors & Warlocks* to turn *Mutants & Masterminds* into a complete sword & sorcery roleplaying game, suitable for running an entire series set in a savage world of barbarians, sorcerers, and monsters. Whether or not the heroes of your saga ever discover the wider omniverse, encounter the denizens of Freedom City (or another superhero universe), or remain solely within their own world and genre are up to you. You can use one of the settings from **Chapter 4** or come up with one of your own based on your favorite fantasy adventures and the advice in this book.

Note, in both cases, *Warriors & Warlocks* is intended to support the style of sword & sorcery *comic books* (and, to a lesser degree, the pulp-era prose upon which they are based). So you may find this sourcebook—and the *M&M* RPG in general—do not provide an exact simulation of other fantasy roleplaying games (including those also based around a 20-sided die). However, they do a good job of capturing the fast-paced style of comic books where the sword-wielding hero might face a rampaging dinosaur on one page, then a boatload of pirates or an undead wizard with a superscience citadel on the next.

## OVERVIEW

*Warriors & Warlocks* is broken down into four main chapters:

**Chapter 1** looks at the sword & sorcery genre of comics: its history, development, and progression from the mid-20th century to the present. It includes some related historical material like the fantasy pulp fiction that inspired the comics, and the film and television that followed them.

**Chapter 2** details how to modify and use the *Mutants & Masterminds* core rules to suit the sword & sorcery style of play. It offers character design advice and information, including ready-made archetypes for sword & sorcery heroes for different types of games. This chapter also offers new skills, feats, and powers, and new uses and interpretations for existing ones.

**Chapter 3** is about running a *Warriors & Warlocks* game, including how to handle different aspects of the genre, design adventures, and create and run adversaries ranging from master villains to their various minions. It features a number of villain archetypes and game stats for monsters and other common foes. It also includes information on magical and enchanted items Gamemasters can include as treasures or objects of heroic quests. The chapter concludes with a selection of ready-made series frameworks for different power levels, and mass combat rules for handling the kind of battles found in fantasy adventures.

**Chapter 4** provides three complete settings for sword & sorcery adventure: Green Ronin’s award-winning Freeport, City of Adventure (described in detail in the *Pirate’s Guide to Freeport*), Freedom’s Reach (from *Worlds of Freedom*), and the savage Lost World (from the *Freedom City* setting). This chapter includes all the essential *M&M* game information you need to run a series set in these worlds of adventure, allowing you to expand on them for your own use. You can also use them as settings for individual adventures or even a crossover series between multiple fantasy realms, modern-day superheroes, and more!























































































































































































































































































