



MOOKS!

Take on the duty of the goons.
Protect your master.
Kill those hero d-bags.

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for
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What is a MOOK?

You are loyal, expendable MOOKS of the great wizard Smarmam Bast'ardius, sworn to protect your master from those who seek to thwart his glorious quest to unseat the five kings, and fulfill his destiny of becoming captain number one big boy.

Bast'ardius has blessed you with hive-form abilities, so that your mind may travel between the bodies of any MOOK within your ranks, reforming physical traits to assist you in your duties.

Bast'ardius is completing the final part of his transcendence in the centre lair of his sanctum. There has been word of a pathetically small group of "heroes", a band of scrambling king-knights who have made their way to this fortress.

Five sanctum levels stand between the outer gates and Bast'ardius. It is up to you MOOKS to populate these rooms and ensure these sanctimonious douche-canoes do not reach the inner sanctum before the process is complete.

Choose your abilities and skills wisely. Rewards will be beyond imagination. Punishments will be beyond comprehension.

Kill the heroes, MOOKS.

Being a MOOK

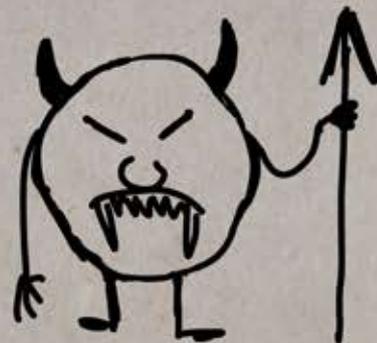
Players in this game are each hive-form beings who take the shape of MOOKS. A MOOK is any creature that is a part of Smarmam Bast'ardius' personal guard. A GM is required to control the "heroes" and describe the action in the rooms. At least 4 MOOKS +GM is a good number for this game.*

Players can usually inhabit the form of one MOOK at a time until they are killed, and can then transfer themselves to another body, deeper in Bast'ardius' sanctum. Each time a player is killed, they immediately roll a new MOOK and wait in the next room for these pretentious dick-bag "heroes" to arrive.

You're a MOOK. Your life isn't important. The sanctum is important. Smarmam Bast'ardius is important. He has given you the gift of immortality, use it or lose it you MOOK numbnuts.

Materials

To protect Bast'ardius you will need gaming dice (D4, D6, D8, D10, D12, D20) and paper to write



1

*Players can command more than 1 MOOK if you need to bump you numbers up

Smarmam Bast'ardius and The Sanctum

Bast'ardius is a millenia-old wizard. He is bald and has dark black tattoos covering his body. He wears deep red robes and a talisman around his neck.

He is currently inside his inner sanctum completing his final ritual. He is in a trance-like state and will not acknowledge anyone in the room. In this vulnerable state he has a health stat of 40.

The inner sanctum is circular and has one entrance/exit. Bast'ardius sits on a raised dais in the centre of the room.

The Sanctum is a complex mind-bending vortex of shifting dimensions and an irreducible labyrinth of passageways. Unfortunately, these brain-butt "heroes" have located the delivery entrance, and now only 5 rooms stand between them and Bast'ardius.

There are 5 rooms, leading to Bast'ardius' inner sanctum (6 rooms total). Each room has an entrance on one side and an exit on the other. The "heroes" kill all MOOKS in a room before proceeding to the next room. The 5 rooms and their order are known to the players and are generated from the list on the next page by rolling a D10 (or just pick some that appeal):



Room Generation

1: Big room. Big empty room.

Lots of space to run around or do some lunges.

2: Bridge over a bottomless chasm

Bast'ardius says chasms are good feng shui. The bridge is only wide enough for 2 people side by side. If there are 2 people in the way, you cannot get past them unless you can fly or have a strength score of 3 or less.

3: Relic room.

Big room with lots of statues and stuffed animals to hide behind.

4: Narrow corridor.

Only wide enough for one person. You can only pass other "heroes" and MOOKS if you are very small and have a strength score of 3 or less.

5: Portal room.

Large square room with portals on the walls of the room not occupied by the entrance or exit. If a MOOK is next to a portal, they can move through it to the other side of the room instantly without using their turn for movement. Heroes cannot use the portals

6: Arboretum.

Room filled with exotic plants providing cover if needed as well as an assortment of delicious fruits and berries Bast'ardius uses to make preserves.

7: Basketball court.

Make a Speed check to score a basket. If you are behind the 3-point line, you roll with disadvantage, but you get more points so hey, why not go for it. Big MOOKS with a strength of at least 11 can perform a totally sweet dunk without any check.

8: Swimming pool.

The pool is currently closed so no swimming. No running allowed near the pool, so moving from one side of the pool to the other takes 2 turns unless you can fly.

9: Jam room.

The acoustics in here are great and there are an assortment of instruments to play. It is also where Bast'ardius stores his fruit preserves.

10: Imaginarium.

The appearance of the room is whatever the GM chooses.

Making a MOOK

MOOKS have no names and are comprised of 4 ingredients: Strength, Speed, Deadliness, and Health. For this recipe you will need: 1D12, 1D4, 1D8, 1D6.

Once you have your MOOK's stats, describe their appearance and their weapon/offensive features. MOOKS do not have ranged weapons

Strength and Speed

Strength and Speed are linked; the bigger you are, the slower you are.

Roll 1D12 and 1D4. Assign this score to either Strength or Speed (higher is better). The other stat is 16 minus your roll +1.

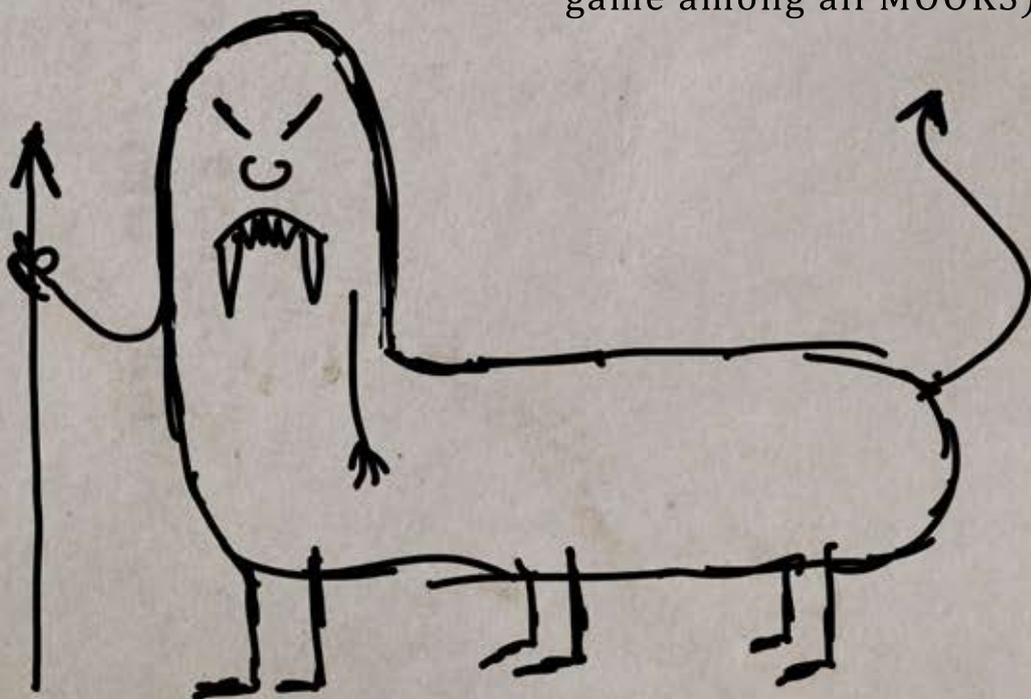
E.g, A player rolls 11 and 2 for a total of 13. They assign this to strength. Their speed is $(16 - 13 + 1) = 4$.

Strength is used for almost all attacks. When you attack an enemy, you roll 1D20 and want to get equal to or LOWER than your Strength stat. On a successful attack roll, roll Deadliness to see how much damage is dealt

Speed is used for defense against enemy attacks and for character movement. When an enemy attacks you, you roll 1D20 and want to get equal to or LOWER than your Speed stat.

Strength is also an indication of size. If a MOOK's Strength is 1, they are the size of a rat. A MOOK with Strength 16 is an Ogre. 10 is about the same height as those "hero" assbags.

When a player rolls a new MOOK they can pick one of the special features from the next page depending on their size (each feature can only be used once per game among all MOOKS):



Strength Features

15-16:

Timber

When an enemy kills you, you can fall on them for 1D12 damage. This damage also applies to any MOOKS in range

11-14:

Mitosis

At any time, you can split yourself into two smaller MOOKS who each have half your strength score rounded down, each have double your speed score, and each have half your remaining health. You have the same Deadliness.

Assist

You can use a turn to throw any MOOK of size 6 or less anywhere in a room. They can make an attack on this same turn with advantage.

Punchable Face

At any time you can hurl an insult at the "heroes". This causes them all to move towards and attack you at least once, even if you have been killed

Rage

If your health falls below 5, you fly into a rage and can attack twice in one turn until you are killed. You have disadvantage on defense rolls in this state

8-10:

Flight

You have wings and can fly

Rage

If your health falls below 5, you fly into a rage and can attack twice in one turn until you are killed. You have disadvantage on defense rolls in this state

Trapper

You can set a trap before the "heroes" enter the room. If a "hero" walks into the trap, they receive 1D12 damage and cannot move for their next turn

Horrible Stench

Once, at any time you can release a terrible smell. All "heroes" must use their next turn getting as far away from you as possible.

4-7

Flight

You have wings and can fly

4-7 cont:

Swiftness

You can move without using a turn and can move and attack on the same turn

Stealth

You can use a turn to conceal yourself in a room that has cover. Enemies cannot see you in this state. If an enemy comes within range, you may make an attack with advantage on both Strength and Deadliness rolls

Sharp little teeth

Instead of an attack, you can sink your teeth into an enemy and not let go until you are killed. This immediately deals 1D6 damage and deals 1D6 damage on your turn AND the enemy's turn until you are killed.

1-3

Flightless swarm

You are a swarm of flightless creatures (rats, large bugs etc). You may attack using your Speed score instead of Strength, but move down one die level to do so (E.g, if your Deadliness gives you a D10, you roll a D8 instead). You have disadvantage on defense rolls

Flying swarm

You are a swarm of creatures which can fly (bats, moths, etc). You may attack using your Speed score instead of Strength, but move down one die level to do so (E.g, if your Deadliness gives you a D10, you roll a D8 instead). You have disadvantage on defense rolls



Deadliness and Health

For Deadliness and Health, roll 1D6 and 1D8. Assign each of these to one of your stats.

E.g, A player rolls 2 and 7. They assign 7 to Health and 2 to Deadliness.

Deadliness

Deadliness determines the die you roll to inflict damage on a successful attack.

- 1-2 Deadliness - Roll D4
- 3-4 Deadliness - Roll D6
- 5-6 Deadliness - Roll D8
- 7-8 Deadliness - Roll D10

Health

Health determines how many hits you can take before you are dispatched to the next room of The Sanctum. Roll 1D6 times your health stat, That's how much damage you can take, you MOOK.

E.g, A MOOK assigns a score of 4 to Health. They roll 4D6 and gets 1, 3, 3, 5. Their total Health is 12.

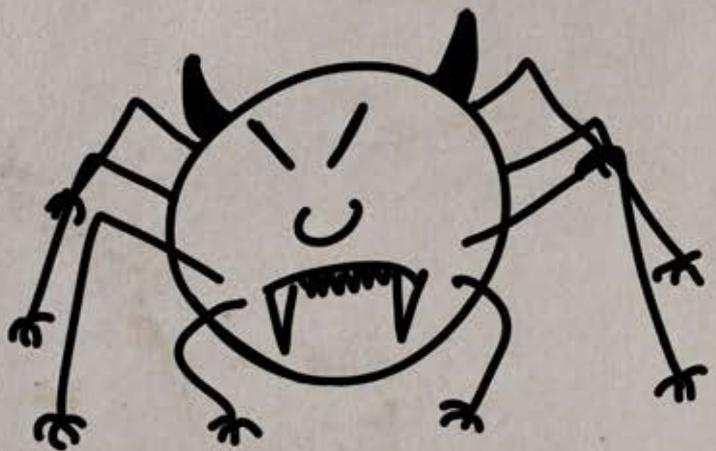
Health cont..

Health determines how many hits you can take before you are dispatched to the next room of The Sanctum. Roll 1D6 times your health stat, That's how much damage you can take, you MOOK.

E.g, A MOOK assigns a score of 4 to Health. They roll 4D6 and gets 1, 3, 3, 5. Their total Health is 12.

Big MOOKS are better meatbags. For each point of Strength a MOOK has above 11, they can roll an extra D6 and add it to their Health.

E.g, A MOOK with a Strength of 13 would get to roll 2 extra D6 when calculating health



The Dickwad so-called "heroes"

"Heroes" are boring holier-than-thou lame-brain king-knights who have no interesting features.

They have big swords, wear armour, and say shit like 'For the Kingdom!' and 'To Destiny!' and 'It's too late for me, tell my betrothed I love her!'. Dipshits.

"Heroes" always immediately move towards and attack the nearest MOOK that isn't already being engaged in combat. When there is more than one MOOK available, they attack the one with the higher Strength score.

If they reach the inner sanctum, they will attack Bast'ardius unless a MOOK engages them in combat or is in the way. If Bast'ardius is killed they cheer and raise their swords in the air like a bunch of dillweeds.

The total number of "heroes" is one less than the number of players (GM not included).

So I suppose these taint-wranglers need some stats...

"Heroes" have two stats; Deadliness and Health.

Deadliness

GM: Roll 1D6 to get the deadliness stat for each "hero"

1-2 Deadliness: Roll D8

3-4 Deadliness: Roll D10

5-6 Deadliness: Roll D12

Health

The complete group of "heroes" have health equal to number of players times 100*. Split this evenly across the heroes rounding up to the nearest 10.

E.g, There are 5 players and one GM. The number of "heroes" is (5-1=4). The "heroes" collective health is (5x100=500). Therefore, each "hero" has a health of (500/4=125), rounded up to 130.



Combat

Initiative

Initiative/turn order is determined by a MOOK's Speed score. The GM rolls a D12 for each of the "heroes" initiative/Speed score.

The MOOK with the highest Speed score is always first in the turn order, then in descending order for the remaining MOOKS and "heroes".

Movement

It takes one turn to move to a different part of the room for both MOOKS and "heroes".

If a MOOK wants to move and attack on the same turn, they must first succeed on a Speed check (roll a D20 aiming for LOWER than their Speed stat), then they may attack. If their Speed check fails, they just move to the fight and then stop.

Attacking

When a MOOK attacks, the player rolls a D20. If the D20 is LESS than their Strength score, their attack is successful. If it is HIGHER, they miss/the "hero's" armour deflects the attack. If the attack is successful, proceed to roll damage according to Deadliness.

All attacks are melee, with the exception of a MOOK being thrown at a "hero".

Defending

When a "hero" attacks a MOOK, the defending player rolls a D20. If the D20 is LESS than their Speed score, they successfully evade the attack/their armour protects them. If the D20 is HIGHER, they take damage according to the "hero's" deadliness roll.

Winning the Game

The MOOKS win once all the heroes are dead. Everyone cackles gleefully then heads to the sanctum's bar to do some chillin like villains.

Losing the Game

The MOOKS lose if the "heroes" kill Smarmam Bastardius. They cry three huzzahs then make their way home to their lame-ass hometowns. Bellends.



MOOKS! Character Stat Sheet

Strength	Speed	Deadliness	Health
Special Feature:			

Strength	Speed	Deadliness	Health
Special Feature:			

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Special Feature:			



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If you notice any issues with these rules, please don't hesitate to reach out!

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