**[Sagard the Barbarian](http://www.abandonia.com/fr/node/26162?b=Sagard+the+Barbarian" \l "Sagard+the+Barbarian)**

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| [[Sagard the Barbarian 1 - The Ice Dragon](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%201%20-%20The%20Ice%20Dragon.zip) The Ice Dragon](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%201%20-%20The%20Ice%20Dragon.zip) | [[Sagard the Barbarian 2 - The Green Hydra](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%202%20-%20The%20Green%20Hydra.zip) The Green Hydra](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%202%20-%20The%20Green%20Hydra.zip) | [[Sagard the Barbarian 3 - The Crimson Sea](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%203%20-%20The%20Crimson%20Sea.zip) The Crimson Sea](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%203%20-%20The%20Crimson%20Sea.zip) | [[Sagard the Barbarian 4 - The Fire Demon](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%204%20-%20The%20Fire%20Demon.zip) The Fire Demon](http://files.abandonia.com/extras/Gamebooks/Sagard%20the%20Barbarian/Sagard%20the%20Barbarian%204%20-%20The%20Fire%20Demon.zip) |

*Sagard the Barbarian* is a good gamebook series that serves as an excellent introduction to anyone not familiar with gamebooks or pen & paper RPGs in general. From Demian Katz' [overview](http://www.gamebooks.org/sagard.htm): "...this series of four books was released by Archway paperbacks in 1985 and 1986. The books were co-written by Gary Gygax, one of the creators of [Dungeons & Dragons](http://www.tsr.com/), and they featured a rules system including hit points, experience points, inventory and combat. Randomization was achieved with a four-sided die or by flipping through the pages. As in the **Lone Wolf** books, character statistics were carried from book to book."

One thing I like about the series is that each book includes a neat non-RPG mini-game to add variety. These are typically short board games with specific rules you must follow. The books are also well-written - the authors make up for the low number of sections (120+ compared to 350+ for most other gamebooks) by a detailed and atmospheric narrative. Although the prose is sometimes sophomoric and clichéd, with a big-muscled-barbarian-seduced-by-nubile-women kind of plot (which probably can only be expected to a certain extent, since this was targeted at male teenagers), this is still a fun series that should please every RPG/gamebook fan... except anyone who dislikes frequent dice-rolling.