CRIMSON BLADES

DARK FANTASY RPG

BBG

BEYOND BELIEF GAMES

Book 1: Crimson Blades (Characters & Combat)
Book 2: Crimson Scrolls (Sorcery & Summoning)
Book 3: Crimson Lords (Manors & Monsters)
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C ONTENTS

BOOK 1: CRIMSON BLADES
(CHARACTERS & COMBAT)

INTRODUCTION

CRIMSON BLADES is a dark fantasy role-playing game. I've tried to keep the rules simple so that you can pick up the book, give it a quick once-over and then get on with the role-playing. There are some major changes to the WOODLAND WARRIORS core rules since that game is about anthropomorphic animals in Alder Vale and this game is a sword and sorcery or dark fantasy RPG in the style of Corum, Elric, Kane, Bran Mak Morn and Solomon Kane. There are also some inspirations from the Stormbringer RPG (Chaosium 1982).

Crimson Blades is a free-form role-playing game, meaning that there aren't very many rules. The GM is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result.

This is not a game in which the players are "against" the GM, even though the GM is responsible for creating tricky traps, dangerous situations, and running the evil necromancers and other foes the PCs will encounter during the game. In fact, the players and the GM cooperate with each other to create a fantasy epic, with the GM creating the setting and the players developing the story of the (anti-)heroes. If they aren't skillful and smart, the epic might be very short. But it's not the GM's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

This is the second edition of Crimson Blades, with several major rule amendments and a few other changes over the original edition. Hopefully, this makes for a more unified system and therefore a better game. I was also hoping this edition would be published as an A5 sized four-book box set, with a set of dice and a large map but it would have been prohibitively expensive to do, so I had to give up on the idea.

- Simon W

The dice

In the interests of keeping things simple, Crimson Blades uses only six-sided dice, abbreviated to D6, with the number of dice to be rolled coming in front; for example, if you need to roll three dice, these rules say roll 3D6. Sometimes you need to generate a score lower than D6. The rules will say D3 (roll a die and take 1 and 2 = 1; 3 and 4 = 2; 5 and 6 =3) or D2 (1, 2 and 3 = 1; 4, 5 and 6 = 2).

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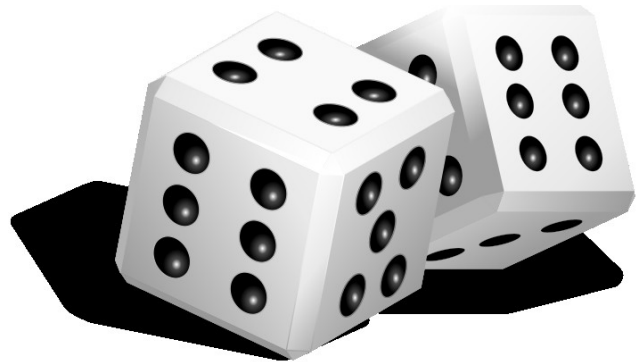
THE CORE SYSTEM

Whenever you attempt an action that has some chance of failure, you roll one or more six-sided die (D6). To determine if your character succeeds at a task (such as attacking a monster or using a skill), you do this:

- Roll a D6.
- Add any relevant modifiers.
- Compare the result to a target number
- If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.
- The target number for saves and abilities is normally 5+. However, the GM might modify this for harder or easier tasks.
- The target number in combat is the Defence Class (DC) of the opponent.
- A natural 1 always fails.

There will be times when you roll more than one die. You don't add these together, you simply see whether at least one of the dice has equaled or exceeded the target number. These occasions are explained later in this book but can be for these reasons:

- Any character with more than 1HD, rolling to hit.
- When using a class ability for which your class enables you to roll more than one die.
- When rolling your primary save.
- When rolling normal saves at 5th level or higher.

In combat, all successful dice are counted because more the more successes achieved the more damage your character causes to his or her opponent.

CREATING A CHARACTER

Unless you're going to be the GM, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the GM, you've got a bit more preparation to do—that's covered later in this book.

ROLL ATTRIBUTE SCORES

The basic attributes of a character are numbers representing Strength (physical power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step needed to create a character is to roll 3D6 (producing a number from 3 to 18) seven times and take a note of the results. Discard one result (usually the lowest) and then allocate the remaining six scores to your attributes as you wish.

ATTRIBUTE CHECKS

Each attribute provides a guide to a character's relative strengths and weaknesses. Higher attributes allow characters to perform certain actions more easily and lower attributes make things more difficult. To be a member of a character class, you need 9 or higher in the class's *Prime Attribute*. Some classes have additional attribute requirements. The *Attribute Check Modifier Table* below provides the modifier for most actions attempted by characters with attribute scores in the range indicated:

Table 1: Attribute Check Modifier Table

Attribute Score	Modifier
3–7	-1
8-13	+0
14-17	+1
18+	+2

STRENGTH (STR)

A high STR gives your character damage bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"). It also affects attempts to perform actions where physical power makes a difference – like lifting heavy weights or bashing down doors. STR is the Prime Attribute for the *Fighter* class.

Add your STR modifier when:
- Rolling weapon damage
- Grappling, throwing and wrestling
- Checking how many *things* your character can carry
- Breaking down doors, pulling lifting or dragging heavy objects

DEXTERITY (DEX)

A high DEX score gives your character to hit bonuses when attacking with weapons and improves your *Defence Class* (DC) making you harder to hit. DEX is the Prime Attribute for the *Thief* class.

Add your DEX modifier when:
- Rolling to hit in combat
- Calculating your character's DC
- Rolling to avoid traps, falling into pits and avoiding the effects of certain spells (called *reflex saves*)
- Using certain class-based abilities, such as when sneaking, tumbling and lock picking

CONSTITUTION (CON)

A high CON gives your character extra hit points and resistance to poisons and other things that might cause physical harm. CON is the Prime Attribute for the *Barbarian* and *Wayfarer* classes.

Add your CON modifier when:
- Calculating your character's *Hit Points*
- Rolling to avoid death and the effects of poisons, level drains, diseases and other effects that have a negative effect on your character's physical health (called *fortitude saves*)

INTELLIGENCE (INT)

INT is the Prime Attribute for *Sorcerer and Dendrelyssi* characters and for the *Fleshcrafter* and *Witch* NPC classes. Only sorcerers with high INT are able to learn the highest-level spells. Those sorcerers with INT of 15 or higher gain an extra first level spell and with 18 INT gain an extra 2nd level spell. Dendrelyssi do not gain bonus spells.

Add your INT modifier when:
- Rolling to determine starting spells for a sorcerer or Dendrelyssi
- Rolling to recall a fact or information your character might know
- Determining the number of starting 1st level (and 2nd level) spells a sorcerer may cast in a day

Languages: Your character's intelligence also determines the number of additional languages known to the character. Reading & writing is classed as one language for these purposes and is a requirement of learning and casting spells.

Max Spell Level: If your character is a sorcerer, the spells he can cast are restricted by his INT. Only sorcerers of above average intelligence can master the higher level spells.

Summoning: If your character is a sorcerer or Dendrelyssi, he or she can potentially summon the undead, demons and elementals. What the character is capable of summoning is restricted by INT. You can summon everything listed that is at or below your INT level on the above table, so with 15 INT you can **potentially** summon Lich Lords, as well as Undead, Demons and Elementals.

Table 2: Intelligence

Attribute Score	Additional Languages	Maximum Spell Level	Summoning
3–7	0	Can't cast	Can't Summon
8-13	2	3	Undead, Demons and/or Elementals
14-17	4	4	Lich Lords
18+	6	5	Demon Lords/ Elemental Rulers

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. Wisdom represents being in tune with and aware of one's surroundings and it is the Prime Attribute for the *Griot* class and the *Redeemer* NPC class.

Add your WIS modifier when:
- Making *will saves*, for negating the effect of charms, fear and resisting other mind-invasive attacks
- Using certain class-based abilities, such as when seeing if you notice things that are hidden or for following tracks in the wilderness

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than characters with a low CHA. CHA is the Prime Attribute for the *Mountebank* class and the *Merchant* NPC class.

Add your CHA modifier when:
- Rolling to influence others

Max. No. of Hirelings/Bound Demons or Beasts: Characters can hire servants, bodyguards and experts for certain tasks they need doing. Dendrelyssi and some human sorcerers can bind demons to their service. Barbarians can have beast companions. However, the character's CHA will determine the number of hirelings and/or demons and beasts he or she can keep loyal to him or her, even in dangerous situations (where they may need some persuasion). In other words, characters can exceed these numbers but they could be asking for trouble. The hirelings may still require paying, of course. *See Table3: Charisma*

Table 3: Charisma

Attribute Score	Max. No. of Hirelings and Bound Demons (or Beasts)
3–7	2
8-13	4
14-17	6
18+	8

SETTING UP YOUR CHARACTER SHEET

Information about your character goes on a character sheet, which can be as simple as an index card. The card might look like this, with your notes (and maybe spells or class abilities) jotted down on the back:

Name	*Carsten*		Class	*Fighter*		Adventures	*0*
Gender	*Male*		Level	*1*		Hit Dice	*1 (+2)*
Alignment	*Neutral*		Homeland	*Dralucia*			
		(Attribute Modifiers)					
STR	*16*	*+1*		Things Allowed		*6/9/11/13*	
DEX	*13*	*+0*		Ref save		*1D*	
CON	*15*	*+1*		Fort Save		*2D+1*	
WIS	*10*	*+0*		Will Save		*1D*	
INT	*8*	*+0*		Additional Languages		*+2*	
CHA	*12*	*+0*		Hirelings/Demons		*4*	
HP	*8*		*Favoured Weapon – Sword +1HD*				
DC	*4*		*Mail & Shield Assorted travelling goods*				
DR	*4*		*Sword (M), Bow (M), 20 arrows*				
GP	*8*		Things Carried = *7*		Move = *9*		

HIT DICE

In CRIMSON BLADES, your "Hit Dice" (HD) determine two things:

Hit Points

At 1st level you roll a die to determine your character's Hit Points (HP). Fighters add +2 to the total; barbarians add +4, thieves, mountebanks, wayfarers and Dendrelyssi add +1. To this number, you add any modifier for CON.

Optional: Sometimes the GM will prefer beginning characters to start with the maximum number of HP (8 for fighters, 10 for barbarians, 7 for thieves, mountebanks, wayfarers and Dendrelyssi and 6 for griots and sorcerers). You would still add your CON modifier to your hit point total if this option is allowed. This option is recommended if you have a small number of players.

When the character reaches 2nd level, you get to roll again (and add any CON modifier). In the case of the fighter; this means rolling two dice, but other classes simply roll a single die, with an addition. If the resulting number is higher than the previous total, this becomes the character's new HP for 2nd level. If the new total is not higher, the character sticks with the total he or she had before. Do likewise each time your character advances a level.

Optional: Characters always receive a minimum of 1 HP each time they gain a level irrespective of the player's dice roll.

Example
Carsten is a fighter, so his player rolls 1D6 (+2) for his HP. He rolls a 5 and adds +2 for a total of 7. However, he gains another +1 from his above average CON and writes 8 onto the character sheet. Assuming Carsten survives to 2nd level, the player now rolls 2D6 +2. He gets 9 and adds +1 for his CON, getting 10 in total. This becomes his new HP total. If he'd got 8 or less, he'd have to go through 2nd level with the same HP he had whilst he was 1st level, unless the optional rule is being used.

Attack Dice

Your character's HD are also the number of dice you roll when attacking in combat (ignore the number in brackets, which applies to HP only). So,

a 1st level fighter rolls one die and a 2nd level fighter rolls 2 dice. Each die that comes up with a number equal to or higher than your opponent's DC is a hit, so higher level characters can potentially hit multiple times (or multiple opponents). In some instances "multiple" hits actually represent one single powerful blow.

Example
Carsten is 2nd level, so has 2HD. He is attacking a creature with DC 4 and rolls 2 dice. They come up 4 and 5, so both of them hit. This can represent two separate strikes or one powerful blow – this depends on the weapon being used. Damage is then rolled for each die that hit.

DEFENCE CLASS

Defence class (DC) is the natural or trained ability of the character to avoid harm in a fight. The higher it is, the harder the character is to hit. For a normal starting character it starts at 3. DC is modified for higher (or lower) DEX and as characters advance levels their DC can also increase. Picking up a shield adds to DC. Wearing heavy armour can reduce DC for non-fighters.

Example: Carsten has a DC of 3. His DEX of 13 provides no bonus or penalty to his DC. He picks up a shield and his DC is now 4. He then buys half plate armour, which would apply a -1 DC if Carsten weren't a fighter, but as a fighter he is trained to wear armour and therefore his DC remains unchanged at 4.

EXPERIENCE LEVELS

As the characters complete their adventures, they become better equipped to deal with the hazards they face. This is represented by the characters advancing in experience levels. Characters start at *1ˢᵗ level*. Once characters have completed their first adventure, they become *2ⁿᵈ level*. After they have completed a further two adventures (three in total) they rise to *3ʳᵈ level*. The number of adventures they need to complete to advance to the next level is set out in *Table 4: Experience Levels.*

Table 4: Experience Levels

Level	*Primary Save*	*Normal Save*	*# of Completed Adventures*	*Total # of Completed Adventures*
1	2D	1D	0	0
2	2D	1D	+1	1
3	3D	1D	+2	3
4	3D	2D	+3	6
5	3D	2D	+4	10
6	3D	2D	+5	15
7	4D	2D	+6	21
8	4D	2D	+7	28
9	4D	3D	+8	36
10	4D	3D	+9	45

Primary Save: This is determined by character class
Normal Save: This is for the other saving throws that aren't the character's primary save

CHOOSE A CHARACTER CLASS

Once you've rolled up your attribute scores, the next step is to choose a character "class." There are seven human character classes: Barbarian, Fighter, Griot, Mountebank, Sorcerer, Thief and Wayfarer. If the GM allows, players might also be able to choose Dendrelyssi (a non-human class) or Redeemer, Merchant, Fleshcrafter or Witch (NPC classes). Your GM may also have invented other character classes, or may be allowing optional character classes from some other fantasy game.

Every class has a Primary Save. This means saving throws made are treated as a primary ability and a 1st level character rolls two dice (more as they advance levels).

BARBARIAN

Barbarians are nomadic hunters and warriors from tribal backgrounds and are considered savage brutes in civilized towns and cities. They might come from rugged mountain regions, harsh tundra or tangled forests but they all share one thing in common; they come from savage wilderness places where most civilized folk wouldn't dare to venture. Barbarians are never lawful.

Prime Attribute: CON 9+
Primary Save: Fort
Hit Dice: 1D6 (+4) at 1st level. Then per the Barbarian Advancement table below.
DC Bonus: A barbarian gains +1 to DC at 3rd, 6th and 9th levels.
Armour/Shield Permitted: Leather or barbarian armour and shield.
Weapons Permitted: Any

Table 5: Barbarian Advancement

Level	Hit Dice	DC Bonus	Primary Ability	Secondary Ability	Tertiary Ability
1	1(+4)		2D	2D	1D
2	1(+5)		2D	2D	1D
3	2(+4)	+1	3D	2D	1D
4	2(+5)		3D	2D	2D
5	3(+4)		3D	2D	2D
6	3(+5)	+1	3D	3D	2D
7	4(+4)		4D	3D	2D
8	4(+5)		4D	3D	2D
9	5(+4)	+1	4D	3D	3D
10	5(+5)		4D	4D	3D

Barbarian Class Abilities
Rage: Starting at 1st level a barbarian can fly into a berserk frenzy (called a rage) a number of times per day equal to half his level (a minimum of once per day). During a rage a barbarian becomes distorted and swollen; his visage is bestial and he foams at the mouth. The raging barbarian receives a bonus HD (HP as well as 'to hit') and a +2 bonus on Will saves. In addition, a barbarian doesn't need to make a Fort save if he has fallen below 0 HP until the rage ends. A rage lasts a number of combat rounds equal to the barbarian's level + D3. If a rage continues after all enemies are defeated, there is a chance that the barbarian will continue to attack the nearest person, even if that is a friend (make a Will roll to end the rage or a friend makes a persuade roll to convince the barbarian he's a friend). A rage is a thing of chaos – so whatever the barbarian's normal alignment, whilst in a rage, he is always treated as chaotic.

At 1st level, the barbarian chooses which of the following six abilities will be his or her primary (best), which will be secondary and which will be tertiary (least good). He or she chooses two abilities for each category. Most of these abilities

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assume the barbarian is carrying out the task at some speed or under a degree of pressure. If the barbarian has time, the GM could give a small bonus; say +1 to the roll. Some abilities also benefit from good equipment and some can be attempted by characters of any class, at the GM's discretion.

Climb (STR or DEX): Barbarians are skilled at climbing trees, scrambling around rocky ledges and clambering out of pits they've fallen into. Make an attribute roll to scale a wall, clamber along a ledge or even balance on a narrow beam. If the barbarian has a length of good rope and grappling hook, the task might be easier - add +1 to the barbarian's roll.

Beast Mastery (CHA): Some barbarians feel more at home among the animals of nature than among people. Over time, these wanderers can befriend a wide variety of animals, from mighty lions to tiny weasels. Make an attribute roll to improve the attitude of an animal; the barbarian and animal must be within 30' of one another to attempt this. An animal that was about to attack might no longer wish to attack – maybe becoming indifferent. An animal that was broadly indifferent might become friendlier. A friendly animal might become bonded to the barbarian – following and generally becoming the animal companion of the barbarian. A barbarian can have as many animal companions as his charisma would allow as if they were hirelings (with a maximum equal to the barbarian's level or CHA allowance, whichever is lower). Generally this only works with normal animals but the GM may allow certain monsters to become animal companions too.

Survival (WIS): This ability allows the barbarian to keep him or herself self fed, watered, sheltered, and warm (or cool) and to find his way through inhospitable terrain. In addition the barbarian can safely sustain another person for every level he or she has attained, starting at 1st level.

Stealth (DEX): Barbarians are noted hunters and outdoorsmen. This ability allows them to move quietly and hide in cover or shadows so that they can go unnoticed and get closer to their quarry.

Track (WIS): A barbarian can follow a trail left by animals or people and can determine some facts about the trail that has been left – for example the type or number of creatures in question, the age of the tracks and the pace of movement.

6th Sense (WIS): Barbarians are naturally alert to danger and have a kind of animal sense for threats. Ambushes, traps, about to drink poison…they are aware that something is wrong; not necessarily exactly what is wrong.

Establish Tribe: at 10th level, the Barbarian becomes a Tribal Chief and attracts a following of other barbarians. These tribal members remain loyal as long as the barbarian gives them plenty of enemies to fight and a share of the spoils of battle.

Barbarian Armour
Barbarians fashion their armour from whatever is naturally and locally available. Often, this will be the hides of the animals they hunt (leather armour) but armour can be made from a vast range of different materials, such as woven plant fibre, wood, bone or tusk plates or scales laced together (lamellar), or even the shells of animals and monsters carved into helmets, shields and breastplates. Most of these armour types are considerably less durable than mail and plate armour. Also, for similar protective qualities, they are heavier and more restrictive. They are relatively cheap though. Barbarians do not adjust their DC for wearing these types of armour, but the ability modifiers do apply.

Table 6: Barbarian Armour

Barbarian Armour*	DR**	DC	Things	Penalties[1]	Cost
Woven Plant Fibre	2	-	2	-	5gp
Wood, bone or tusk	3	-	3	-1	10gp
Turtle Shell Breastplate	4	-1	3	-1	30gp
*Assumes a helmet of equivalent type is included ** Damage Reduction – see p. 37 [1]Subtracted from rolls for certain physical tasks, swimming, stealth etc.					

FIGHTER

A fighter is a warrior, trained to use all weapons and to wear the heaviest of armour. Fighters might be soldiers in the professional armies of the feudal lords, archers, spear-bearers, valiant knights riding war-horses into battle or mercenaries, freebooters and bodyguards. The fighter character is best equipped of all the character classes to dish out damage, and absorb it too. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die; just another forgotten swordsman in a dangerous world.

Prime Attribute: STR 9+
Primary Save: Fort or Ref (player's choice)
Hit Dice: 1d6 (+2) at 1st level. Then per the Fighter Advancement table below.
DC Bonus: Fighters gain a bonus to DC at 5th and 10th levels
Armour/Shield Permitted: Any
Weapons Permitted: Any

Table 7: Fighter Advancement

Level	Hit Dice	DC Bonus
1	1(+2)	
2	2(+2)	
3	2(+3)	
4	3(+2)	
5	3(+3)	+1
6	4(+2)	
7	4(+3)	
8	5(+2)	
9	5(+3)	
10	6(+2)	+1

Fighter Class Abilities

Armour Training: Fighters are trained to wear and fight in armour. Accordingly, a fighter's DC is not adjusted for wearing medium-heavy or heavy armour, although a fighter would still suffer the ability modifiers for climbing, stealth and similar activities whilst wearing it.

Favoured Weapon: The fighter can choose one specific type of weapon (long sword, warhammer, battle axe, bow, halberd, spear etc.) with which he or she has had extra training. When using this weapon, the fighter receives a bonus HD to attacks and fighter stunts.

Fighter Stunt (STR or DEX): If you want your character to attempt a special manoeuvre in combat that isn't a direct attack, like parrying, disarming a foe, shooting an arrow at a rope to break it or some other similar trick, you need to make an attribute roll using your HD. If directly opposing someone, they get to roll their HD and the fighter's target number becomes the best roll made by the fighter's opponent.

Establish Stronghold: At 10th level, a fighter may establish a stronghold and attract a body of loyal warriors-at-arms who will swear fealty to him or her. Most likely, the protection of a castle will attract villagers, and the fighter will become a Lord.

GRIOT

Griots are historians, storytellers, praise-singers, poets and/or musicians. The griot is a repository of oral tradition and is also often seen as something of a societal leader due to his or her traditional position as an adviser to royal personages. As a result of the former of these two functions a griot is called a bard or a skald in some regions of the Crimson Lands. A griot's wit can be devastating and his or her knowledge of local history formidable. Although they are popularly known as "praise-singers", griots may also use their vocal expertise for gossip, satire, or political comment. From an early age, they make their own instrument an *ngoni*, *kora* or a *balafon* (which is required for most of their abilities, especially summoning). Choose one of these:

Ngoni: A kind of long, narrow banjo-like instrument
Balafon: A kind of wooden xylophone which plays melodic tunes.
Kora: A 21-string lute which sounds like a melodic harp

Prime Attributes: WIS 9+, CHA 9+
Primary Save: Will
Hit Dice: 1D6 at 1st level. Then per the Griot Advancement table
DC Bonus: Griots gain +1 DC at 4th level and 8th level
Armour/Shield Permitted: Quilted, leather or barbarian armour only
Weapons Permitted: Light and medium only

Table 8: Griot Advancement

Lvl	HD	DC	Summoning Ability Dice	Primary Ability	Secondary Ability	Tertiary Ability
1	1		1D	2D	2D	1D
2	1(+1)		1D	2D	2D	1D
3	1(+2)		1D	3D	2D	1D
4	2	+1	2D	3D	2D	2D
5	2(+1)		2D	3D	2D	2D
6	2(+2)		2D	3D	3D	2D
7	2(+3)		2D	4D	3D	2D
8	3	+1	2D	4D	3D	2D
9	3(+1)		3D	4D	3D	3D
10	3(+2)		3D	4D	4D	3D

Griot Class Abilities

Summoning (INT): Whilst griots aren't generally known to consort with demons, they are actually able to summon either undead or demons of knowledge (chosen at outset). This is how they know so much – if they want to know about a battle, they summon the shade of a warrior who was there; if they want to know about a specific place or artifact, they summon a demon knowledgeable of these things. They don't do this in public, of course. Griots aren't known to bind their undead or demons, but that isn't to say they aren't able to.

At 1st level, the griot chooses which of the following abilities will be his or her primary (best), which will be secondary and which will be tertiary (least good). The griot chooses two skills for each category. Most of these abilities assume the griot is carrying out the task at some speed or under a degree of pressure. If the griot has time, the GM could give a small bonus; say +1 to the roll. Some abilities benefit from good equipment. These abilities are generally unavailable to other classes.

Followers (CHA): Griots are able to gain followers as if they were hirelings, without the need to pay them, by making a successful roll. They can also add 1 follower to the normal number of followers (hirelings) allowed for every level of griot.

King's Ear (CHA): Some griots advance to such a position that wherever they go they are welcomed by the nobility of that land. This connection provides status and a certain level of protection from the law *("Griotic Immunity")*. In the griot's homeland, this protection is absolute (though violating the laws of the land can sometimes lead to trouble for the griot). In other lands this can be a little less certain. Mostly, this is role-played, but when used during a confrontation, a griot can invoke his or her Griotic Immunity by succeeding the die roll. It functions as the sorcerer spell *sanctuary* but only against people that can hear and understand the griot. It lasts for 1 turn per level. It doesn't work against monsters and animals. It might work against undead (GMs discretion).

Performance (CHA): A griot can spin a web of words, song and poetry to attract and hold an audience. Creatures must be able to hear and understand the griot to be affected. Affected creatures take a -2 penalty to their attribute rolls to spot things they would normally otherwise notice (as they are so fascinated by the web of words the griot is creating). This is useful as a distraction for various purposes.

Suggestion (CHA): A griot can subtly work a suggestion into their tales once per day, like the sorcerer spell. The target is entitled to a Will save. Listeners must make an attribute check in order to spot the suggestion being used against them although this is at -1 per three full levels of the griot.

Trained Memory (INT): A griot forgets little of what he or she knows. If he or she takes the time to memorize something, he or she can recite it perfectly at any later date with a successful roll. The time taken depends on the thing to be memorized, but as a rule of thumb it takes three times as long to memorize a piece of text as it takes to simply look over it.

Voice (CHA): A griot has an incredible vocal skill and can perform a number of almost magical effects with his or her voice. The griot can "throw" his or her voice, to make it appear to come from another location. A griot can also mimic other people's voices and accents if they've heard them before and can also make simple sound effects with their voices – animals in the forest, doors opening, floorboards creaking etc.

Griotic School: At 10th level, a Griot is called a Master Griot and can establish his or her own school for students of poetry, music and entertainment. It will attract a number of paying students eager to learn more.

THIEF

Thieves are tomb-raiders, crypt-breakers and tower-robbers. They are at home creeping along long-forgotten tunnels and breaking into hidden vaults and musty chambers to steal whatever wealth the ancients buried with their dead. Sometimes thieves come away with great riches – other times they don't come back at all, fallen to a trap or monstrous guardian. Thieves can turn their hands to street crime, such as picking pockets and mugging if needs be but most consider that type of activity beneath them. These guys are specialists, not common criminals. You might get a few nights board and lodging from a merchant's purse, but you won't get treasures beyond your wildest dreams! Thieves tend to work alone and ahead of the main party, scouting, removing traps and opening doors. When battle comes, they can defend themselves but when the fighting gets heavy they need their fighters.

Prime Attribute: DEX 9+
Primary Save: Ref
Hit Dice: 1d6 (+1) at 1st level. Then per the Thief Advancement table below.
DC Bonus: Thieves gain +1 to DC at 3rd, 6th and 9th levels
Armour/Shield Permitted: Thieves wear none or quilted or leather armour to carry out their normal tomb-robbing activities. They can don heavier armour if preparing for a battle but prefer to be unhindered. Thieves don't use shields.
Weapons Permitted: Light and medium only

Table 9: Thief Advancement

Level	Hit Dice	DC Bonus	Primary Ability	Secondary Ability	Tertiary Ability
1	1(+1)		2D	2D	1D
2	1(+2)		2D	2D	1D
3	2(+1)	+1	3D	2D	1D
4	2(+2)		3D	2D	2D
5	2(+3)		3D	2D	2D
6	3(+1)	+1	3D	3D	2D
7	3(+2)		4D	3D	2D
8	3(+3)		4D	3D	2D
9	4(+1)	+1	4D	3D	3D
10	4(+2)		4D	4D	3D

Thief Class Abilities

Sneak attack: At 1st level, a thief who can catch his or her opponent unawares or get behind him can attack his or her opponent in a vital area for extra damage. The thief deals damage with a medium (M) weapon as if he were using a heavy (H) weapon, if that is advantageous. At 4th level or higher, the thief can use a light weapon to deal damage as if he were using a heavy weapon. At 8th level or higher the thief can cause heavy weapon damage with a very light weapon or even with a small object that wouldn't ordinarily class as a weapon (a quill pen through the eyeball, for example). The thief can only do a sneak attack in full view with a light or very light concealed weapon. Otherwise he or she must be behind or hidden from view. The attack must be against a single target.

At 1st level, the thief chooses which of the following abilities will be his or her primary (best), which will be secondary and which will be tertiary (least good). The thief chooses two abilities for each category. Most of these abilities assume the thief is carrying out the task at some speed or under a degree of pressure. If the thief has time, the GM could give a small bonus; say +1 to the roll. Some skills benefit from good equipment. Some skills can be performed by any character at the GMs discretion.

Climb (DEX): Thieves are expert at breaking and entering – quite often this involves scaling ancient sorcerer's towers or clambering out of pits they've fallen into. Make an attribute roll to scale a wall, clamber along a ledge or even balance on a beam. If the thief has a length of good rope and grappling hook, the task might be easier – add +1 to the thief's roll.

Locks (DEX): Thieves like to get into places where there might be hidden treasure. Normally, such places are behind locked doors or inside chests. Make an attribute roll to successfully defeat the lock. The skill assumes the thief has at least a pin or similar tool. With a proper set of lock picks, the thief player can add +1 to the roll.

Find (INT): Thieves are good at finding hidden things – whether that is a disguised door in a wall, a secret compartment in a chest or a small object hidden in the lining of a cloak. Roll this number or higher to spot something that is deliberately or accidentally concealed.

Sounds (WIS): Thieves are good at listening for strange noises and are alert to unusual sounds. Make an attribute roll to hear a monster's breathing in the shadows or a footfall from behind.

Stealth (DEX): Thieves are skilled at hiding and creeping. Make an attribute roll to bypass guards or to avoid being spotted.

Traps (INT): Thieves are good at setting and removing traps and tripwires. If the thief is attempting to set or disarm a trap, make an attribute roll for success.

Establish Guildhall: At 10th level, a thief may establish his or her own tomb robber's guild and attract a body of thieves and adventurers to his side. They will become the eyes and ears of their leader and a percentage of treasures found will always come to the Guild.

MOUNTEBANK

Mountebanks are frauds and con artists, capable of slipping into new identities as others change their clothing. They fake, lie, cheat and swindle selling things they don't have or don't own; oftentimes offering worthless fakes as the real thing; relics, potions, art objects and so on. They are cunning gamblers, rakish libertines and all-round charlatans. Masters of trickery and misdirection and delighting in manipulating others, Mountebanks are nevertheless likeable rogues. They excel as streetwise information gatherers and, in an urban environment, they definitely come into their own.

Prime Attribute: CHA 9+
Primary Save: Will or Ref (player's choice)
Hit Dice: 1d6 (+1) at first level. Then per the Mountebank Advancement table below.
DC Bonus: Mountebanks gain +1 to DC at 3rd, 6th and 9th levels
Armour/Shield Permitted: They usually wear no armour or light armour but can wear heavier armour if absolutely necessary. Mountebanks don't use shields.
Weapons Permitted: Light and medium only

Table 10: Mountebank Advancement

Level	Hit Dice	DC Bonus	Primary Ability	Secondary Ability	Tertiary Ability
1	1(+1)		2D	2D	1D
2	1(+2)		2D	2D	1D
3	2(+1)	+1	3D	2D	1D
4	2(+2)		3D	2D	2D
5	2(+3)		3D	2D	2D
6	3(+1)	+1	3D	3D	2D
7	3(+2)		4D	3D	2D
8	3(+3)		4D	3D	2D
9	4(+1)	+1	4D	3D	3D
10	4(+2)		4D	4D	3D

Mountebank Class Abilities
Spell Casting (INT): Mountebanks don't know or learn any spells. However, they may attempt to cast spells found on sorcerer spell scrolls or books; in order to do so successfully they must make an INT check with a penalty modifier of -1 if the level of the spell is higher than the mountebank's own level. If the roll is failed, the opposite of the intended effect of the spell occurs, usually in a way that is reflected back on the mountebank. A mountebank may also attempt to use magical devices, such as wands and staffs containing spells. This is classed as a primary mountebank ability.

At 1st level, the mountebank chooses which of the following abilities will be his or her primary (best), which will be secondary and which will be tertiary (least good). He or she chooses two abilities for each category. Some abilities benefit from better equipment or from spending time to perform them and, at the GMs discretion, may receive a bonus to the roll. Some abilities can be attempted by any character at the GMs discretion.

Assess Person (WIS): With a minute of study and an attribute roll, the mountebank can figure out something about someone he or she can see. The mountebank can tell the level and class (if he has a class), the person's alignment, whether the person is in disguise or hiding something and some other useful information at the GMs discretion.

Contacts (CHA): The mountebank has a number of people around the city (or in other towns and cities) who possibly owe him or her a favour and

that he or she can turn to for help as needed. A successful attribute roll indicates he knows of, and has been able to find, someone who may lend some assistance. They still may require a persuade roll to do anything that might be dangerous or that will cost them a lot of money.

Detect Illusions (WIS): Mountebanks are trained to notice the tricks and stratagems of other mountebanks and to detect magical illusions. Against any illusory spell or trick, the mountebank gets a WIS roll to see if he sees through the illusion or notices the trickery.

Disguise (CHA): With a few tweaks here and there, a touch of dye, a change of posture and loose cloaks or clothing, the mountebank can make him-or-herself appear to be someone else. Make an attribute roll to fool other people. They may receive a WIS roll to spot you even if you are cleverly disguised, if you do anything unusual and they are reasonably close. The GM will determine what constitutes unusual.

Sleight (DEX): The mountebank can perform sleight of hand trickery (the pea under the beaker, or cheating at dice or cards) by deft hand movements and misdirection. He or she can also pick pockets and cut purses from belts. Make a DEX roll to succeed.

Tricks of the Trade (INT): Through the use of some handy dandy alchemical items, such as flash paper and smoke powder, mountebanks can create little "magical" effects to make a quick escape or to baffle or confuse their enemies for a few seconds (a combat round or two). The character doesn't actually have to prepare these beforehand; it is assumed he or she has a number of these items about his or her person, prepared for emergencies. These effects cause no physical damage and some effects are at the GMs discretion.

Establish Tavern: At 10th level, a mountebank is likely to establish a tavern, gambling den, brothel or similar establishment. He or she will attract a number of like-minded ne'er-do-wells, doxies and charlatans to assist him or her in fleecing his customers.

SORCERER

The sorcerer is a wizard, warlock, magician or even a priest – a mysterious figure, a student of arcane powers and spell casting. Sorcerers can be devastating opponents and vary greatly in look and style. Some are garbed in hooded robes, maybe covered in mystical symbols, some dress in little more than a loincloth and can have their bodies covered in tattoos, others look and act like warriors, with maybe just the odd talisman or mystical symbol to give them away. Many are afflicted with odd quirks, disfigurements, phobias or even full-blown madness as a result of the dark forces they command. As sorcerers progress in level, they can become one of the most feared of the character classes. With just a muttered word or a flick of the finger, sorcerers are able to command their enemies to sleep, make themselves disappear or even summon the shades of the dead from their graves. The highest level sorcerers can build their own towers, where they can conduct their experiments, create fabulous magic items and scribe new formulae for hitherto unknown spells.

Only experienced human sorcerers are capable of dealing with the warped logic and the alien minds of demons, elementals and otherworldly

creatures. Lesser sorcerers are usually possessed immediately or driven mad when attempting to summon these entities. Therefore, human player characters are wise to stick to spell-casting only. If they want to attempt to summon otherworldly entities, they can at higher levels but it is exceedingly dangerous and better left to the Dendrelyssi, who have centuries of knowledge and experience of dealing with these beings.

Prime Attribute: INT 9+
Primary Save: Will
Hit Dice: 1D6 at 1st level. Then per the Sorcerer Advancement table below.
DC Bonus: Sorcerers gain +1 DC at 6th level
Armour/Shield Permitted: The most powerful sorcerers prefer not to wear armour at all when casting spells as this inhibits their movements and gestures making spell-casting more difficult. However, they can actually wear any armour, but don't use shields.
Weapons Permitted: Light and medium only

Table 11: Sorcerer Advancement

Lvl	HD	DC	Summoning Dice by Lvl				Spells by Level/Day				
			1st	2nd	3rd	4th	1	2	3	4	5
1	1		–	–	–	–	1	–	–	–	–
2	1(+1)		–	–	–	–	2	–	–	–	–
3	1(+2)		1D	–	–	–	2	1	–	–	–
4	2		1D	–	–	–	3	2	–	–	–
5	2(+1)		1D	1D	–	–	3	2	1	–	–
6	2(+2)	+1	1D	1D	–	–	3	3	2	1	–
7	2(+3)		2D	1D	1D	–	4	3	2	2	1
8	3		2D	1D	1D	–	4	3	3	2	2
9	3(+1)		2D	2D	1D	1D*	4	4	3	3	2
10	3(+2)		2D	2D	1D	1D*	4	4	3	3	3

Can summon Elemental Rulers, Demon Lords or Lich Lords at this level

Sorcerer Class Abilities
Spell Casting (INT): A sorcerer owns a book of spells called a grimoire from which the sorcerer can cast spells directly. This leaves the book vulnerable and it also takes time to retrieve the book and find the right page (1-3 rounds (roll 1D3)). However, the sorcerer can study the grimoire pressing the chosen spell formulae into his or her mind, "preparing" these spells. The sorcerer can then cast the spell any time, without referring to the grimoire. Once a prepared spell is cast, it disappears from the sorcerer's ability to cast until it is prepared again. If the sorcerer finds scrolls of spells while adventuring, they can cast the spell once directly from the scroll or can be copied into his or her grimoire. The spells that a sorcerer can prepare are set out in Table 11: Sorcerer Advancement. To determine which spells the sorcerer has in his or her grimoire, go down the sorcerer spell list making an INT roll for each one, in order. A successful roll means he or she starts with that spell in their book. Every sorcerer starts with at least one spell. More information can be found in Book 2: Crimson Scrolls.

Summoning (INT): At 3rd level, sorcerers choose a primary summons from Elementals, Demons or Undead. They then choose which specific type they can summon (see p.25). At later levels, they can learn more types of summoning. Summoning requires a minimum INT, so you need to be sure you can summon the type of being in question before you choose one. See Dendrelyssi (p. 24) for more information on summoning.
Sorcerer's Tower (10th): At 10th level, sorcerers can build a Sorcerer's Tower to house their libraries and laboratories. They will attract a mixed bag of mercenaries and strange servants (some with odd abilities and deformities). This motley crew will swear fealty to the sorcerer and serve him or her with whatever loyalty he or she can inspire in them.

WAYFARER

Wayfarers are mysterious rovers and vagabonds that travel the highways and byways of the Crimson Lands, rarely stopping in one place for too long. Sometimes they are seeking something or somewhere in particular; a lost friend, thing, ideal or someplace to call home. Others are not looking for anything; perhaps circumstances mean they had to leave wherever they came from or they are just afflicted by wanderlust. Some Wayfarers are on the road for spiritual reasons but this isn't necessarily the case. They may be part of an order or sect, but even this isn't clear. Wayfarers don't use weapons or armour but they are masters of unarmed combat and can improvise with almost anything as required. Wayfarers are pacifists and never initiate a combat and try not to kill wherever possible. Wayfarers don't have much need for money; therefore they start with only 3D6gp.

It is rumoured that Wayfarers have some sort of mystical ability to find paths that lead to alternative planes of existence or that perhaps Wayfarers are actually from some other plane. They never speak of this though.

Prime Attribute: CON 9+, WIS 9+
Primary Save: Fort, Ref or Will (player's choice)
Hit Dice: 1D6 (+1) at 1st level. Then per the Wayfarer Advancement table below.
DC Bonus: Wayfarers gain +1 DC at 1st, 3rd, 5th, 7th and 9th levels.
Armour/Shield Permitted: None
Weapons Permitted: Staff only

Table 12: Wayfarer Advancement

Lvl	HD	DC	Unarmed Dam	Prim. Ability	Sec. Ability	Tert. Ability
1	1(+1)	+1	L	2D	2D	1D
2	1(+2)		L	2D	2D	1D
3	2(+1)	+1	L	3D	2D	1D
4	2(+2)		M	3D	2D	2D
5	2(+3)	+1	M	3D	2D	2D
6	3(+1)		M	3D	3D	2D
7	3(+2)	+1	M	4D	3D	2D
8	3(+3)		M or H	4D	3D	2D
9	4(+1)	+1	M or H	4D	3D	3D
10	4(+2)		M or H	4D	4D	3D

Wayfarer Class Abilities

DC Bonus: Wayfarers don't wear armour but are skilled at avoiding harm by speed, reactions and general alertness. Because of this, as they advance levels, their natural defence class improves. This is in addition to their DEX bonus, if they have one. Also, if WIS is 16 or more, the Wayfarer receives another +1 DC bonus.

Move Bonus: Wayfarers are fast on their feet. Provided the Wayfarer is unhampered ("things" carried 5 or less) he or she can move extra distance of +1 yard per level attained. So, at 10th level, a Wayfarer can move up to 22 yards in a round. Carrying any weight over 5 things completely negates the bonus.

Flurry of Blows: Using unarmed combat techniques, Wayfarers are able to attack with great speed, adding 1HD to attacks for one round per level per day if fighting unarmed. So, at 10th level, they can do a flurry that lasts 10 combat rounds or several flurries adding up to 10 rounds during the course of a day.

Unarmed Damage: Wayfarers don't carry weapons (except maybe a walking staff). However, they are very capable of bringing down any

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attackers with their unarmed prowess and their unarmed damage increases as they go up in level. Their blows cause light (L) damage up to 3rd level, then their blows do medium (M) damage up to 7th level and then at 8th level they can choose to do M or H damage, as suits the situation.

Wayfarer Stunt (STR or DEX): If you want your character to attempt a special manoeuvre in combat that isn't a direct attack, like disarming an opponent with a kick, knocking an opponent off her feet with a leg sweep or catching arrows out of the air, you need to make an attribute roll using your HD. If directly opposing someone, the foe gets to roll their HD and the wayfarer's target number becomes the best roll made by the wayfarer's opponent.

At 1st level, the Wayfarer chooses which one of the following abilities will be his or her primary (best), which two will be secondary and the remaining two, which will be their tertiary (least good). Most of these abilities assume the Wayfarer is carrying out the task at some speed or under a degree of pressure. If the Wayfarer has time, the GM could give a small bonus; say +1 to the roll. Some abilities benefit from good quality equipment. GMs may allow characters of other classes to attempt these abilities.

Acrobatics (DEX): Their ability to pull physical stunts gives them a degree of agility similar to a modern parkour (free-running) artist. Wayfarers can traverse obstacles by climbing, swinging, vaulting, jumping, rolling, and crawling and so on. A quarterstaff or an anchored grappling hook might grant +1 to acrobatic stunts at the GMs discretion.

Awareness (WIS): Wayfarers are always alert to danger and are never surprised (even if the rest of the party is). They can also detect paths, gates, portals or other ways to

alternate planes in the *Multiverse*, by making a WIS roll. Sometimes they have to actively search for such paths and at other times they discover them automatically (at the GMs discretion).

Lingo (INT): Having travelled widely and dealt with a variety of different peoples and customs, even if a Wayfarer doesn't know a particular language he or she can get by - with common phrases, sign language, gestures and so forth – sufficiently to understand and to make him or herself understood and accepted.

Meditative Healing (WIS): Wayfarers have supreme control over their own bodies. If they are allowed to meditate in a quiet and relaxing place, they can enter an altered state where their bodies can repair injuries much more quickly. Provided they have at least a full hours' meditation (and they make their roll) they can restore 1 HP per level and can purge themselves of any poisons in their bodies.

Knack (Variable): Wayfarers often pick up random abilities as a result of their wanderings. The player may choose a class ability from another class instead of one of their own class abilities and treat it as a Wayfarer class ability. Certain class abilities may be restricted at the GMs discretion.

Wayfarers Rest: At 10th level, a Wayfarer is able to settle down and is called a Host or Hostess. He or she may build a Wayfarers Rest (an inn, hostel, tea house or similar, often fortified) along a busy route for other travellers to stay and refresh themselves. It attracts merchants, pilgrims, wanderers and hobos from all over and they will always be welcome. Those that accept the Host's hospitality will often be very loyal, returning whenever their wanderings bring them to the vicinity and leaping to the defence of their host and his guests if danger threatens.

CRIMSON BLADES DARK FANTASY RPG

DENDRELYSSI

The Dendrelyssi are an ancient elfin race - generally tall and slim with long, sharp faces and slightly pointed ears, slanting, colour-flecked, milky eyes that appear blind and high, slanting cheekbones. They are a long-lived and decadent race, given to amoral pleasures; they lack any moral sense. Their actions are determined by tradition, which is about the only thing that has held them in check over the centuries. They constantly search for new pleasures and new sensations. Their sophistication leads them to the arts – poetry, sculpture, philosophy and their love of cruelty and pain leads to torture of slaves and prisoners as a common amusement. The otherness of the Dendrelyssi is manifest in their aesthetics. They naturally prefer a mix of colours and elaborate and baroque decoration and architecture. Their buildings are tall spires, lofty towers and pagodas and are built in shimmering colours of the rainbow.

Dendrelyssi are both fighters and sorcerers. Unlike human sorcerers, Dendrelyssi are steeped in the lore of otherworldly demons and elementals, having dealt with them down the centuries; making ancient pacts and oaths that can be traced back to when the world was young. These pacts have become dangerously tenuous in more recent times and some creatures struggle to remember their ties with the ancient race of Dendrelyssi. The Dendrelyssi themselves have become lazy and decadent, failing to maintain some of their bonds, so nothing is certain any more. Nevertheless, Dendrelyssi characters can still summon these entities and, more often than not, get them to do their bidding.

Because of their adherence to ancient traditions, Dendrelyssi are mostly lawful. Although they make pacts with demons (which are chaotic), this is to control chaos rather than to side with chaos. Whilst Dendrelyssi require a high intelligence to cast spells and summon otherworldly beings, to deal with demons in particular requires a strong will and force of personality. Accordingly, they must have INT 13, WIS 9 and CHA 9.

Prime Attribute: INT 13+, WIS 9+, CHA 9+
Primary Save: Will
Hit Dice: 1D6 (+1) at 1st level. Then per the Dendrelyssi Advancement table below.
DC Bonus: Dendrelyssi gain +1 DC at 5th and 10th levels.
Armour/Shield Permitted: Any
Weapons Permitted: Any

Table 13: Dendrelyssi Advancement

Lvl	HD	DC	Summoning Dice by Level					Spells by Level				
			1st	2nd	3rd	4th	5th	1	2	3	4	5
1	1(+1)		1D	–	–	–	–	–	–	–	–	–
2	1(+2)		1D	–	–	–	–	1	–	–	–	–
3	2(+1)		2D	1D	–	–	–	2	–	–	–	–
4	2(+2)		2D	1D	–	–	–	2	1	–	–	–
5	2(+3)	+1	2D	2D	1D	–	–	3	2	–	–	–
6	3(+1)		2D	2D	1D	–	–	3	2	1	–	–
7	3(+2)		2D	2D	2D	1D*	–	3	3	2	–	–
8	3(+3)		3D	2D	2D	1D*	–	4	3	2	1	–
9	4(+1)		3D	2D	2D	2D*	1D*	4	3	3	2	–
10	4(+2)	+1	3D	3D	2D	2D*	1D*	4	4	3	2	1

Can summon Elemental Rulers, Demon Lords or Lich Lords at this level (INT minimum)

Dendrelyssi Class Abilities

Spell Casting (INT): As a race of natural sorcerers, Dendrelyssi can cast spells like human sorcerers do. However, they've never considered spell casting as a true way to power; to the Dendrelyssi, real power can only be gained by dealing with otherworldly forces. Therefore, they advance more slowly in spell casting than human sorcerers.

Summoning (INT): At 1st level, the Dendrelyssi chooses a first summoning from Elementals Demons or Undead. He or she then chooses which specific type of entity he or she can summon. Later on, at 3rd level, the Dendrelyssi can choose second summons and has a third choice at 5th level a fourth at 7th level and a fifth at 9th level. At 7th level, the choice of the *Elemental Rulers*, *Demon Lords* or *Lich Lords* also opens up (although this is more difficult). Summoning requires a minimum INT (see *Table 4: Intelligence*), so you need to be sure you can summon the type of being in question before you choose. There may also be modifiers – see *Book 2: Crimson Scrolls* for more on Demon Summoning.

What can I summon?

Dendrelyssi and sorcerers choose which type of entity they can summon – choose from the tables below.

Elementals
Air (Sylphs)
Earth (Gnomes)
Fire (Salamanders)
Water (Undines)
Player's choice
Elemental Rulers*
*18 INT required

Demons
Combat
Desire
Knowledge
Pain
Possession
Protection
Travel
Demon Lords*
*18 INT required

Undead
Corporeal
Non-corporeal
Lich Lords**
**14+ INT required

ALIGNMENT

Players should choose an alignment for their characters. This is to determine which aspect of the cosmic struggle they tend to support. It is important to note that Law does not necessarily mean good and Chaos doesn't mean evil, although there is a tendency for that to be the case. Allegiances can change as the characters grow.

It is also important to remember that the main characters in the sword and sorcery or dark fantasy genres are never whiter-than-white. They aren't out to save the world and they don't mind doing things that might be frowned upon in other fantasy genres. They are grim wanderers and brooding swordsmen and they don't worry overmuch about the rights and wrongs of their actions.

LAWFUL

Law provides order, structure, and justice to the world. Without it, nothing material could exist. Law appears friendly to life, but a realm controlled by Law alone becomes just as stagnant as one overrun by Chaos. The Realm of Law is a barren wasteland; without wrongs to right and injustice to correct, Law becomes meaningless. Ordinarily, however, Law is benevolent and beautiful in its perfect regularity.

Law implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include closed-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

In general, lawful characters are motivated by the defense of humanity, civilization and order. Dendrelyssi are for the most part lawful, even though they make pacts with demons and dark gods. Many humans are lawful too.

CHAOTIC

Chaos represents disorder; entropy expresses the principle of possibility unfettered by rules. In general, magic and sorcery draw on the powers of Chaos because they break the laws of nature. The effects of Chaos can be beautiful, but left unchecked, they become too disruptive for life.

Chaos implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Chaotic characters are motivated by personal power, absolute domination, and ambition at any cost; they might even be specifically about overturning existing civilization and order, usually believing it will put them on top. Sorcerers are mostly chaotic, as are demons and *Beastmen*.

NEUTRAL

The Cosmic Balance maintains the balance of power between Law and Chaos by keeping both sides from overstepping the rules of war. The Balance is the power most beneficial to life, which needs a mixture of Law and Chaos to exist.

Someone who is neutral with respect to Law and Chaos has a normal respect for authority and feels neither a compulsion to follow rules nor a compulsion to rebel. He or she is honest but can be tempted into lying or deceiving others if it suits him or her.

Neutral characters are more about tempered self-interest. It's the default alignment for some people; they're not opposed to civilization and order, but will happily enjoy its benefits. They probably won't take great personal risks to defend it (unless they're common folk roused to its defense by heroes, etc. - of course!). Most of the barbarian tribes of the Crimson Lands are basically neutral.

BUY EQUIPMENT

Each character starts the game with some gold pieces that can be used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed in the tables below.

Starting Gold
Roll 3D6 and multiply by 10. This represents the number of gold pieces (gp) that your character gets to have at the start of the campaign. Wayfarers start with less gold (see the class description).

Barter
Ordinary folk (non-adventurers) tend not to have a lot of cash; just a few silver coins or so to buy essentials. More commonly they exchange goods and services; this is called barter.

Table 14: General Equipment

Item	Cost
Backpack *	5gp
Balafon***	5gp
Barrel	2gp
Bedroll	2sp
Bell	1gp
Bottle (potion), clay	5cp
Bottle (wine), glass	2gp
Candle	1cp
Case (map or scroll)	1gp
Cauldron, Witch's	5gp
Chain (10' length)	30gp
Chalk, 1 piece	5cp
Chest	2gp
Clothes, Average	3gp
Clothes, Good	6gp
Clothes, Noble	25+gp
Clothes, Poor	1gp
Crowbar	2sp
Demon Summoning Paraphernalia	50gp
Disguise Kit, Mountebank's	25gp
Fishing Net (per 25' sq.)	4gp
Flask (leather, clay or wood)	1sp
Fleshcrafter's Surgical Tools	30gp
Flint & Steel	1gp

Flute	5gp
Grappling Hook	1gp
Grimoire, Sorcerer's**	100+gp
Hammer	5sp
Ink (1 oz)	1gp
Kora***	6gp
Ladder (10' long)	5sp
Lamp (bronze)	1sp
Lantern, bullseye	12gp
Lantern, hooded	7gp
Lock	20+ gp
Lute	10gp
Lyre	25gp
Manacles	15gp
Mirror (small steel)	20gp
Ngoni***	6gp
Oil (lamp), jar	1sp
Parchment (sheet)	2sp
Pole, 10'	2sp
Pot, iron	5sp
Rations, trail (day)	5sp
Rations, dried (day)	1gp
Rope, hemp (50' length)	1gp
Rope, silk (50' length)	10gp
Sack*	1gp
Shovel	2gp
Spike, iron	5cp
Tent	10gp
Thief Tools	25gp
Torch	1cp
Traps & Snares	5gp

*Can contain around 4-8 misc items depending on size Item Descriptions

Torches burn for one hour and create a 30' radius of light. A jar of oil in a lantern burns for 4 hours. Normal lanterns create a 30' radius of light and bullseye lanterns create a beam of light 60' long but only 10' wide.

**A sorcerer's Grimoire isn't just "bought". It is created by the sorcerer using rare materials, vellums and inks from strange sea creatures. These materials cost at least 100gp to obtain, but if a sorcerer ever has to create a new Grimoire, it might involve a quest to obtain the precious materials to make it.

*** Normally hand-made by the individual for their own use, they are rarely sold

Table 15: Transportation

Type	Cost
Pushcart	30gp
Galley, Small (50 rowers)	2,500gp
Galley, Large (100 rowers)	5,000gp
Horse, Cart	50gp
Horse, Riding	100gp
Horse, Pony	25gp
Horse, Destrier	300gp
Camel	35gp
Coracle	15gp
Rowboat	50gp
Small Sailboat	200gp
Medium Sailing Ship	1,000gp
Large Sailing Ship	3,000gp
Wagon (pulled by horses)	200gp

Table 16: Weapons

Weapon Class	Damage	Cost	Examples		
			Melee	Thrown	Ranged
Very Light	D2	N/A	Unarmed	Shuriken	-
Light	D3	1-3gp	Dagger, cudgel	Dagger, dart, throwing stick	Sling
Medium	D6	3-30gp	Sword, staff, spear, mace, hand axe, club, warhammer	Javelin, axe	Bow
Heavy	D6	5- 40gp	2-hand sword, flail, morning star, halberd, great spear, pike	Spear	Crossbow

Very, light, light & medium weapons

Each HD is a separate attack made with the weapon, so a character with more than one HD can attack one opponent several times or several different opponents in the same round. The damage from each hit is calculated separately. Any STR modifier is applied to each dice that hits.

Heavy weapons

These do slower, more powerful blows; whilst each round the character effectively makes one attack, each successful HD represents a more mighty blow. The result of all successful HD is added together and applied against one target. Any STR modifier is applied to the final total. For melee weapons only; if the damage caused to one target is sufficient to put the target out of action, the remaining damage can be carried over to another target that is within range of the character. For example; a character who hits with three of his HD rolls total damage of 10. This is sufficient to kill the target (a goblin with 3HP) and therefore 7 damage can be carried over to the next goblin attacking him.

Thrown and ranged weapons

The number of attacks is limited by the number of missiles the character has available. For example; a character who hits with three of his HD that has only two missile weapons available actually only hits twice (either the same target or two different ones).

Thrown weapons can be thrown up to 30' without penalty and up to twice that (60') range for a -1 penalty and up to three times (90') for -2.

Bows and crossbows can be fired at up to 100' with no penalty, up to 200' at -1 and 300' at -2.
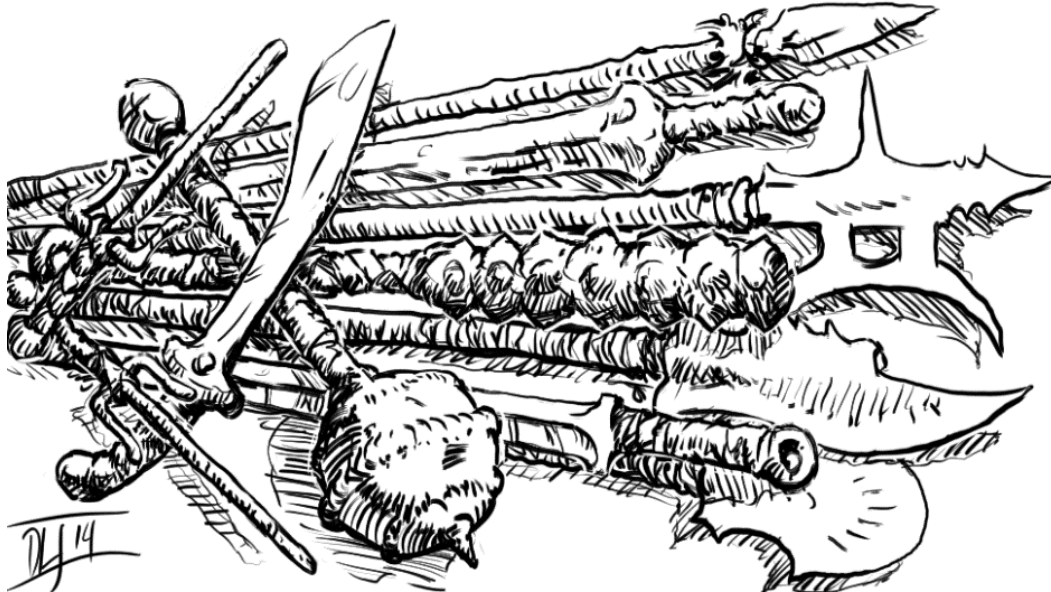
Table 17: Armour

Armour Type*	Class	Things	DR	DC[1]	Penalties[1]	Cost
None	Unarmoured	-	0	-	-	-
Soft padded or quilted	Light	1	1	-	-	15gp
Leather	Light-Med	1½	2	-	-	25gp
Cuirboilli	Medium	2	3	-	-	40gp
Mail	Medium	2½	4	-	-1	100gp
Half-Plate	Med-Heavy	3½	5	-1	-1	400gp
Full Plate	Heavy	4	6	-1	-2	800gp
Shield	Light	1	-	+1	-	10gp

Assumes a helmet of equivalent type is included
[2]*Subtracted from rolls for certain physical tasks (particularly those of thieves, such as stealth and climbing)*
[1]*Only non-fighters suffer a DC penalty for wearing med-heavy & heavy armour*

Calculating Damage Reduction

Check the armour your character is wearing and read off DR from the armour table above. Magical or *Demonbound* armour could add to your overall DR, although this armour is very rare. Some creatures with really tough hides have DR in excess of 5.

How much you can carry

A "normal" level of miscellaneous items from the general equipment list, together with the characters clothing and a few coins in his purse is assumed to count as 1 "thing". If a character has selected a lot more than what the GM considers normal, he is entitled to increase this to 2 or even 3 things. Armour and weapons are counted separately to work out how many things the character is carrying.

Example: Carsten has STR 16, which means he can carry one more "thing" (6 instead of 5) before his movement rate is reduced. He puts on his ordinary clothing and grabs his carryall containing a candle, a flint & steel, a set of cutlery and a whetstone; this all counts as 1 thing. He puts on his mail (2½) and shield (1), and picks up his sword (1), longbow (2) and arrows (½). At 8 things, his movement rate is now reduced to 9. If he later swapped his mail for half-plate armour, at 1 more thing, this would push him to 9 things. His move would remain at 9, because he can carry up to 9 things before his move rate is reduced further.
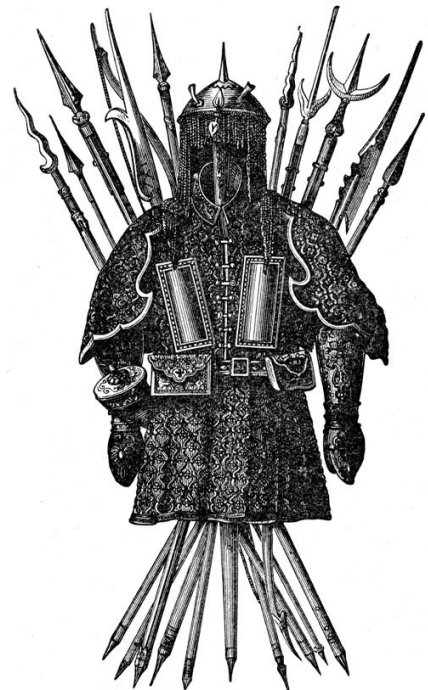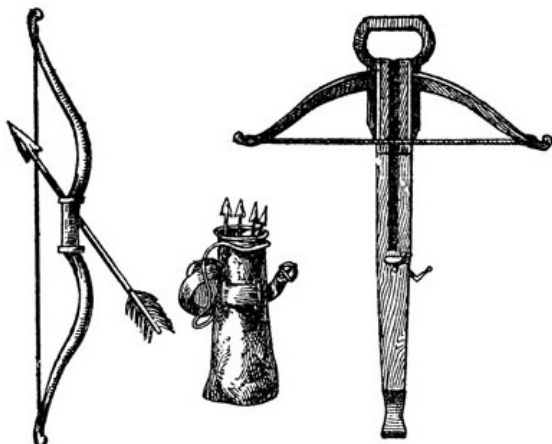
Movement

All characters, depending on what sort of armour they're wearing and what they're carrying, have a base movement rate as follows:

Table 18: Movement Rate

Things Carried*	Rate (yards)
Up to 5	12
6 - 8	9
9 - 10	6
11 - 12	3
*Modified by STR	

Table 19: Indoor/Subterranean/Town Movement

Description	Speed	Results
Careful	Base movement rate times 10/turn	Normal chances for surprise exist
Walking	Base movement rate times 20/turn (x2 per round)	No careful observation or searching is allowed
Running	Base movement rate times 40/turn (x4 per round)	Characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies
Combat	Base movement rate in strides/round (e.g., 12/round for unencumbered)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur

Table 20: Outdoor Movement

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required
Forced March	Base movement (x2) in miles/day	Forced march Fortitude checks required

Combat	Base movement rate in yards/round (e.g., 12/round for unencumbered)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies

HOW TO PLAY

Once you've got a character, the GM will describe where the character is, and what he sees. The game might start in a seedy tavern in a disreputable part of town, on the deck of a galley in the middle of a violent ocean storm, in an ill-lit demonic temple or at the entrance to an old smuggler's cave where a vast hoard of gold is reputed to be hidden - that's up to the GM. But from that point on, *you* describe what your character does. Going down stairs, attacking a group of goblins, speaking to the other people you meet: all of these sorts of things are *your* decisions. The GM tells you what happens as a result: maybe the cave entrance leads down to a lost tomb, or those goblins attack your character. That's for the GM to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the GM work together, with the GM handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the GM's world.

GAINING LEVELS

Characters gradually become more competent as they complete their adventures successfully and gain experience of the game world around them. They begin at 1st level, having had no adventures (although they might start out as people that have seen a bit of the world – this depends how on individual players view their own character). Once the first adventure has been completed successfully (the GM decides whether it was successful or not, as well as exactly what constitutes an "adventure") the characters advance to 2nd level, gaining all the HD, DC, ability and spell improvements that go with advancement. To attain 3rd level, characters need to complete another two adventures (three in total). See *Table 3: Experience Level* on page 9 for more details of level advancement.

When your character has advanced to a new level, you will roll your HD again for your new level and gain new spells if you're a sorcerer or Dendrelyssi. Your combat skills and other abilities may also increase. In other words, you've become more powerful and can pursue greater challenges!

Time

Sometimes the GM will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are *combat rounds* and *turns*.
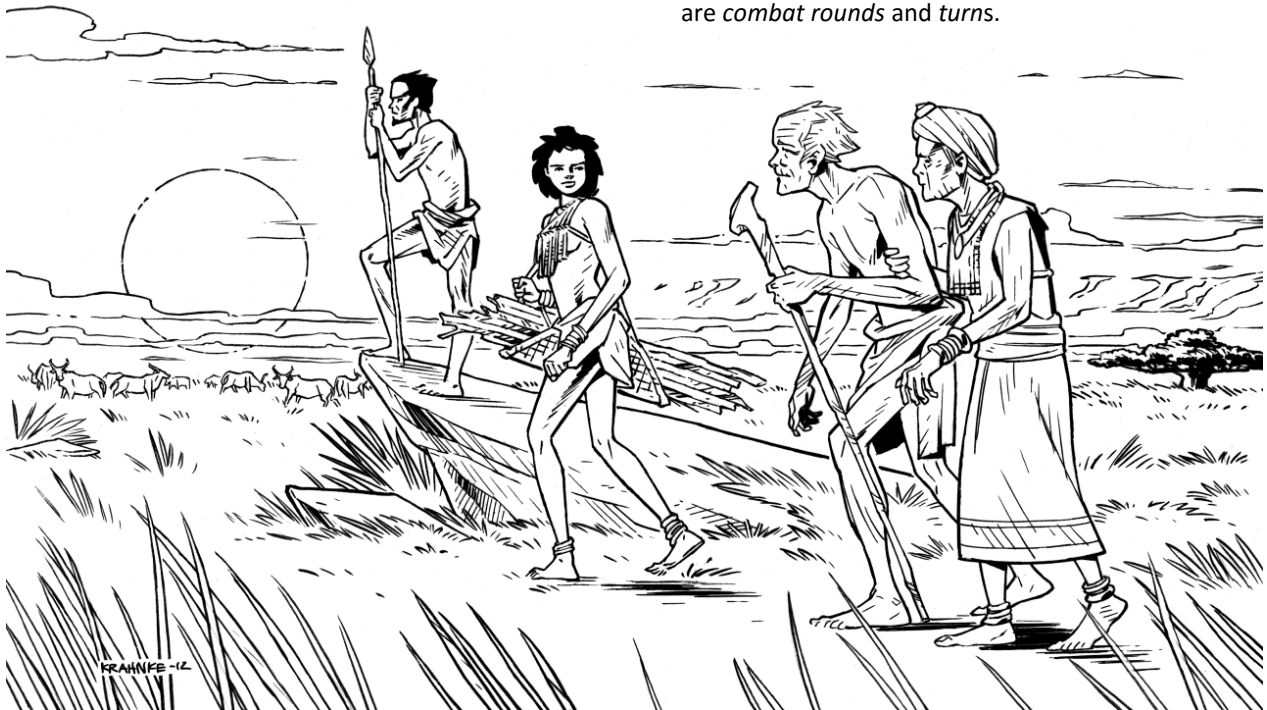
Combat Rounds and Turns

Each combat round is about 10-12 seconds long, but this is a fairly fluid time as combat doesn't stand still and doesn't neatly fall into little slots of time. In a combat round, ordinary combatants can draw and swing a sword, load and fire a bow, throw a spear, run a short distance, jump over a dead body and so on. More experienced and better trained fighters can fire a bow and reload several times; experts and veterans can cut down several enemies in the same time.

There are about 5-6 combat rounds in a turn. Again this timing isn't exact; it's more of a way to roughly judge activities that take longer than a combat round or two to carry out. Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

ATTRIBUTE & ABILITY ROLLS

Normally the GM will just allow characters to do things as described by the players and, if they seem reasonable, they will happen as described. This is particularly true where the character is of a class that should be assumed to be able to complete the task naturally or where the thing they are doing is fairly straightforward. Sometimes, however, a roll will be required.

The target is normally 5+. Only one die needs to equal or exceed the target number. A natural 1 is always a failure.

Rolls are made on a single D6, unless the character is using a class ability which entitles the player to roll more than one; for example, a 1st level barbarian tracking a creature, where tracking is the barbarian's primary ability, would roll 2D6.

To whichever die comes up with the highest result, you add any modifiers. Modifiers can be from the character's attributes, from any equipment the character has to help in the task or from difficulty-based modifiers applied by the GM.

Difficulty modifiers are up to the GM but generally they will not generally exceed -2 for very hard tasks or +2 for very easy tasks.

Whilst the GM should normally allow characters to attempt things wherever possible, there may be legitimate reasons why a GM may not allow a character to even make a roll. This is especially the case where characters are stepping on the toes of another player whose character has the relevant class ability. Here are some examples:

Sometimes the best person to do something is a character of the appropriate class and if that character fails to do it, it wouldn't make sense to allow another character to make a roll. For example, a sorcerer has asked the GM if he has some knowledge of a certain demon. The GM believes it is reasonable for the sorcerer to make a roll to see what he knows. If the sorcerer fails it would be reasonable to disallow the fighter to even make a roll as he's unlikely to know anything that the sorcerer doesn't.

There are some class abilities that are feasible only for characters of that class; for example, wayfarers have the almost mystical ability of being able to heal through meditation. It wouldn't be right to allow a thief to do the same thing, without some very good reason; that would have to be established through role play.

In some instances one character can assist another in a task. If the assisting character has an class ability, he can choose to give the acting character either on die or +1 to his roll. If the assisting character doesn't have the ability, he just provides +1 to the acting character's roll.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a *saving throw* ("save"). Saving throws are similar to abilities, only they tend to be reactive rather than active. They are rolled as a result of something happening to the character, rather that the character attempting to do something. Making a saving throw generally does not take the character's turn to perform. The type of throw depends on the threat:

Fort Save: This would be against death, poisons, disease, paralysis, level drain and similar effects that are hazards to physical health and well-being.
Ref Save: This would be against slips and falls, keeping hold of or catching small items, dodging

landslides and rock-falls and other similar situations, where quickness and agility are helpful.
Will Save: This type of save is where mental strength is important; for example the effects of fear and certain spells like *Charm Person*.

Normally a save is made on a single die and any attribute modifier is added to the result. However, if rolling the primary save (for your character's class) then you roll two dice. At higher levels, you also roll more dice (see *Table 4: Experience Levels*)

COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The GM determines if one side or the other is entitled to a free attack or move as a result of surprise - this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare spells.
3. Determine order of action. Highest DEX has initiative, followed by next highest and so on. In the event of a tie the least heavily armoured character acts first. In the event of a tie, PCs act before other monsters and NPCs. You can hold your action to see what your opponent does and take your action at any time thereafter.
4. Anyone who "held" their action and still has their action remaining now acts, and results take effect
5. The round is complete. Start the next round

Surprise
The GM determines if one side gets a free initiative phase before the action begins properly. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g. a particular ambush has only a 1-in-6 chance of succeeding when the victims are alert and watchful). You will often allow the PCs an attribute roll to notice if monsters are waiting in ambush, or check the PCs stealth if the PCs are hidden.

Declare Spells
Any player whose character is going to cast a spell must say so before the initiative is determined.

Spell casting begins at the beginning of the round but the spell does not activate until the character's action. Thus, if the enemies have higher DEX and hurt the spell caster, the spell's casting may be disturbed.

Determine Initiative

The character with the highest DEX score acts first, moving, attacking and casting spells. Characters can move and attack in the same round. The monsters chapter lists average DEX values for non-player characters and creatures. Where DEX is equal - roll a die to determine initiative order (or if it's the PCs with equal DEX the players can decide between them who goes first).

Attacking/Rolling to Hit

The most important rule to understand about combat is the attack ("to hit") roll. It's only possible to make a melee attack when the two combatants are within touching distance of each other (in the same or next square, or hex, if using markers or minis).

Melee Combat

When fighting in close (melee) combat, you roll your HD in an attempt to equal or exceed the DC of your opponent. Every die that succeeds is a hit. A natural 1 is always a miss.

1) *Dortmund, a 1ˢᵗ level fighter (1HD) with DEX 15 attacks a goblin (DC4) with a mace and rolls one die. Normally he'd*

need 4+ to hit, but because of his DEX, he only needs 3+.

Light & medium weapons: If using a light or medium melee weapon (see *Table 16: Weapons*) and have more than 1HD, you may split your HD between your opponents as you wish or attack just one of your opponents.

2) *Dortmund is now 2ⁿᵈ level (2HD) and charges into three goblins. This time he's using his favoured weapon (a sword) so he has 3HD. He can now choose to attack each goblin with 1HD, attack two of them, one with 2HD and the other with 1HD or attack just one of them with 3HD. He chooses to go for just two of them, needing 3+ to hit each. He rolls 5 and 3 for the first goblin and 4 for the second. He therefore hits both goblins that he went for, but leaves the third alone.*

Heavy weapons: If you are using a heavy weapon, you roll all your HD as one single massive attack.

3) *Dortmund has defeated the goblins and is now faced by an ogre (DC3). A single powerful swing is more likely to hurt the beast, so Dortmund puts away his sword and draws his flail. His 3HD then goes into one single cleave. He needs 2+ and gets 1, 3 and 6, hitting with two dice.*

Modifiers

Trading HD: You may give up one of your HD for a bonus to hit. This is particularly worthwhile where faced with an opponent whose DC is higher than 6.

1) *Dortmund is fighting some demonic creature with a DC of 8. Even with +1 from Dortmund's DEX, he needs 7 or more to hit the creature. As he has 3HD, he can trade one of them for +1 to hit. He can now roll two dice needing a 6 on at least one of them.*

Ganging Up: If two or more attackers are attacking one opponent at the same time, one or more of them may trade (one of) its own HD for a +1 to hit for any one of his allies, for each attacker trading a HD.

1) Dortmund's friend Jalara (a mountebank) rushes into the fray. She's not a great fighter (1HD), but she thinks she can create enough of a distraction to help her friend. She trades her HD to give Dortmund +1 to his attack rolls. Dortmund can now use all of his 3HD attacking the demon. He still needs a 6 to hit, but his chances of getting a 6 are now much greater.

Missile Fire

Like melee combat, when firing or throwing missile weapons (see *Table 16: Weapons*), you roll your HD in an attempt to equal or exceed the DC of your opponent. There may be an additional modifier based on the range to the target. When using missiles to attack into a melee, it usually isn't possible to choose which foe (or friend) will receive the attack. Firing or throwing weapons beyond close range incurs a -1 penalty for medium range or -2 for long range.

1) Dortmund, a 1st level fighter (1HD) with DEX 15 fires a bow at a goblin (DC4) and rolls one die. Normally he'd need 4+ to hit, but because of his DEX, he only needs 3+.However, the goblin is at medium range (-1) so he still needs 4+.

If using a light or medium ranged weapon, and you have more than 1HD, you may split your HD between your opponents up to the number of missiles you have available or you can shoot several shots at just one of your targets.

2) Dortmund is now 4th level (3HD) and has several goblin targets. This time he's got a couple of javelins to hand, so whilst he has 3HD, the limit on how many hits he can achieve is the number of javelins he has. He throws both javelins, one at each goblin and rolls his HD. All three HD succeed but one success is discounted because he has only 2 javelins. Each goblin suffers one D6 of damage.

Heavy missile weapons can only be fired or thrown against one opponent. If you are using a heavy missile weapon, you roll all your HD as one single massive attack.

Damage

Each die that hits the target potentially causes damage. If you hit with one die, you simply roll the damage die for your weapon, add any modifier (for STR, for example) and deduct the DR of your opponent's armour.

1) Dortmund hits the goblin with the mace (D6 damage). He rolls a 4, but with his STR of 16 he gets +1, so this becomes 5 HP of damage. The goblin has light armour, reducing this to 4, but as he has only 2HP, this is more than sufficient to put the goblin out of action.

If you hit with multiple dice, it depends on the class of weapon being used. If you attacked with a light or medium weapon doing multiple attacks (i.e. splitting your dice), STR modifier is added to each die that hits and the DR comes off each attack that hit.

2) Dortmund hit two of the goblins. The first he hit with two dice, so he rolls them both together getting 1 and 2. Because of the fighter's STR, he adds +1damage to each hit, making the damage 2 and 3. The goblin's armour DR1 reduces damage to 1 and 2 respectively. The goblin takes 3points of damage in total. As he has 4 HP, his HP is reduced to 1 and he's still standing. The second goblin was hit with one die. Dortmund gets a 6 on the damage die, and this is enough to kill the goblin, even allowing for the DR of his armour.

If you attacked as one powerful blow (using a heavy weapon), you combine all dice that hit when rolling for damage. You only add STR when you've totaled up the damage dice. Likewise, DR from armour only comes off the total damage.

3) Dortmund hit the ogre with a powerful shot, succeeding on two of his dice. He rolls damage – 4 and 4 come up, with +1 for STR, the result is 9. The ogre has DR 2, reducing this back down to 7HP. The ogre can take this easily and smiles, swinging his club.

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

Backstabbing and attacking a prone opponent

The GM will probably assign a bonus to hit for any attacks made from behind or from a position of advantage (perhaps +1 to hit). Also, if someone is attacked from behind, they will not be able to use any shield they have, so they will be at a lower DC anyway.

Terrain Features

Characters and monsters will hide behind things, stand on things, lay prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The GM may assign bonuses and penalties for terrain features. Most such bonuses will only be +/-1, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might incur a penalty of -2.

Spacing

If using markers (or figures) it is easiest to assume that a character "occupies" a single square or hex, counting as 3' across, for purposes of marching and fighting.

Movement within Melee

A defender effectively blocks an area about an arm's reach + weapon length to either side (one square or hex around the one the character is in), and enemies cannot move through this area. Alternatively, the GM might allow such movement but grant a free attack to the defender(s) who cover these areas.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the enemy don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favorable. Striking bargains, persuading demons or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Use what the character is saying as a guide to whether you need them to make a roll or not. If the opponent isn't too bothered and the character makes a persuasive argument, allow it to step aside. However, if the opponent has a vested interest in preventing the character doing something or getting somewhere, the player needs to make his persuade roll (possibly with a modifier). Mountebanks are particularly adept at this type of thing.

Retreating

It is up to the GM to decide if there will be any special rules for retreating away from a melee combat. Most GMs allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate.

Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of fighters.

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent but, if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase. Spell casting using a scroll or grimoire takes longer as you need to find it first and then, in the case of the grimoire, find the right page. For a scroll, roll a D2 for the number of rounds before you can begin casting. For a grimoire, roll 1D3.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires,

damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill and such points are recovered at a rate of 1 HP per hour after initial post combat recovery (see Healing). If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero).

Two-weapon Fighting
You need a DEX of at least 9 to use two weapons in combat. These weapons must be light and/or medium only. Using two weapons, one in each hand, gives you a bonus of 1D6 to your HD for attacks made. However, you receive a -1 penalty to hit for **each** die rolled.

Alternatively, you may attack with one and parry with the other. Parrying with a weapon in your off-hand acts like a shield, except again you receive -1 to hit for your attacks.

Defensive fighting
A character may choose at the start of a round to dodge, duck, evade and/or parry or otherwise attempt to avoid being hit, rather than attacking. This gives a bonus (+1) to DC.

Unarmed Combat
Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1D2 points of damage, plus the attacker's STR bonus to damage (if any). Unarmed combat damage is always classed as subdual damage.

If unarmed combat is an important part of the GM's game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the GM's common sense (dragons aren't easily wrestled to the ground). A good rule of thumb is to require a successful attack roll.

Damage and Death
When a character (or creature) is hit, the amount of damage is deducted from his HP. When HP drops to 0, the character may fall unconscious – make a Fort save to stay conscious. A non-player character or monster is dead when he hits 0 hit points.

If a character goes below 0 HP the following applies: On his initiative phase on each subsequent round roll 1D6:

- 1 = Make a Fort save. If he or she fails, the character dies, roll up a new one! If he or she succeeds, as 4 - 5 below but also: When he or she comes round he or she develops a phobia – maybe blood, or death, or something connected to the circumstances of his or her "near death" – if he or she was fighting spiders for example, he or she could develop a fear of spiders; if the character was hit by a fire demon, he or she could gain a fear of demons or fire. The GM should work with the player to determine what is appropriate.
- 2 – 3 = No change, roll again next round
- 4 – 5 = Character stabilizes, but won't regain consciousness till after the battle is over (at which point he will have 1 HP)
- 6=Character draws on his or her heroic reserves, regains consciousness and 1 HP, and is able to get up and take an action this turn. He or she has also suffered a scar or some other minor permanent injury. It doesn't affect him or her, other than as a reminder of this particular battle.

Healing

In addition to the various magical means of restoring HP, a character recovers half the HP lost during the battle, after a swig of ale or water and a short rest. After that, recovery is at a rate of 1 HP per day of light activity or 2 HP per day of uninterrupted rest.

A week of rest will return a character to full HP regardless of how many HP the character lost.

Morale

Certain creatures, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

BOOK 2: CRIMSON SCROLLS
(SORCERY & SUMMONING)

Table 21: Sorcerer & Dendrelyssi Spell List

1st level	
Charm Person	Magic Aura*
Command	Magic Missile
Detect Magic	Mending*
Hold Portal	Purify Food & Drink*
Inspire	Remove Fear*
Invisibility to Demons*	Sanctuary
Invisibility to Elementals*	Shield
Invisibility to Undead*	Sleep
Light*	Spider Climb
2nd level	
Audible Glamour	Levitate
Augury	Light, Continual*
Change Self	Mirror Image
Delay Poison*	Phantasmal Creature
Detect Invisible	Silence, 15' Radius
Enthrall	Speak With Animals
Forget	Stinking Cloud
Invisibility	Ray of Enfeeblement
Knock	Wizard Lock
3rd Level	
Clairvoyance	Hold Person
Cure Disease*	Invisibility, 10' Radius
Detect Illusion	Phantasmal Creature, Improved
Detect Demon	Remove Curse*
Dispel Magic	Secret Page
Explosive Runes	Suggestion
4th Level	
Change Self, Improved	Neutralize Poison*
Extension	Shadow Monsters
Growth of Plants*	Speak with Plants
Hallucinatory Terrain	Spell Immunity
Invisibility, Improved	Wizard Eye
5th Level	
Cloudkill	Passwall
Feeblemind	Telekinesis
Hold Monster	True Seeing*
Magic Jar	
Spell can be reversed (e.g. remove fear becomes cause fear)	

SPELL DESCRIPTIONS

At 1st level, sorcerers start with a number of 1st level spells written into their grimoire, based on successful INT rolls for each spell listed. Dendrelyssi do likewise at 2nd level. As they find new spells, they can copy them to their grimoire – they can even copy spells higher than a level they can actually cast, with the view that they can cast them once they attain the appropriate level. Spells cast by higher level sorcerers are more effective at defeating spells cast by lower level sorcerers.

Here are the descriptions of spells, in alphabetical order, which a sorcerer can cast and/or discover in his travels, starting with a few notes:

- Spells noted as *permanent* do not end once they take effect unless they are dispelled in some manner (Dispel Magic, etc).
- Spells that are marked as Instantaneous cannot be dispelled.
- Spells with a range of 0 may only affect the caster, or the effect must be centered on the caster.
- Spells with a range of touch are only effective if the caster physically touches the subject of the spell. The caster's skin must be uncovered at the point of contact but the subject skin does not.

Audible Glamour
Level 2
Duration: 1 round/level
Range: 60' + 10'/level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 beings worth for each level the caster is above the minimum required to cast this spell. (Note that the sound does not have to be humanlike, but can be animal or monster sounds. In these cases the GM will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus magic to realize the effect is illusory, but only if they actively attempt to disbelieve).

Augury
Level 2
Duration: Instantaneous
Range: 0
This spell allows the caster to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing him a chance to determine whether a particular action will bring success or failure. The augury can see into the future only three turns, so anything that might happen after that does not affect the result.

Change Self
Level 2
Duration: 1 turn/level
Range: 0
This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1 foot, but apparent weight and clothing or items may be altered in any way.

Change Self, Improved
Level 4
Duration: 1 turn/level
Range: 0
This spell works like the 2nd level *Change Self* spell, except that the target can be made to look like any creature the caster desires – even non-humanoid.

Charm Person
Level 1
Duration: See Below
Range: 120'
The Charm Person spell makes a single subject utterly enamoured with the caster and desperate to please him if the Will save is failed. This is not mind control, as the subject retains their personality and controls how they act, but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them. Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a Will save to refuse the request (but this will not break the Charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply. This spell works on all humans and Dendrelyssi. Abuse or neglect of the subject will trigger another Will save to negate the Charm, and murderous violence triggers a save but with a +2 bonus to the roll. The subject will realize they have been victims to mesmerism and retain full memory after the spell ends.

Clairvoyance
Level 3
Duration: 1 turn/level
Range: See Below
Clairvoyance is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the sorcerer from being able to scry upon the area. The caster will be able to hear sounds in a 10' radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his mind's eye).

Cloudkill
Level 5
Duration: 1 round/level
Range: 30'
Casting this spell allows the smoke emitted from the infernal fires of Hell to spew forth to cause destruction and suffering. A 20' x 20'x 20' cloud of poison gas forms which moves at a rate of 10' per round under the control of the caster (as long as he or she concentrates on it). The gas kills any creatures it comes in contact with of 4HD, or levels, or less provided they fail their Fort save; creatures having 5 or more HD or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Command
Level 1
Duration: 1 round
Range: 10'
When a sorcerer casts this spell, he may give the subject a single command of one word, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to die, this will only make the target take on a comatose state for a single round. Note that the target must be able to understand the language the caster speaks. Any intended target that has more than 3 levels or HD or an Intelligence of over 12 is entitled to a Will save. This spell is ineffective against undead but does work on demons and elementals.

Cure Disease*
Level 3
Duration: Instantaneous
Range: Touch
This spell allows a sorcerer to cure all diseases, including mummy rot and lycanthropy. Cause Disease inflicts a terrible withering disease on a victim, which will cause death in 3D6+2 days. A Fort save is allowed. This disease can be cured with the casting of Cure Disease. The victim of this disease cannot be magically cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty

of –1 on all to hit and ability rolls made by the spell's victim.

Delay Poison
Level 2
Duration: Instantaneous
Range: Touch
This spell counteracts the work of poison already done, weakening it, giving its victim a new chance at life. Any character that has succumbed to poison within the previous 24 hours may make a new Fort save at +1 to resist its effects when this spell is cast.

Detect Demon
Level 3
Duration: 1 round + 1 round/level
Range: 0
The caster places this enchantment on him or herself to grant sight that sees demons – whether they are in a changed form, bound into an object or invisible. The caster may touch one other creature, granting it the ability to see demonic beings as well, so long as the contact is maintained.

Detect Illusion
Level 3
Duration: 3 rounds + 2 rounds/level
Range: 0
The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area 10' wide and 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible
Level 2
Duration: 5 rounds/level
Range: 10'/level
By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic
Level 1
Duration: Instantaneous
Range: Line of Sight
This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures,

magical items, or any creature or object under the effect of an ongoing spell. The spell does not identify the nature of the magic, only that magic is present. The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

Dispel Magic
Level 3
Duration: Instantaneous
Range: 120'
As a sorcerer grows in knowledge and power, he becomes able to dismiss magic as well as conjure it. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated if cast by a lower level sorcerer. If cast on the same segment in combat as a spell from an enemy combatant, Dispel Magic can be used to disrupt and negate that spell, if cast by a lower level sorcerer. All magical items within the area of effect are temporarily disenchanted (but not Demon Weapons). They regain their enchantment after 2D6 turns, but one-use items such as potions and scrolls (but not spell books) are permanently nullified. Dispel Magic negates magical curses or diseases for only 2D6 turns. In all cases, if the magic being dispelled was cast by a higher level sorcerer a Will save is required to negate the magic.

Enthrall
Level 2
Duration: See Below
Range: 100'
This spell allows the sorcerer to hold the attention of a crowd and possibly to influence that crowd. Any non-hostile beings within 100' will stop what they are doing to listen to the sorcerer speak. The sorcerer may compel a crowd to action. If the sorcerer attempts to persuade the crowd to do something they are already inclined to do, they will act if they fail a Will save (just because they want to does not make it a good idea, else wouldn't they have already acted?). If the sorcerer attempts to persuade the crowd to do something that offends their sensibilities, they will attack the sorcerer if they succeed their saving throw. The spell ends immediately if any of the subjects of the spell are attacked or harmed in any way, if there is

a powerful distraction that breaks the crowd's attention, or if the sorcerer stops speaking to them.

Explosive Runes
Level 3
Duration: Permanent until triggered
Range: Touch
Sorcerers are often miserly and jealous people, guarding their secrets as if they can take them to the grave. These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2D6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a Ref save is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster, and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic spell. A sorcerer needs to cast a Detect Magic to detect the runes.

Extension
Level 4
Duration: See Below
Range: 0
This spell allows magic forces to not be bound by natural time and so lengthens the duration of another spell previously cast by the sorcerer by 50%. The previous spell must still be active.

Feeblemind
Level 5
Duration: Permanent
Range: 120'
This spell turns the neural pathways of the target into a super-conducting network of thought. In most targets, this overloads their brain. If the target creature fails a Will save (with a –1 penalty!), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. If however, the target succeeds with his saving throw, he is considered to be under the effect of a Haste spell for as many rounds as the caster has levels.

Forget
Level 2
Duration: Permanent
Range: 30'
This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a Will save, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if only 1 or 2 are targeted the save is at -1.

Growth of Plants
Level 4
Duration: Permanent
Range: 120'
Plant growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Hallucinatory Terrain
Level 4
Duration: Permanent
Range: 240'
The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed within the range this spell may affect. The caster may affect 10' square area per caster level.

Hold Monster
Level 5
Duration: 1 round/level
Range: 120'
This spell will render any living creature paralyzed. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful Will save will negate the effect. The spell may be cast at a single monster, which makes its save at -1, or at a group, in which case D6-1 (a minimum of 1) of the creatures in the group may be affected.

Hold Person
Level 3
Duration: 2 rounds/level
Range: 120'
This spell projects a mystic force that paralyses living human targets. The spell may be cast at a single target or at a group, in which case 1D3+1 targets may be affected. A successful Will save negates the effect (there is a -1 modifier to the save if cast against a single target). Only humans or humanlike beings are affected. Characters of a greater level than the sorcerer are unaffected.

Hold Portal
Level 1
Duration: 2D6 turns
Range: 10'
This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

Inspire
Level 1
Duration: Instantaneous
Range: Touch
This spell bestows a favour upon the subject. That subject receives a number of points (D6 + caster's level) to allocate to any die rolls made in the future except damage rolls. To-hit, saving throws, ability rolls - whatever the subject desires. The subject trades the points on a 1-for-1 basis and may adjust the roll by that many points however he sees fit. The number of points to be used on a roll must be declared before the roll is made. All unused points are lost at dawn.

Invisibility
Level 2
Duration: 1 turn/level
Range: Touch
With this spell the sorcerer causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odour, etc, as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure - basically taking any violent action at all – that action results in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character that attacks and misses a target still becomes visible.

Invisibility 10' Radius
Level 3
Duration: 1 turn/level
Range: 10' Radius Area
Any beings, and their carried equipment, within 10' of the caster at the time of the casting become invisible as per the Invisibility spell. After the spell is cast, those affected do not have to remain close to the caster; it is as if individual Invisibility spells had been cast on each of them.

Invisibility, Improved
Level 4
Duration: 1 turn/level
Range: Touch
With this spell the sorcerer causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odour, etc, as usual. The subject still has physical mass and can touch and be touched. Unlike the weaker version of this spell, the subject may take any aggressive or offensive actions without cancelling the spell.

Invisibility to Demons*
Level 1
Duration: 1 turn/level
Range: Touch
The subject of this spell becomes completely unnoticed by demonic creatures for the duration of the spell. Demons cannot see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain a demons attention (including attacking). This breaks the spell completely, with all demons in the area able to then sense the subject. The reverse of this spell, Demonic Attraction, causes all present demons to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the demonic creatures.

Invisibility to Elementals*
Level 1
Duration: 1 turn/level
Range: Touch
This spell works just like the spell: Invisibility to Demons, except against Elementals.

Invisibility to Undead*
Level 1
Duration: 1 turn/level
Range: Touch
This spell works just like the spell: Invisibility to Demons, except against Undead.

Knock
Level 2
Duration: Instantaneous
Range: 60'
This spell allows the sorcerer to open a stuck, barred, locked, Held, or Wizard Locked door. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a Wizard Locked door, the spell does not remove the Wizard Lock but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate
Level 2
Duration: See Below
Range: 20'
Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature may make a saving throw to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if they so wish. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). The spell lasts as long as the caster actively concentrates on it. If the caster moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

Light*
Level 1
Duration: 3 turns/caster level
Range: 120'
This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object. The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, not end the spell. The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here. The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

Light, Continual*
Level 2
Duration: 1 day
Range: 120'
This spell works just like the spell: Light* other than the Duration.

Magic Aura*
Level 1
Duration: Permanent
Range: Touch
This spell makes an object appealing to the forces of magic, giving the item an aura that causes it to register to Detect spells (and spells with similar capabilities) as though it were magical. If the object bearing Magic Aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. The reverse of this spell hides the magic aura of a legitimate magical item. A sorcerer casting Detect Magic and actually handling the item is permitted an INT check to see the magical aura of the item.

Magic Missile
1st Level
Range: 150'
Duration: Immediate
A magical missile is a bolt of mystic energy and it flies where the caster directs, with a range of up to 150'. The missile hits automatically, doing 1D6 points of damage. The sorcerer casts an additional missile for every 3 levels of experience, which can be aimed at different targets simultaneously. Thus, at 3rd level, the caster is able to hurl 2 magic missiles and at 6th level a sorcerer is able to hurl 3 magic missiles.

Magic Jar
Level 5
Duration: See Below
Range: 10'/level
By casting Magic Jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a Will save. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again. If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Magic spell is cast. The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Mending
Level 1
Duration: Instantaneous
Range: 30'
Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell cannot repair magic/demon items, nor does it affect creatures.

Neutralize Poison*
Level 4
Duration: Instantaneous
Range: Touch
The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will bring a character back to life if the spell is used no more than 1 turn after death. The reverse of this spell gives the caster a poison touch, and the first victim touched by the sorcerer must save versus poison or die.

Passwall
Level 5
Duration: 3 turns
Range: 30'
The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.
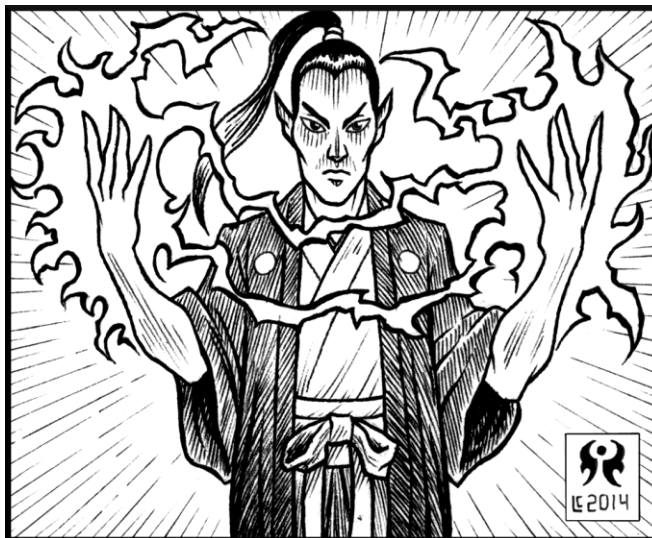
Phantasmal Creature
Level 2
Duration: 1 round/level
Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a Will saving throw. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

Phantasmal Creature, Improved
Level 3
Duration: 1 round/level
Range: 10'/level
This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to disbelieve the illusion.

Purify Food and Drink*
Level 1
Duration: Instantaneous
Range: 30'
Enough food and water for up to a dozen people is made pure, removing spoilage and poisons. The reverse of the spell contaminates food and water and will spoil holy water.

Ray of Enfeeblement
Level 2
Duration: 1 round/level
Range: 20'

This spell projects a coruscating ray from the caster's hand. The target takes a penalty to STR of -2, plus an additional -1 per 2 caster levels beyond level 4. This penalty applies equally to mêlée and missile damage inflicted by the affected creature.. A successful Will save negates the effect.

Remove Curse*
Level 3
Duration: Instantaneous
Range: Touch
Remove Curse instantaneously removes one curse on a creature if it makes a Will save. Remove Curse counters and dispels Bestow Curse. Bestow Curse (reverse of Remove Curse) can bring about any number of unfortunate effects upon a being, determined by the caster and GM. Some limits of effect must be enforced. Possibilities include no more than a -1 penalty to saving throws or -2 to hit. An attribute might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by Bestow Curse with a successful Will save.

Remove Fear*
Level 1
Duration: See Below
Range: Touch
This spells instills courage in the subject, and potentially removes the effects of magic induced fear by allowing the target a Will save to attempt to remove the effects. The subject receives a saving throw bonus of +1 per 3 levels of the caster. The subject automatically succeeds in any morale checks for a number of rounds equal to the caster's level. Remove Fear counters and dispels Cause Fear. The reverse, Cause Fear, will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Sanctuary
Level 1
Duration: 2 rounds/level

Range: Touch
This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a Will save, or else it is not permitted to make an attack. The attacker does not lose its turn; it may still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area. The spell ends immediately if the subject makes any violent or offensive action.

Secret Page
Level 3
Duration: Permanent
Range: Touch
This spell allows the caster to disguise a single page in a book (or inscriptions on a tombstone, a framed painting, or any sort of media in amount analogous to a "page") as something else. The caster will still see the information as it truly is, but all others looking upon it will see the illusory information as determined by the caster.

Shadow Monsters
Level 4
Duration: 1 round/level
Range: 30'
The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 HP per the creature's normal HD. Victims are allowed an INT check to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective DC3 and all damage is halved.

Shield
Level 1
Duration: 2 turns
Range: Touch
This spell will protect the caster from many attacks that would otherwise harm him. Against missile attacks, the spell grants the caster DC6, and an effective DC5 for all other attacks. Even if an attack hits, the spell confers a DR1 to the caster, on top of any DR the caster already has from armour worn.

Silence 15' Radius
Level 2
Duration: 2 rounds/level
Range: 120'
Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will saving throw and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Sleep
Level 1
Duration: D6 turns
Range: 30' + 10'/level
A Sleep spell causes a magical slumber to come upon creatures with 3HD or less. The caster may only affect one creature of 3HD, or 1D3 creatures if they have 2HD, but the spell will otherwise affect up to 2D3 creatures of 1HD or less. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead or other magical or unnatural creatures (such as demons and elementals).

Speak with Animals
Level 2
Duration: 2 rounds/level
Range: 0
The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal (specified at the time of casting), although the spell doesn't make it any more friendly or cooperative than normal. If an animal is friendly toward the caster, it may do some favour or service.

Speak with Plants
Level 4
Duration: 1 round/level
Range: 0
The caster can communicate with plants, including both normal plants and plant creatures. The caster

is able to ask questions of and receive answers from plants, and can ask plants to move in such a way as to clear a path that is otherwise impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favour or service.

Spell Immunity
Level 4
Duration: 4 turns/level
Range: Touch
The caster can use this spell to grant resistance to all spells and spell-like abilities. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +3. Extremely powerful compulsive spells are granted a bonus to a saving throw of +2. All other spells are granted a +1 saving throw bonus. The caster may affect one creature for 4 turns per level, or multiple creatures with the duration divided among them.

Spider Climb
Level 1
Duration: 1 round + 1 round/level
Range: Touch
The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

Stinking Cloud
Level 2
Duration: 1 round/level
Range: 30'
Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for D6 rounds after it leaves. Any creature that succeeds in a Fort save when leaving the fog is not affected for the additional rounds.

Suggestion
Level 3
Duration: Permanent until Triggered
Range: 30'

Suggestion is one of the few spells that is cast surreptitiously, during other conversations, and only sorcerers, Dendrelyssi, mountebanks, griots and demons will recognize what is happening. After the spell is cast, and if the victim fails a Will save the caster may implant a suggestion in the mind of one listener. This suggestion will lay buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will have an effect on the victim's attitudes, but after every time the victim behaves in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell. The suggestion itself must be worded in a reasonable manner (even if the end result is not reasonable) and not immediately suicidal. "You should stick this dagger in your chest," is not a valid Suggestion, but "You know you can fly and want to do so right now from the roof," might be, as would, "People label bottles as poison in order to hide their sweet, delicious wine," depending on the delivery. A victim of a Suggestion does not detect as cursed or magical. The enchantment is spent as the spell is cast and the effects are simply stored in the victim's thoughts.

Telekinesis
Level 5
Duration: 1 round/level
Range: 120'
By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a Will save.

True Seeing*
Level 5
Duration: 1 round/level
Range: Touch
The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. False Seeing, the opposite of True Seeing, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Wizard Eye
Level 4
Duration: 1 turn/level
Range: 0
The caster creates an invisible magical sensor that sends visual information, and can see with 60' dark vision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts.

Wizard Lock
Level 2
Duration: Permanent
Range: Touch
Some doors are never meant to be opened. This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or Dispel Magic spell can negate a Wizard Lock spell, but the Wizard Lock will take effect when a portal opened with a Knock is closed again.
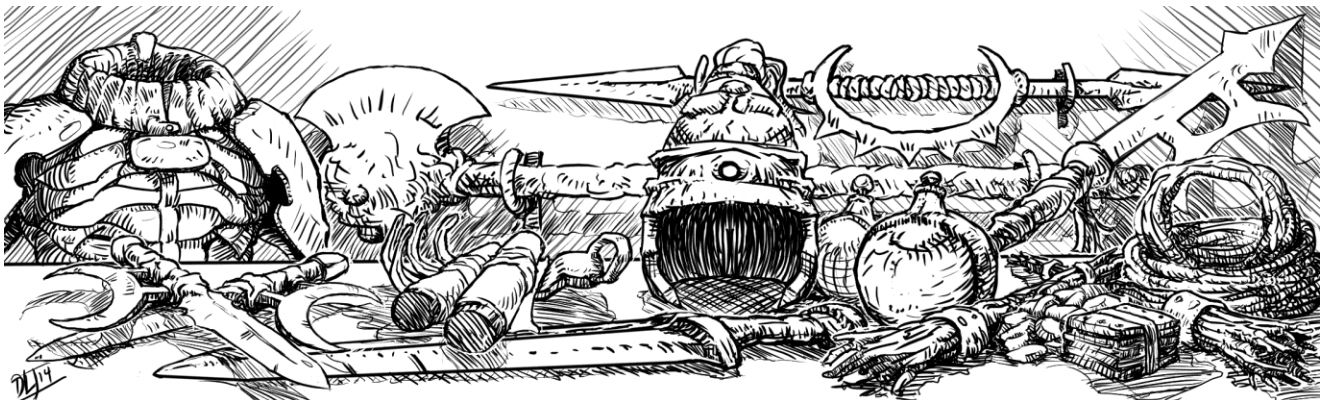
MAGICAL RESEARCH

Magical research is an area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level sorcerers and Dendrelyssi may want to develop new spells, and higher-level sorcerers might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding exotic creatures.

In general, the details of such projects are left to the GM; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in old vaults and libraries, although perhaps the sorcerer has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage or demon.

Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the GM's prerogative to protect the game by adjusting the level of the new spell.

Spell Naming
For the sake of simplicity Crimson Blades spells have been given familiar names (from the old school game that inspired these rules). To evoke a more evocatively dark fantasy feel, however, you could add a rule for your sorcerer and Dendrelyssi PCs.

The rule is that every spell the character adds to his book must be given its own name, before the character is capable of impressing it in his memory. This name must be appropriate to his character, the setting and the spell itself.

For example, Elkor the sorcerer copies an "Invisibility to Undead" spell into his "Grimoire of Elkor" from a scroll he found in a lost tomb in Zamoneth. At the moment it isn't named, so he can read it from his book but can't memorize it. Being creative, the player then names the spell "Veil of Necros" – the character can now learn it and cast it as a memorized spell as required.

Magical & Demonbound items
Here are a few legendary artifacts from the Crimson Lands:

Souldrinker
Souldrinker was created by Dendrelyssi wizards over a millennium ago. It is a huge black-bladed bastard sword with faintly glowing crimson runes up its length. A lesser Demon Lord, from whom the sword's name is derived, is bound into the blade. The sword has the following abilities:

1) Grants +2 STR and +2 CON to the wielder
2) Grants +4HD (both for HP and to hit) to the wielder
3) Level drain on hitting target (target receives a Fort save)
4) Lets out a keening sound when drawn – this causes fear to anyone in combat with the wielder (Will save allowed) who fight at -1 to hit
5) Glows blood-red (enough to dimly illuminate an approximate 20' area)
6) Only counts as ½ thing
7) If the demon hasn't drawn blood (drained a level) for a week, it will begin to attempt to influence its wielder so it can feed. At the GM's discretion and at the most inconvenient time (no more than once per day), the PC must make a Will save or be compelled to draw the sword and attack the nearest target. For every week left un-blooded, the Will save is at -1. Once it has drained a level from at least one victim, the Demon relinquishes its hold over the wielder until the next time it goes a week without being blooded.

Hellbringer
A sister-blade to Souldrinker, Hellbringer has essentially the same properties. However, rather than being black-bladed with crimson runes, it is crimson-bladed with black runes. In addition, rather than lighting an area, it can be used to create a similarly-sized area of inky-darkness. A wandering Dendrelyssi called Eoric is reputed to have found this sword.

Eye of Omcur
Omcur was a Demon Lord, killed by a Dendrelyssi sorcerer a thousand years ago. His eye is the only thing that remains of the demon – taken by the

sorcerer and used to see into the Plane of the Dead, where the viewer can see the last beings he killed. The eye has to be fitted into the eye socket of its user.

The Claw of Croum

The same Dendrelyssi sorcerer that killed Omcur also killed Croum, this time for his claw. Grafted onto an arm stump, the person who also uses the Eye of Omcur can use the claw to summon the dead beings he can see.

It is said that a great Dendrelyssi hero from some other plane of the Multiverse found and used these two artifacts after he lost his own eye and hand under torture.

The Chalice of Shaverandra

Brought to the Crimson Lands from another plane by the Wayferer Shaveranda, the whereabouts of the Chalice has become a thing of rumour and folklore. The Chalice (which is a very plain looking carved wooden beaker) is believed to be able to cure any disease, wound or affliction of whoever drinks from it. However, anyone who ever drinks

from it a second time is poisoned and dies within hours.

The Horn of Strokk

Blowing this huge brass horn brings the Lord of Earth Elementals to the plane within D6 minutes. Strokk immediately smashes any man-made structure the summoner is looking at when Strokk arrives. He will do this for up to an hour and then leave. If the summoner is not looking at a building or other structure, Strokk will get angry and attack whoever is holding (or nearest to) the horn and then take the horn away with him.

The Gibbering Skull of Tizun Shard

Separated from his body many centuries ago by the people whose lives he made miserable due to his foul necromancies, Tizun Shard's soul still remains intact. If found, this ancient skull will answer those questions it can, mostly truthfully – it will even teach the spells it knows. However, all the while it will manipulate its finder towards the location of the rest of his remains, so that he can be whole again.

SUMMONING

Whether its demons, elementals or undead, summoning is a dangerous pursuit. However, it can lead to great power so the Dendrelyssi and some human sorcerers attempt it from time to time to further their own power. The character class tables in Book 1 indicate the number of dice rolled when summoning. Summoning requires an INT roll and, just like all ability rolls, requires 5+ to succeed. However, there are ways you can improve (or worsen) your chances, as follows:

Summoning Modifiers
+1 if summoning an elemental or undead and taking at least 2 hours to prepare
+1 if summoning a demon and taking a whole day to prepare
+1 if summoning as a group of 7-12 summoners
+2 if summoning as a group of exactly 13 summoners
-1 if wearing heavy armour or otherwise encumbered
-1 if summoning Elemental Rulers, Lich Lords or Demon Lords

Additional Demon Summoning Modifiers
Some demons can be summoned more easily if certain conditions are prevalent. Here are some additional modifiers that can be applied in special circumstances:

Demons of Combat	+1 during a battle of at least 200 men
Demons of Protection (fortress or castle)	+1 in a stronghold
Demons of Desire	+1 during an orgy with at least 20 participants
Demons of Travel	+1 on board a ship on the open sea
Demons of Knowledge	+1 in a library of 1,000 or more books
Demons of Possession	+1 if there are at least three insane people in the vicinity (Trillithon is a great place to summon these demons)
Demons of Pain	+1 if in a torture chamber where at least 10 mortals have been tortured

Here are some guidelines for when PCs want to perform a summoning:

ELEMENTALS

Elemental summoning is not an instantaneous activity and certain preparations are required beforehand. First the summoner needs to have the coinciding element to hand – so, for example, he needs at least a bowl of water to summon an undine (water elemental). Chanting, rhythmic swaying and hand gestures are also necessary. This is best done unarmoured and unhampered by heavy weapons or gear. This swaying and chanting requires uninterrupted concentration for a period of anywhere between 3-18 minutes (roll 3D6).

At the end of the period the player makes the appropriate summoning roll, based on the character's level and applying all applicable modifiers. Failure means the sorcerer has to start all over (or give up).

Once summoned, the elemental will carry out the first command given to it by its summoner. After carrying out its orders as best it can (assuming they are within its powers), it is free again and will go away to the elemental plane where it came from. However, the sorcerer can attempt bind the elemental rather than have it carry out a task.

Binding Elementals
The elemental must be bound into an item or an object. To bind an elemental requires the sorcerer to overcome the elemental in a battle of wills. Binding requires the character to make a Will save, whereupon the elemental is bound and must obey its master from then on. It will carry out a task as commanded and then return to its object once the task has been completed. It may be called upon up to four times in a day. If called a fifth time it will break free completely and return to its plane. If the Will save is unsuccessful, the elemental simply returns to its elemental domain.

The Dendrelyssi may bind a number of elementals (either the same type or, if he can summon more than one type, different ones) but this imposes a risk that the Elemental Ruler will become annoyed. After the first elemental has been bound, roll 2D6 for any subsequent ones bound. If the result is lower than the number of elementals of the same type that the Dendrelyssi currently has bound, then he has come to the attention of

the Elemental Ruler, who may exact some sort of punishment, require a task to be performed or may simply make a note for future reference at the GMs discretion.

Banishing Elementals
Elementals can be made to return to their elemental domains. If the elemental was summoned by the character banishing the elemental, this happens automatically. Otherwise, a Will save is needed. If the elemental was bound by another character or an NPC, the Will save is at -1 if the summoner is three or more levels higher than the banisher.

ELEMENTAL POWERS
Elementals are immune to sleep and charm spells and aren't affected by illusions. Only earth elementals can be affected by normal weapons – the other elementals can only be harmed by some magical attacks and magical (demon) weapons.

Air (Sylphs)
Sylphs cannot be seen. A single sylph has very limited power; it can accomplish as much as a puff of wind. Sylphs have the following abilities:
1) Sylphs have DC 7, DR 0 and 1HD
2) Can fly at 4-24 (4D6) miles per hour
3) Invisible to the naked eye
4) Produce 1D6 miles per hour worth of breeze for 1D6 minutes
5) Move light objects of 1lb or less for 1D6 minutes
6) Blow individual arrows off course
7) Carry spoken messages from their master to another individual up to a mile away
8) Produce enough air to last one person 1D6 minutes, but this will slay the sylph
9) Destroy a fire elemental (salamander), but this will slay the sylph
10) Players may invent other appropriate minor powers, at the GMs discretion
11) Multiple sylphs working together may multiply the effects of one power by the number in the group

Earth (Gnomes)
Gnomes are slow, rocky beings who can merge with the earth. When on top of the ground they take the form of a crudely hewn man. They are only capable of simple tasks. They have the following abilities:

1) Gnomes have DC 2, DR 5 and 3HD. They always attack last in the round with their doubled fists causing H +2 damage
2) Merge with and pass through all natural barriers and walls made of stone or earth. Gnomes cannot pass through such things as wood or worked metal.
3) Tremendously strong; a single gnome may lift as much as 2000 pounds
4) Any weapon striking their stony bodies has a chance to break. Roll 4+ to save.
5) Can tell if gold, silver, or any other desired metal is within 100 yards of their current location. They can also lead people to mineral deposits or metallic objects
6) Neutralize (destroy) a water elemental (undine) at the cost of its own existence
7) Players may invent other appropriate minor powers, at the GMs discretion
8) Many gnomes in proximity remain a collection of individuals. They cannot merge their powers as all the other elementals can.

Water (Undines)
Undines are normally invisible within a body of water. If summoned forth on land, they usually take the form of a beautiful blue-green woman about a foot (30 cm) tall, whose skin is damp to the touch. They have the following abilities:
1) Undines have DC 6, DR 0 and 2HD
2) Move at will through water at a speed of 3-18 (3D6) miles per hour
3) Transport a single person through water for 1D6 hours and protect the person from drowning
4) Materialize up to one gallon of water at any time or place.
5) Neutralize (destroy) one earth elemental (gnome) at the cost of its own existence
6) Neutralize (destroy) one fire elemental (salamander) at the cost of its own existence
7) Cause metal weapons to rust almost instantaneously, halving the damage for that weapon, at the cost of its existence
8) It may enter the respiratory system of a target and do drowning damage to the target for 1D6 melee rounds
9) Players may invent other appropriate minor powers, at the GMs discretion

10) Multiple undines working together may multiply the effects of one power by the number in the group

Fire (Salamanders)

Salamanders are chaotic shapeshifters, usually appearing as simple flames but sometimes in other forms – like that of a human or animal though always enshrouded in fire. They are the hardest elemental to contain and must be bound to a stone or metallic object or they cause the binding object to be consumed in flame. They have the following abilities.

1) Salamanders have DC 6, DR 0 and 2HD
2) Ignite any flammable object
3) Produce a burst of flame doing 1D6 damage to anything along the path of the flame for up to 30' distance. The salamander may only do this three times in a day; doing it on a fourth occasion destroys the salamander
4) Inhabit any metallic weapon or object and cause it to flame for 1D6 melee rounds. Flaming weapons do an additional point of fire damage and on a hit can (roll 5+) ignite flammable objects such as clothing or wooden shields
5) Neutralize (destroy) one air elemental (sylph) upon contact at the cost of its own existence
6) Produce light in darkness without actually burning anything.
7) Melt soft metals such as gold, raw iron, copper, or lead. They merely heat up harder metals and alloys, such as bronze, steel, tempered iron, etc.
8) The flame damage of a salamander counts as a magical attack when used against any form of demon or elemental
9) Inhabit and control any free-burning flames, such as controlling how fast the fuel is consumed and what direction it moves in when there is little or no wind. A flame is defined as one discrete mass of burning substance not to exceed a diameter of 6' from side to side
10) Detect hidden living beings by their heat and give its master a rough idea of the direction and distance. This will not work through more than one foot of stone or similarly dense material
11) Players may invent other appropriate minor powers, at the GMs discretion

12) Fire Elementals may merge together to produce a gigantic fire elemental whose power equals the product of all the individual elementals. For example, three elementals acting as one in a flaming weapon would deliver 3 extra damage and have a 3+ chance of igniting any flammable object they contact. However, if shooting flame, elementals may be combined either to increase the amount of damage or to increase the range or the width of the flame.

THE ELEMENTAL RULERS

When the sorcerer wants an effect that one or two elementals or a couple of demons cannot accomplish, such as a tidal wave, a volcanic eruption, a hurricane, etc., they can attempt to summon the appropriate Elemental Ruler. The sorcerer can only summon an elemental ruler of the type of elemental he can summon already and can only do it whilst surrounded by, or immersed in, the proper element. A minimum INT is also required.

The actual summoning process is initially similar to the process for summoning elementals. However, the Elemental Rulers are too mighty to come at the summons of a mere mortal. If the summoning roll is successful, a troop of elementals arrives and carries off the summoner into another plane of existence where the Elemental Ruler has its capital. Such capitals are always in the midst of the element that the Ruler controls. The mortal sorcerer is magically protected from the element.

Beings of such power cannot be compelled by mortal sorcerers. They must be either bargained with, or persuaded. The GM should play the part of the Elemental Ruler when summoned, and listen to the bargain that the sorcerer offers. If it is tempting enough, the GM should grant the Elemental Ruler's aid. If not, it should be rejected.

Urlessa: Lady of Water Elementals

She rules all undines. The following types of things are within her power:

1. To control any number of undines at one time for any given purpose.
2. To create huge waves, both at sea, or even on rivers and lakes. Such waves may be used to

destroy things on land that the GM determines are within their range.

3. To create magical artifacts constructed of water or ice.

4. To give a mortal the temporary or permanent ability to breathe water.

5. To neutralize any offensive magic of the Lord of the Fire Elementals if it takes place in the elements of air or earth.

6. Such other powers as the GM shall deem reasonable in game situations.

Strokk: The Lord of Earth Elementals

He rules all gnomes. The following types of things are within his power:

1. To control any number of gnomes at one time for any given purpose

2. To cause avalanches and earthquakes.

3. To construct magical artifacts of solid material, especially of metal.

4. To produce great wealth on demand - mountains of gold or silver or gems.

5. To confer on mortals the ability to pass through natural earthen materials such as stone, dirt, or metal.

6. The ability to neutralize the offensive magic of the Lady of the Air Elementals, close to the surface of the ground (close being defined as within ten feet).

7. Such other powers as the GM shall deem reasonable in game situations.

Susssuru: The Lady of Air Elementals

She rules all of the sylphs. The following types of things are within her power

1. To control any number of sylphs for any given purpose.

2. To call up storms of any level of intensity.

3. To control the movement of air.

4. To make objects lighter than air, thus giving them the power of flight.

5. To neutralize any offensive magic of the Lord of the Water Elementals or the Lord of Fire Elementals if it takes place in the element of air.

6. Such other powers as the GM shall deem reasonable in game.

Ashmeloq: The Lord of Fire Elementals

The Lord of Fire is a force of destruction who rules all salamanders. The following types of things are within his power:

1. To control any number of salamanders for any given purpose.

2. To cause the sun to burn more vehemently and thus raise the temperature of the earth by as much as 20 degrees Fahrenheit.

3. To cause and control volcanic eruptions, particularly the flow of the molten lava.

4. To imbue the ability to flame within any non-combustible material, such as a metal, at the will of the user.

5. To imbue combustible materials (such as human flesh) with the ability to resist flame and not burn.

6. To neutralize the offensive magic of The Lord of Earth Elementals in a blaze of heat.

7. Such other powers as the GM shall deem reasonable in game situations.

ELEMENTAL DOMAINS

Each Elemental Ruler has its own domain where it is all-powerful. Here are descriptions of the four domains:

The Domain of Water
Ruler: Urlessa, Lady of Water Elementals
The Domain of Water is a truly immense spherical shell of salt, fresh, and brackish water. For obvious reasons, this realm is inhabited almost exclusively by aquatic and other water-breathing creatures and a truly vast number of water elementals. Urlessa rules from her Coral Castle, surrounded by a huge forest of tall swaying seaweed, guarded by sharks, sea serpents and other sea creatures.

The Domain of Earth
Ruler: Strokk, Lord of Earth Elementals
This domain is composed primarily of rock and earth, crisscrossed by veins of precious metal and gemstones of such gigantic proportions that they cannot be believed by those who have never set foot there. Interspersed with this solid rock and earth are caverns of all sizes, some of them dark and dry, others filled with water and phosphorescent fungus. Strokk rules the realm from his massive mountain fortress, guarded by an army of earth elementals and other earth-and-cavern-dwelling creatures.

The Domain of Air
Ruler: Susssuru, Lady of Air Elementals
The elemental plane of air is a nearly unimaginably large expanse of open skies, filled with churning air currents, drifting clouds, and towering thunderheads. Tremendous storms of rain and snow lash massive globules of water hanging suspended like floating oceans. Solid matter is rare in this realm, much of it consisting of ice, magically solidified clouds or conjured rock. The Domain of Air is the least populated of the four elemental planes, with only a small fraction of the inhabitants of its neighbors. Some believe that this is due to the extreme scarcity of solid land. Susssuru dwells in a great cloud – at some times thick, dark and violent and other times, white, light and airy, depending on her mood.

The Domain of Fire
Ruler: Ashmeloq, Lord of Fire Elementals
The Domain of Fire is a realm of vast, liquid oceans of flame, charred cinder lands and flowing rivers of magma. The Domain of Fire is generally the most hostile to mortal life. It is a landscape of white hot deserts, with rivers of molten metal, mountains of compacted ash, and burning skies filled with curtains of flame. Ashmeloq dwells in a great volcano at the centre of the realm.
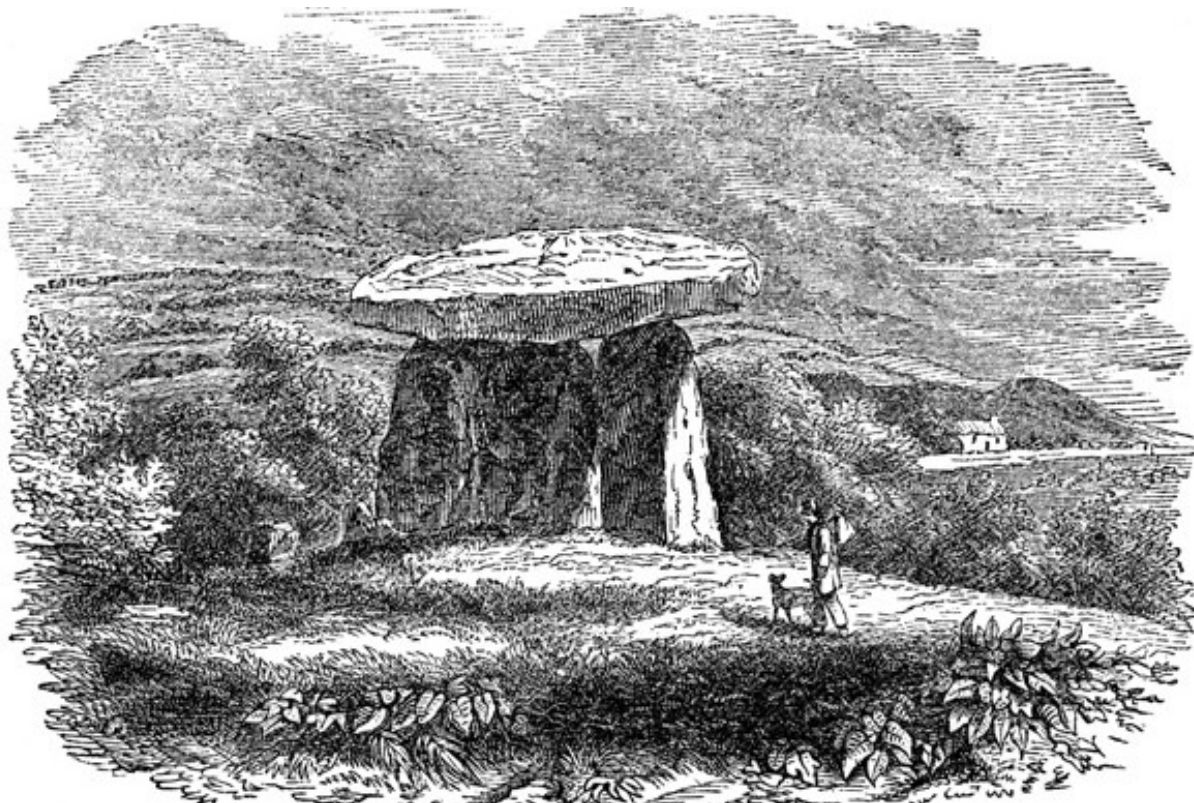
DEMONS

First, the sorcerer or Dendrelyssi must draw a pentagram contained in a circle, with runes for the name of the demon around the inner edge. If the demon's name is not known or just any demon of a specific type is required, the runes for the type should be scribed instead. In the centre of the pentagram the summoner should burn some incense and other powders, the fumes of which will send the sorcerer into the proper altered state.

The sorcerer must also offer an appropriate sacrifice for the type of demon required. Chanting, rhythmic swaying and hand gestures are also necessary. This is best done completely naked. At the moment of sacrifice, make the appropriate summoning roll. If successful, the summoned demon will be a prisoner within the pentagram, and will generally promise to perform one service in exchange for being freed.

This activity may be completed in as short a period of time as six minutes, or may take up to 36. (Roll 6D6 for time required to complete an impromptu summoning). If completely naked, this may be reduced to 3-18 minutes (3D6) or nearly naked to 4-24 (4D6) minutes. Any interruption of the summoning process breaks the spell and causes the summoning to fail. Otherwise, if the sorcerer is able to complete the ritual, the player rolls the die t in an attempt to equal or exceed the target number, determined by the character's level. Subtract 1 from the player's roll for wearing heavy armour or being encumbered by weapons and equipment. Add 1 to the player's roll for a whole day spent in preparation prior to the summoning attempt.

Dealing with demons is always risky business. Unless bound, they must be persuaded to perform the function for which they were summoned. The sorcerer's most common promise is to return the demon to its own plane if it will perform the desired service. To see whether the demon agrees to the sorcerer's bargain, the GM should roll the character's persuade roll secretly. If successful, the demon will obey. If not, the demon will betray the character and possibly attack or trick him/her.

Binding Demons

Sorcerers can control demons by binding them into their service. The binding object needs to be some material thing with a pentagram designed into it, painted on it, or inscribed in it. To bind a demon requires a battle of wills. The sorcerer makes a Will save, but if the demon has a higher Wisdom, the sorcerer's Will save is made at -1.

A sorcerer may only bind a number of demons equal to the number of demons allowed by his CHA. Thus, Zanthus, with a CHA of 12, can bind up to four demons.

Banishing Demons

Demons can be made to return to the netherworld. If the demon was summoned by the character banishing the demon, this happens automatically. Otherwise, a Will save is needed. If the demon was bound by another character or an NPC, the Will save is at -1 if the demon's summoner is three or more levels higher than the banisher.

DEMON POWERS

Demons don't need to take physical form. To have any physical effect, however, they must take a physical form and this physical form can be destroyed. Any type of demon may be a shapeshifter but the demon's INT must be at least 14. All bound demons have the ability to take the form of the binding object and merge with it.

Any demon can have special abilities listed on Table 24: Demon Special Abilities. Roll D6. If it is a 5+ the demon has a random ability - roll a D6 to determine which one it gets. These abilities appear randomly unless the summoner makes an extra effort to obtain a specific one. To summon a demon with a specific power, the summoner must know the demon's name. This usually requires research, a quest or summoning a demon of knowledge to obtain it.

Table 22: Demon Special Abilities

D6	Ability	Description
1	Invisibility	The demon and anything it is holding is able to become invisible. A demon in weapon or armor may only make the weapon or armour itself invisible.
2	Regeneration	The demon can heal wounds to itself at the rate of 1 HP of healing each combat round.
3	Fear	The demon inspires panic in all beings within 30'. The target gets a Will save. Panicked beings cannot run, fight or think – all they can do is whimper, whine, and cower until the demon moves out of range.
4	Acid	The demon's skin exudes a strong acid that does L damage every combat round to whatever it touches or whatever touches it. If not washed off, the acid will continue to do L damage for three additional combat rounds or until it is somehow neutralized.
5	Blink	The demon may blink (teleport) itself a maximum distance of 50 feet once on any given combat turn.
6	Sorcery	The demon is able to cast spells as a sorcerer. Roll for level of spells: 1-3 1st level only 4-5 1st and 2nd level 6 1st to 3rd level

DEMONS OF COMBAT

To summon a Demon of Combat requires a human being to be sacrificed. Demons of Combat are specialist fighters and gladly kill on demand. They may take whatever form the summoner wishes – the more repulsive or intimidating the better. They can be attacked, injured or killed. Injured Demons of Combat can only repair themselves if they have regenerate as a special ability. Otherwise they have to return to the netherworld to recover – in other words, when reduced to 0 HP they are automatically released.

Demons of Combat have STR, CON and DEX 8-18 (6 + 2D6). The other three attributes range from 3-18 (3D6). Demons of Combat are classed as fighters of the same level as their summoner. They have +2 HP per fighter level and they have a natural DC4 (modified by DEX and fighter level). Their DR is 5-7 (D3+4) which can be represented by thick hide, scales, carapace, metallic armour or whatever.

When fighting unarmed, demon fighters cause M or H (chosen by summoner) damage with their natural weapons (which can be claws, horns, mandibles, spikes or whatever) plus any bonus from their STR. They can be given weapons to fight with, if preferred. Unless they are using mundane weapons, Demons of Combat can harm monsters (like some undead) that can only be harmed by magical attacks.

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Demons of Combat are often bound into the form of a weapon (*Demon Weapon*), which will have a pentagram and various runes inscribed into it. The demon in the weapon can increase the hitting power of the weapon. Other attributes can confer additional bonuses to the character wielding them per the table below.

All demon weapons are considered magical and only magical weapons may wound or penetrate *Demon Armour* or harm elementals otherwise unharmed by normal weapons.

If bound into a weapon, their HD are added to the wielder's HD to hit. So, a 2nd level demon-bound sword will add + 2HD to anyone who uses it. Each HD can be traded for +1 to hit, as required (for example, to overcome a demon-bound shield). In addition, if the demon has attributes that provide modifiers (i.e. any that are 14+) these can add the following bonuses to either the wielder or to the weapon as follows:

Table 23: Demon Weapon Bonuses by Attribute

Attribute	Ability	If demon attribute is 14+	If demon attribute is 18
STR	Save vs. weapon breaking	+1	+2
CON	User save vs. death	+1	+2
DEX	Weapon counts only as	½ a thing	0 things
INT	Sword can change shape	Into any other weapon	Into any other weapon or non-weapon
WIS	Warning of danger/ambush	+1 to notice	+2 to notice
CHA	User intimidation rolls	+1	+2

Demon Weapons with INT of 14 or more may shift shapes to another weapon form upon demand; this takes one combat turn during which time the weapon cannot be used. A demon weapon with high CHA means it is showy and beautiful as well as the other benefits.

The wielder of a demon-bound weapon can choose to attack a Demon of Protection bound into armour instead of the person wearing the armour, if preferred. In this case, the weapon uses the DC of the demon bound in the armour to attack rather than the DC of the target wearing the armour. Damage is done directly to the demon (after its DR is taken into account). The demon can be forced to leave the armour if it is reduced to 0 HP.

DEMONS OF PROTECTION

A Demon of Protection can be summoned by sacrificing a domestic animal, preferably a dog, cat, or chicken. These are animals that guard human homes, and Demons of Protection have an affinity for them. Also, not being as ferocious as Demons of Combat, they will accept a lesser sacrifice in their summoning.

Demons of Protection are much like Demons of Combat except that they will never voluntarily start a fight. Their duty is to guard and defend things (or beings) and they will strike only in self-defence, or when someone or something enters an area they are guarding. Even then, they give a warning first.

Demons of Protection have STR, CON and WIS of 8-18 (6+2D6). The other three attributes range from 3-18 (3D6). Like Demons of Combat, they act as fighters with a level equal to the summoner's level, but with +3HP per fighter level. They have DC4 (with modifiers for DEX and fighter level). DR is 7-9 (D3+6) which can be represented by thick hide, scales, carapace, metallic armour or whatever.

Demons of Protection are often bound into some form of armour or a shield (although they can also be bound into doors, chests, walls and so on). This armour is not limited by the bounds of ordinary armour but, at the summoner's choice, may take any fantastic form he wishes and needn't even look like armour. If the demon has 14 INT or greater, it may be made to change its form as the sorcerer commands.

If bound into a shield, for every HD of the demon, add +1 to the DC of the shield. So, a demon-bound shield with a 5th level demon (3HD) will add +3 to the shield's DC of 1, making it +4.

If bound into armour, for every HD of the Demon, add +1 to the DR of the armour. So a demon-bound suit of plate with a 5th level (3HD) demon will add +3 to the plate's DR of 5, making it DR 8.

A Demon of Protection bound into armour or a shield provides the additional bonuses as detailed in *Table 25: Demon Weapon Bonuses by Attribute.* Bonuses provided to the user/wearer do not stack, i.e. only the highest bonus applies.

If bound into a door or gate or similar, the sorcerer will give the demon instructions about who can pass – maybe just the sorcerer himself. If an unauthorized being tries to pass through an intact demon door or gate, the demon must give a warning to the intruder. If the intruder decides not to heed the warning, the Demon of Protection will emerge from the door (taking one round to do so) to attack the intruder.

DEMONS OF KNOWLEDGE

When summoning a Demon of Knowledge it is necessary to sacrifice some piece of art, such as a book, a statue or a fine piece of jewelry worth at least 1,000 gp. Demons of Knowledge have INT and WIS of 13-18 (12+D6) and all other attributes are 3-18 (3D6). They classed as sorcerers of the same level as the summoner and are DC4 (if manifesting in physical form) and DR3.

Demons of Knowledge will not fight under any circumstances. Their sole purpose is to impart information to the person that summoned them. Sometimes the knowledge they give is spurious, worthless, random or plain out of date. The chance of a demon knowing the answer to any given question depends on that demon's INT check, which is made on 2D plus 1D per two full levels (alternatively, the GM can assume the demon knows the answer and simply give the player the information requested). If the demon does know the answer it will happily give the information; if it doesn't know and has not been bound, it will lie, in whatever fashion the GM believes will cause the most harm to the player-character. If the demon has been bound and doesn't know the answer, it will attempt to find out; usually requiring 2-12 hours (roll 2D6) minus an hour per two full levels (minimum 1 hour).

A sorcerer may never have more than one bound Demon of Knowledge at any one time as they are very jealous of their positions as councilors. If a sorcerer binds a second Demon of Knowledge, neither demon will answer his questions.

DEMONS OF TRAVEL

These beings exist solely to facilitate getting from one location to another, usually by the swiftest route possible. The preferred sacrifice is some sort of bird, as birds are the greatest travelers in the normal world. Sacrificing a horse, camel or other riding or pack animal will also suffice as would a dolphin or other sea-creature if voyaging by sea. Demons of Travel can open gates through other planes, transport themselves and others by land, sea or air. They can also teleport straight from one place to another almost instantaneously. In their normal form Demons of Travel are invisible and immaterial, but they may be bound into physical objects or called forth into a particular shape by the summoner.

Their DEX and STR are 8-18 (6+2D6) and their other attributes are generated by rolling 3D6 for each. They are counted as a barbarian (for HD purposes) of the same level and HD as the summoner and are DC4 and have DR5.

The sorcerer may wish to have such a demon in physical form to enable travel across the land. This requires summoning a demon, investing it with a given shape, and then binding it into the form of that shape for permanent service. The speed that the demon will be able to achieve once bound into any given shape depends on the STR rating of the demon. They will have a top speed of 10 times their STR rating in miles per hour. They can travel non-stop for a number of days equal to their CON.

If it is the GM's purpose to have his PCs adventuring in other planes, he could simply let the summoning succeed automatically. If the GM is not prepared for the PCs to be venturing into other realms (because he hasn't had the time to work out an adventure, for example), he could have the demon pretend he is unable to open gates or have the summoner try to persuade the demon by making a CHA roll. Such gates are opened by demons that remain invisible and undetected so that only the gate is apparent.

Other planes of existence may be so bizarre that most normal humans would be completely disoriented in them (although the Dendrelyssi are used to such travel and wouldn't be as affected, if at all). The demon could be commanded to lead the characters through such planes, of course.

Demons can teleport with one "passenger" (probably the summoner). When being teleported, there is always a chance that the demon will not reassemble the summoner in precisely the correct manner. Each time a character or object is being teleported, the player must roll a Ref save (based on the demon's DEX). If the player fails, the results vary from the ludicrous to the fatal, but it is broadly up to the GM.

DEMONS OF DESIRE

Demons of Desire are granters of wishes. They will procure physical objects, act as all-purpose servants and serve as sex objects. They will never go farther or do more than they have to in order to fulfill a request. To summon a Demon of Desire requires the sacrifice of a virgin of an intelligent species. Such demons appear as highly attractive members of the opposite sex of the species of the summoner (unless the same sex is required). They all have CHA 18 and the other attributes are rolled on 3D6. They are the same level and class as the summoner for HD purposes and have DC5 and DR3.

Demons of Desire may be bound, though they do not take the form of the binding object and do not enter into it. Instead, they retain their original physical form while they are in the Crimson Lands. Whoever owns the binding object (usually a ring or some other small sigil) is the demon's master and may command it. The demon will generally trail a few steps behind its master, but may be ordered to remain in one place and summoned to its master's presence by expending a wish (at the cost of a permanent point of the demon's CON).

Demons of Desire are shapeshifters if they have INT 14+ and they also have the ability to alter the shapes and forms of others. If your character wished to be a bear for some reason, a Demon of Desire could transform him into one at the cost of a permanent point of the demon's CON.

Demons of Desire may provide their masters with mundane objects, such as a weapon, a piece of clothing, a horse and so on. The demon will only travel as far as it needs to get the thing – if this means taking the item from a nearby member of the party, that's what the demon will do. So, the summoner needs to word his wish with care. Demons of Desire can bring magical objects such as Demon Armor or Demon Weapons, but this costs a point or more of the demon's CON (GMs discretion how many, depending on the power of the demonic item).

A Demon of Desire may also be used to heal HP damage taken by its master, or anyone else the summoner chooses to heal. For each HP healed, the demon loses a CON point, permanently. Once a Demon of Desire is reduced to zero CON, it will disappear - returning to the pits of the netherworld it was summoned from.

DEMONS OF POSSESSION

Demons of Possession are non-corporeal and have no body of their own. Instead, they possess the body of whatever is sacrificed to them by entering and controlling it. In the case of human sacrifices, the demon will then have the same exact physical attributes of STR, CON and DEX as the sacrificial victim. Demons of Possession have WIS 8-18 (6+2D6) and INT and CHA 3-18 (3D6). They are of the same level and class as the summoner (for HD purposes) and have DC8 and DR0.

Whoever controls the demon's binding object controls the demon and may order it to do whatever the body it wears is capable of doing. Demons of Possession may also change bodies on command. To take over the body of a free human or animal, the demon must have a higher WIS than its intended target.

Trying and failing to bind a Demon of Possession results in a possession attack against the sorcerer, who must make a Will save (-1 if the Demon has a higher WIS, +1 if the character's is higher). If the attack succeeds, the character is possessed and no longer under the player's control. There's always a risk when dealing with such demons!

Demons of Possession have no real desire to remain on the earthly plane of existence. If their physical form is slain without a replacement ready, they will leave for their home. Possessed bodies not killed, but deserted by the demon, become mindless, soulless and zombie-like; they will soon die unless repossessed or given special care.

DEMONS OF PAIN

When Demons of Pain appear in material form they resemble human beings (or Dendrelyssi) that are undergoing some form of painful torture - for example, a pale man with iron nails driven through his head and face at regular intervals, or a woman with both legs and arms broken at weird angles with the bones showing where they've been broken, or a man flayed of the skin over several large areas of his body etc. These demons are twisted, sick, and malicious and they seek enjoyment through the torture of mortals. They feed upon pain and can regenerate by causing pain. They are vile sadists who will prolong a creature's death just for entertainment. These demons can be summoned only when the sacrificial victim is still alive and in great agony. The sacrifice must be an intelligent species.

Demons of Pain have the same class and level as their summoner, for the purposes of deciding their HD. DEX is 8-18 (6+2D6), CHA is 1-11 (2D6-1) and the remaining attributes are 3-18 (3D6). They have DC4 and DR6. Demons of Pain use weapons shaped from their own flesh and bones, so they are able to form blades from the bones in their arms, or spikes out of their skulls or chests and whips from the flesh of their arms and so on. These bone and skin extrusions take one round to form and cause D6 damage; it looks and sounds especially gruesome to anyone viewing it.

Demons of Pain are also able to shape the bones of their victims from a range of 30'. They need merely to point at their target and make hand gestures - bones will break or force their way through the target's skin; this is excruciatingly painful. The victim takes D6 damage immediately (no save) and must make a Fort save or be forced to collapse to the floor, writhing in agony as their bones are cracking and becoming misshapen. Even if the save succeeds, the victim is in such pain that his or her attacks are at -1 to hit. A second consecutive round of this causes a further D6 damage and requires another Fort save, this time at -1. One of the victim's limbs or ribs becomes broken and useless. This continues in this way round by round unless the demon stops or is distracted. A Demon of Protection of a higher level than the Demon of Pain can negate this attack completely. An equal level Demon of Protection can still give the PC a Fort save to resist the initial damage and negate the -1 to the later saves. A lower level Demon of Protection can provide a one-off Fort save at the start at the cost of its own existence.

Demons of Pain increase in power whilst there is someone in agony in their vicinity (up to 30'). Each round spent near someone who is suffering great pain (just being wounded isn't sufficient) they can regenerate 1HP if they are themselves injured. After 2 rounds, the demon will also gain 1HD. After 3 rounds they add 1 to their DR. After 4 rounds they gain another demon special ability (Table 24: *Demon Special Abilities* on pg 33). After 5 rounds, they gain another HD and after the 6th and final round they gain +1 DC. These adjustments last an hour before the demon reverts to its original status.

Like Demons of Desire, Demons of Pain may be bound but they do not take the form of the binding object and do not enter into it. Instead, they retain their original physical form while they are in the Crimson Lands. Whoever owns the binding object (usually a torture device like thumbscrews or a scalpel) is the demon's master and may command it. The demon will generally trail a few steps behind its master but can be ordered to remain in a place to be summoned at the cost of a point of the demon's CON.

Arranock: The Demon Lord of Combat

Dex: 19
DC: 8
DR: 12
Hit Dice: 10 (+50)
Damage: M +2 or H +2 (choice)
Saving Throw: Fort 4D+2 Ref 5D+2 Will 3D+1
Special: As above, spit venom x2
Move: 12
Challenge Level: 33

Arranock appears as a massive armored spider with a four-armed human male torso. He wields huge curved demon-blades in two of his hands and a demon-spear and demon-shield in the other two. His human head is flanked on either side with the heads of venom-spitting snakes. These can each spit a stream of poison in a straight line up to a range of 30'. A DEX check is needed to avoid being struck. The poison kills within D3 rounds. A Fort save at -1 is allowed to throw off the effects. Arranock can summon 2-12 (roll 2D6) Demons of Combat instantaneously (he doesn't have to make any preparations for this), once per hour.

Bathshalam: The Demon Lord of Protection

Dex: 17
DC: 8
DR: 14
Hit Dice: 9 (+60)
Damage: M +1
Saving Throw: Fort 5D+2 Ref 4D+2, Will 3D+1
Special: As above
Move: 12
Challenge Level: 32

Bathshalam's normal form is that of a large, almost cube-shaped, bronze, iron and stone lumpy sort of figure, with four lanky triple-jointed legs and arms; the arms end in crab-like claws. His face(s), which are around four faces of the cube, have flat noses, wide mouths full of sharp teeth and each has a single eye; one face has a scarlet eye, one has a yellow eye, one a mauve eye and the last one a black eye. He can summon 2-12 (roll 2D6) Demons of Protection instantaneously (he doesn't have to make any preparations for this), once per hour.

Tezzameth: The Demon Mistress of Desire

Dex: 17
DC: 8
DR: 8
Hit Dice: 8 (+35)
Damage: M

Saving Throw: Fort 3D+1 Ref 3D+1 Will 4D+2
Special: As above, plus Desirable Appearance
Move: 12
Challenge Level: 26

Tezzameth appears as a shapely, crimson-coloured, 20' tall naked human female with a hyena-like head, long snake-like tail and cloven hooves instead of feet. Once per hour, Tezzameth can summon a single demon of any type instantaneously (no preparations required) and can continue summoning one each round for up to 6 rounds. Tezzameth can appear to any viewer as the person that viewer most desires (living, dead or imaginary); so, when she appears, a man might see her as his ideal woman and a woman might see her as the her secret love.

Necridion: The Demon Lord of Pain

Dex: 18
DC: 7
DR: 10
Hit Dice: 8 (+40)
Damage: M +1
Saving Throw: Fort 5D+2, Reflex 4D+1, Will 5D+2
Special: As above, summon and bind corporeal undead
Move: 12
Challenge Level: 29

Necridion appears as a flayed human corpse, with yellow eyes and a pronounced jaw – seeming as if

it is hanging loose and broken His ribs are cracked, and his bones crack and seem to dislocate, as he moves in a jerky fashion. He constantly drips blood wherever he goes. He can summon 1-3 (roll D3) Demons of Pain or 1 Demon of Possession once per hour, instantaneously (no preparations needed).

Pazzopeth: The Demon Lord of Travel
Dex: 19
DC: 7
DR: 10
Hit Dice: 8 (+65)
Damage: M
Saving Throw: Fort 5D+2, Reflex 4D+2, Will 3D+1
Special: As above
Move: 15
Challenge Level: 31
Pazzopeth appears as a dark-skinned naked humanoid with bat-like wings, long thin arms ending in long fingers with suckers on the ends, and an elongated head dominated with a sucker-like mouth containing no teeth. Pazzopeth's long legs (of which there are three) appear to trail away into nothingness. He can summon 1-6 (roll D6) Demons of Travel or 1 Demon of Protection instantaneously (he doesn't have to make any preparations for this), once per hour.

Calcridior: The Demon Lord of Possession.
Dex: 19
DC: 8
DR: 8
Hit Dice: 7 (+35)
Damage: M
Saving Throw: Fort 3D+1 Reflex 4D+2, Will 5D+2
Special: As above, summon and bind non-

corporeal undead
Move: 12
Challenge Level: 25
His normal form is that of a slender humanoid, about 10' tall, with dark purple skin and leprous scarlet weals across his elongated torso. Four squid-like tentacles protrude from his back, ending in lamprey-like maws, dripping with dark, glistening ichor. Once per hour, he can summon a single demon of any type instantaneously (no preparations required) and can continue summoning one each round for up to 6 rounds.

Veraxion: The Demon Lord of Knowledge
Dex: 19
DC: 8
DR: 8
Hit Dice: 7 (+30)
Damage: M
Saving Throw: Fort 3D+1, Reflex 4D+1, Will 5D+2
Special: As above, Lore 6D+2
Move: 12
Challenge Level: 25
Veraxion appears as a 15' high, conical limpet-like being, with a base about 30' around.
Atop this being are two eyes on snake-like stalks that can swivel around in all directions. The being's mouth is underneath the base and it seems to have no nose. Veraxion uses telekinesis to move and operate objects and moves slowly, leaving a slime-trail that has acidic qualities (burns through shoe soles in one round and then causes D3 damage per round for 3 rounds or until neutralized). Once per hour he can summon a single demon of any type instantaneously (no preparations required) and can continue summoning one each round for up to 6 rounds.

UNDEAD

Undead summoning (necromancy), like any other type of summoning, is best done when fully prepared. Undead can only be brought back at the actual grave site where the body is buried, or at the location of their death. Old battlefields are a great source of bodies for such summoning. Preparations at minimum require uninterrupted concentration for a period of anywhere between 1-6 minutes (roll 1D6) if the person is recently dead or up to 6-36 (6D6) minutes if the person is long dead. Add 1 to the summoning roll if the sorcerer takes at least 2 hours in preparation prior to the summoning. Failure means the sorcerer has to start all over (or give up).

The number of undead summoned depends on the level of the summoner and the type of undead being summoned. Skeletons are the weakest of the undead and also the most numerous. The summoner, therefore, can summon more of them in one go than say vampires, which are rare and harder to locate. A sorcerer can, of course, summon just one of any type of undead if he prefers. Once summoned, the undead will carry out the first command given to it/them by the summoner. After carrying out their orders as best they can (assuming they are within their powers), they will crumble to dust. The sorcerer can simply ask questions, to which the undead will respond to the best of its ability. However, the sorcerer can bind the undead rather than have it or them carry out a task or ask questions.

Binding Undead

Corporeal undead can only be bound to a site (often a graveyard or similar) or to service. In the latter case they follow their master as ordered and act as servants/bodyguards. Non-corporeal undead can be bound to a location or can be bound into items; the item must be something that has some significance to the undead person whilst they were alive – an item they owned whilst alive, the item that killed them (this might not go down too well with the undead!) or similar. To successfully bind the undead requires a battle of wills by the sorcerer making a Will save.

A weapon will have one of the special offensive abilities of the undead that is bound into it. So, a sword with a bound Banshee will either be able to do a death shriek once per day, or the act of drawing the blade will cause fear in the character's opponents or the touch of the blade will cause a level drain.

Armour bound with non-corporeal undead will have one of the undead's defensive powers. So, Banshee Armour would confer either the undead's DC, an immunity to sleep, charm and fear or a resistance to magic, or make the wearer immune to all weapons other than magic weapons.

Turning Undead

Undead encountered by a sorcerer can be turned or destroyed. This is done by the PC making a Will save with a modifier of +1 to the roll for every level the sorcerer is higher than the number of HD of the undead or -1 for every level lower.

CORPOREAL UNDEAD

These are solid, physical creatures that can be damaged by mundane weapons and that can physically damage their victims. They can be bound to a place or a person but not into objects.

Table 24: Corporeal undead summoning

Type	Number Summoned	Summoning Difficulty
Skeleton	D6 x level	+1
Zombie	D6 x ½ level	-
Ghoul	D3 x ½ level	-1
Crypt Corpse	D2 x ½ level	-2
Mummy	D2	-3
Lich	1	-4

NON-CORPOREAL UNDEAD

These are immaterial creatures that cannot physically affect the world and therefore cannot be harmed by non-magical means. They can be bound to sites or into objects that held some special significance for them whilst they were alive.

Table 25: Non-corporeal undead summoning

Type	Special Abilities	Number Summoned	Summoning Difficulty
Wisp	Trickery*	D3 + level	+1
Shadow	STR drain	D3 + ½ level	-
Wight	DEX drain	D3	-1
Wraith	Level drain, Fear	D2	-2
Ghost	Level drain, Fear	1	-3
Banshee	Death Shriek, Level Drain, Fear	1	-4
*Trickery would be extinguishing lights, souring beer, making small objects move and so on			

A PRICE TO PAY

The more the sorcerer delves into the necromantic arts, the greater the toll on his mind, body and soul. When he takes the undead summoning ability (and if he takes it again), the sorcerer immediately receives one of the following consequences (either rolled, selected by the GM or by the player, at the GMs discretion):

1-3

1. Hair turns grey immediately. Turns white after a month. Falls out after another month.
2. Becomes creepy and unsettling. Animals and children shy away.
3. Becomes nocturnal; finding it difficult to sleep at night and needing to sleep during the day – disliking the sunlight.
4. Skin becomes wrinkly, blotchy and slightly translucent.
5. Becomes obsessed with graves and graveyards.
6. Teeth start yellowing and fingers and nails grow long and claw-like.

4-6

1. Becomes addicted to drinking blood.
2. Starts to become gaunt, face becomes white and skull-like.
3. Gains +1 to Fort saves to avoid death but wounds take twice as long to heal as normal.
4. Becomes paranoid; believes everyone is out to get him and doesn't trust anyone.
5. Physical Debilitation (-1 to STR, CON or DEX)
6. Mental Debilitation (-1 to INT, WIS or CHA)

BOOK 3: CRIMSON LORDS (MANORS & MONSTERS)

ADVICE FOR ADVANCED PLAY

In dark fantasy as in sword and sorcery, traditionally the protagonist travels alone although he sometimes gains the company of one or more additional adventurers, each going their separate ways once the current adventure is over. They don't tend to hire others, preferring to rely on their own abilities to get the job done.

Because Crimson Blades is a role playing game, there are some genre conventions that have to be applied a little more loosely. You can still have the gritty, doom-laden feel of dark fantasy even if there are a few more characters than would be usual for the genre.

Something you could do, is make your adventures episodic. That is to say, at the end of an adventure, the PCs split up and go their own ways. It is assumed during this period (which could be weeks, months or even years later) they will be having separate adventures and doing other stuff that doesn't involve the rest of their group. What this is can be up to the individual players. You can play these adventures out, one-on-one, if for example only one player is available on a particular game session or, next time the group get together (maybe at a pre-arranged time "in-game", or by coincidence) they can fill in what they've been up to (or not) and then get on with the adventure in hand.

It's not usual to hire assistants, certainly not at the lower levels. However, there may be occasions where PCs need additional help – maybe to sail a ship or to guard something whilst they aren't there or just to carry stuff for them.

STRONGHOLDS

Adventurers can start building strongholds before they have reached 10th level, of course, but they don't get the followers (or necessarily the recognition of their peers in the area) until reaching a level where their renown is enough to attract villagers, specialists, henchmen and troops to their protection.

Once the game reaches this level, fighters will have to clear the area around the stronghold of any monsters and brigands and can then safely begin building fortifications and taxing locals as they flock (or trickle) to the character's banner. It is possible at this point that actual battle might be fought, either on land or at sea, as the character defends his domain or seeks to expand it. Characters of other classes build their strongholds in different locations (often in a city for thieves and mountebanks, for example) and they may have other enemies to concern themselves with, like rival thieves guilds.

Once PCs get to 10th level, they have options for getting more involved in the bigger events – political machinations, invading other lands, leading armies or maybe even rising up to rule. There might be a need for some sort of base and most classes at 10th level have an option for building a stronghold, be that a castle, a guildhall or a tower. When characters have gained 10th level and have picked up a number of enemies and have their own strongholds, they will begin routinely employing spies, servants, and guards.

Table 26: Construction Cost

Type	Cost
Barbican, Large	20,000gp
Barbican, Small	14,000gp
Bartizan	1,000gp
Bastion	3,000gp
Door, Iron	50gp
Door, Iron, Double	75gp
Door, reinforced	20gp
Door, Reinforced, Double	30gp
Door, Wood	10gp
Door, Wood, Double	15gp
Gatehouse & Gate	3,000gp
Keep	42,000gp
Portcullis & Drawbridge	2,000gp
Slit/Window	10gp
Slit/Window, Double	15gp
Stairs, Stone 10'	90gp
Stairs, Wood 10'	30gp
Tower, Round, Large	10,000gp
Tower, Round, Small	5,000gp
Tower, Square, Large	8,000gp
Tower, Square, Small	4,000gp
Wall, 120'	2,500gp
Wayfarer's Rest, Fortified	2,500gp
Thieves or Merchant's Guildhall	5,000gp
Sorcerer's Tower*	10,000gp
Mountebank's Tavern	2,000gp
Redeemer's Fortified	20,000gp

*Sorcerers can cut the costs hugely by summoning elementals and demons to help with the

Once it is finished, a 20 mile radius around the fighter's castle will remain free of monsters. If the castle is near a town or village not controlled by the player characters, they will have to continue to pay their 1% upkeep cost. If the stronghold is in the wilderness or near a city controlled by the characters, they no longer have to pay it. The area around the stronghold is the player characters' domain.

Hiring Assistants
As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals,

and does not include lodging, wages, or the purchase of equipment. Note that for some professions the "incidental" cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the GM, but staying in an inn, even in a stable, will cost at least 1 sp per night.

Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the GM will adjust the costs as needed. Wages depend upon the type of services being sought.

Alchemist
Upkeep Cost: 500gp/month
Wage: 200gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.
Initial Equipment: Fully equipped lab costs 150gp.

Armourer
Upkeep Cost: 100gp/month
Wage: None, if the armourer is a follower of a character with a stronghold. If not, wages are 100gp/month, over and above the cost of upkeep.
Initial Equipment: A fully equipped forge costs around 100gp.

Assassin
Upkeep Cost: N/A
Wage: 2,000 gp per mission
Initial Equipment: None.

Blacksmith
Upkeep Cost: 25gp/month
Wage: 25gp/month
Initial Equipment: A fully equipped forge costs around 100 gp.
A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons. A smith is needed for every fifty horses or mules in a character's service.

Man-at-Arms (Battles/War)
Upkeep Cost: 1gp/month in camp or castle.
Standard costs of rations if operating in the field (reduced to10gp/month if the character is fielding

an army with adequate wagons to purchase in bulk).

Wage: If the man-at-arms is a part of the character's stronghold retinue, he costs nothing. Mercenary infantry cost around 2gp/month, archers 4gp/month, and mounted knights cost 8gp/month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 30), cost three times as normal, and Captains (required for every 60), cost four times as normal.
Initial Equipment: Determine from equipment list.

*Man-at-Arms
(Bodyguard/Adventurer)*
Upkeep Cost: Cost of food
Wage: 2gp/day or upwards of 5gp/day
Initial Equipment: Determine from equipment list.

Physician
Upkeep Cost: 1,000gp/month
Wage: 100gp/month.
Initial Equipment: Small library costs 2,000 gp.
Physicians are required to keep hirelings and men-at-arms functioning fully.

Sage
Upkeep Cost: 50gp/month
Wage: N/A
Initial Equipment: Small library costs 2,000 gp.
A sage is a true expert in his field. Even if highly specialized, a sage has information way beyond the knowledge of common people. Sages not only have information, they also know where to find it. Obscure information may take days or even weeks of research.

Sailor
Upkeep Cost: 10gp/month
Wage: 2gp/month
Initial Equipment: None.

Sailors a common and can be hired in every two near the coast, but need a captain to be effective. Some sailors know how to fight, but these require additional payment as a fighter.

Slave
Upkeep Cost: 2gp/month
Wage: None
Initial Equipment: None.
Slaves can be captured enemy or can be purchased at slave markets. The Dendrelyssi use slaves extensively- most being born into slavery.

Servant (Domestic)
Upkeep Cost: 1gp/month
Wage: 5gp/month
Initial Equipment: None.

Ship Captain
Upkeep Cost: 50gp/month
Wage: 250gp/month
Initial Equipment: A ship.
Apart from sailors, every ship also needs a captain.

Siege or Construction Engineer
Upkeep Cost: 750gp/month
Wage: 750gp/month
Initial Equipment: None.
Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery. Digging tunnels during a siege has to be supervised by an engineer.

Spy
Upkeep Cost: 10gp/month
Wage: 500 gp per mission
Initial Equipment: None.
The spy is a specialist than know how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines. Spies can also be gained by simply bribing someone working for the enemy.

MASS COMBAT – LAND BATTLES

Crimson Blades/Crimson Lords is a RPG, so whilst it is nice to have some system whereby PCs can take part in large scale warfare or even lead armies into battle, the most important thing is the PCs and what they do during that battle. A thorough tactical simulation of a battle is beyond the scope of this game though. The actions of the PCs must inform the direction the battle takes and their individual exploits can determine which side wins and which side is defeated.

Overall Objective

First of all, the PCs need to decide what their overall objective is. It might simply be to destroy the enemy forces on the battlefield. It might be to hold the pass until reinforcements arrive. Other alternatives would be to take an enemy fortress, to force the enemy leader to surrender, or even just to slow the enemy's advance.

Once you know what the PCs objective is, you can determine how difficult this might be to achieve. If the enemy is far stronger, then their total destruction might be unrealistic without some form of heroic actions from the PCs. On the other hand, even a stronger enemy might be able to be delayed for a short time with some clever thinking from the PCs.

Heroic Actions

As a GM, you then need to set the scene of the two armies coming together in a clash of spear against shield and then change the emphasis to the individual PCs on the battlefield, giving them heroic actions that they can attempt to swing the course of the battle.

If the PCs' army is attempting to defeat a far larger army, that has the advantage of a stronger position, better troops etc, then you might want the PCs to succeed in say at least three Heroic Actions for their forces to have a chance of

winning the battle. On the other hand, if the forces are evenly matched, the PCs might only need to successfully complete one Heroic Action, for their army to gain the edge and defeat the enemy.

Some examples of Heroic Actions:

- Capture an enemy banner
- Capture or defeat an enemy leader/sorcerer/demon/elemental/undead
- Prevent a sorcerer summoning a powerful elemental/demon/undead
- Break into a stronghold to open the gates to allow your forces in
- Lead a small force to overtake a strong enemy position
- Hold some high ground for a number of turns against successive waves of enemy
- Deliver an important message or item to a leader or sorcerer
- Rescue, recover or steal someone or something from the enemy
- Break an enemy formation

Winning and Losing

Based on the results of the PCs Heroic Actions, you have various options:

- They have done well enough that their forces win the day
- They have done so badly, their forces are defeated
- The result isn't certain and the battle surges on - you could allow a fighter to make a Lore (Battle) roll to see whether the outcome can be decided by his battlefield skills, or you could allow characters of other classes to use their abilities to make a difference – a mountebank might have a contact in the enemy camp from whom he can receive vital information, a sorcerer could summon a demon and so on.

Losing isn't necessarily the end – in fact, losing battle after battle to a superior enemy and being on the brink of total annihilation until some desperate exploit is attempted (like undertaking a quest to an elemental domain) is often a good staple of the genre.

MASS COMBAT – SEA BATTLES

Like land battles, ship-to-ship battles are carried in an abstract way rather than attempting to create a set of rules that distract from the fact the Crimson Blades is a role playing game. Much of what was said in the mass combat rules above is also of use in the rules for naval combat.

Overall Objective
In sea battles, the objectives might appear more limited, but even so, sometimes an engagement might be fought just to delay an enemy fleet rather than destroy it, or as part of the blockading of a port. Other purpose for the battle might exist, depending on the campaign.

Heroic Actions
These will be similar to the ones for land combat although a fair number of them will involve attempting to board one of the enemy ships, or repelling opposition boarders.

- Board enemy vessel to steal documents/orders from captain's cabin
- Drive off a sea serpent
- Set fire to or hole/sink an enemy vessel

Types of Ship
There are hundreds of different types of sea-going vessels in The Crimson Lands. They are used for many purposes – fishing, trade, transportation and warfare amongst other things. The ones we are mainly interested in here are those used for warfare. Rather than detail every type of fighting ship that is available, I will give several very broad and generic classifications.

Longships
Longships are used mainly in Ska, Tiranos and Ort. They are characterized as a graceful, long, narrow, light, wooden boat with a shallow-draft hull designed for speed. The ship's shallow draft allows navigation in waters only three feet deep and enables beach landings. Longships are also double-ended, the symmetrical bow and stern allowing the ship to reverse direction quickly without having to turn around. Longships are fitted with oars along almost the entire length of the boat itself. They also have a rectangular sail on a single mast which is used to replace or augment the effort of the rowers, particularly during long journeys. The average speed of longships is in the range of 5–10 knots, but they can get up to 15 knots in favourable conditions. While longships are used by the Ska in warfare, they are mainly used as troop transports, not warships. However, the Ska have been known to tie several boats together in battle to form a steady platform for infantry warfare at sea.

Snake
The smallest longship used in warfare; it has about 20 rowing benches (40 oarsmen) and one pilot/captain. The length of a snake is about 55' and it has a width of about 8'. These are the most common of Ska warships.

Wyrm
Wyrms are larger ships with a length of about 80', 30 rowing benches and a crew of 60 oarsmen and one pilot/captain.

Dragon
These are the largest ships, with a length of about 100' and 40 rowing benches, with 80 oarsmen, one pilot and one captain.

Turtle

The turtle is a cargo ship used for long sea voyages. The hull is wider, deeper and shorter than a longship and it can take more cargo and be operated by only 12 oarsmen and a pilot/captain. They are built with a length of about 55', a beam of 15' and a hull capable of carrying up to 24 tons. A mast with a square sail is fitted.

Galleys

Galleys are used by most nations in the Crimson Lands. Virtually all types have sails that can be used in favorable winds, but human strength is always the primary method of propulsion. This allows galleys freedom to move independently of winds and currents, and with great precision. The Dendrelyssi were far in advance of other nations in boat building techniques and were the first to build the two-level galley, and then the three-level galley. As warships, galleys can carry various types of weapons; rams, arbalests, catapults and fire-throwers. However, the Dendrelyssi also invest their galleys with demons for strength and speed. Luckily, Dendrelyssi ships aren't seen around the Crimson Sea very much, if at all, these days.

Unireme

A unireme is a galley evolved primarily for fighting. It is un-decked or can be partially decked. The vessel is typically around 40' long, with a width of 8'. A unireme will typically have a small contingent (10) of marines on board.

Bireme

A bireme has two decks of oars and is typically about 80' long with a width of about 10'. It has about 120 oarsmen, one pilot and one captain. It will often have up to 20 marines on board.

Trireme

A trireme is about the same length as a bireme, but has an extra tier added to the height, allowing the number of oarsmen to be increased to 180. The trireme usually has about 30 marines on board as well as a pilot and a captain. Triremes are currently the dominant warship in the Crimson Lands.

Dendrelyssi Demonships

These are much larger than the triremes of the other nations. Typically, they have room for up to 300 rowers, a deck crew of 20 and 100 marines. There would also be at least one fire cannon, a catapult and two arbalests. A Demon of Protection, Combat or Travel is bound into the ship. The Captain and pilot would be summoners.

Land-Sea Battles

There will be times when ships at sea are useful tools in a land engagement. Usually this will be off the coast – maybe during the siege of a port city. Troops can be brought up by sea; the ships can enter the enemy harbour and engage enemy ships or coastal fortifications and so on. Sometimes, these engagements will be further inland, if there is a river for the vessels to navigate along.

PEOPLE, ANIMALS, MONSTERS & UNDEAD

The following is a quick reference guide for how to read monster descriptions.

Dex: This is the average DEX of the monster, for combat purposes, for order of actions.

Defence Class: DC is explained in *Book 1: Characters & Combat.* The DC might be higher for smaller, faster and more nimble creatures.

Damage Reduction: DR is explained in *Book 1: Characters & Combat*. This represents how tough the creature is to hurt when you hit it. It might be due to the armour worn or the toughness of its hide or some other factor that makes the creature more resistant to blows.

Hit Dice: is the number of dice (D6) rolled to determine an individual creature's hit points and to determine its attack capability. If there is a plus or minus next to the number, you add or subtract that number from the total, ***only for hit points***. For example: for a creature with 2(+1) hit dice, you'd roll 2D6, and then add one more hit point. However, when fighting, that beast would roll 2D6 to determine its attack(s). Creatures with only ½ HD still roll a D6 for attacks to hit. Monsters with natural weapons (horns, teeth, claws) do very light (VL), light (L), medium (M) or heavy (H) damage with the same rules as the weapon table for light, medium and heavy damage.

Saving Throws: This is the number of dice the creatures gets to roll to make saves, based on Fort, Ref or Will.

Special: is usually just a "flag" for the GM, to remind him that the beast has one or more special abilities.

Move: is the beast's movement rate in yards (squares or hexes), and it's handled just as movement rates are handled for characters.

Challenge Level: is used to separate the beasts into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't.

PEOPLE

Bandit
Dex: 10
DC: 3
DR: 2 (leather)
Hit Dice: 1 (+1)
Damage: By weapon (Any)
Saving Throws: Fort 1D Ref 1D Will 1D-1
Special: Ambush
Move: 12
Challenge Level: 1
Bandits are brigands or outlaws; desperate marauders that infest the wilderness, preying on merchants and other travelers. They can number from as few as half a dozen to the size of a small army.

Bandit Leader
Dex: 11
DC: 4 (shield)
DR: 3 (cuirboilli)
Hit Dice: 2 (+1)
Damage: By weapon (Any)
Saving Throws: Fort 1D Ref 1D Will 1D
Special: Ambush, Strength Feat 2D
Move: 12
Challenge Level: 2
This represents the chief of a small band of outlaws; if the band of outlaws is larger than about a dozen or so, the leader may well be even tougher (have more HD).

Berserker
Dex: 13
DC: 4 (shield)
DR: 2 (leather)
Hit Dice: 2 (+2)
Damage: By weapon (Any) +1
Saving Throw: Fort 1D+1 Ref 1D Will 1D
Special: Rage 1D, STR +1
Move: 12

Challenge Level: 2
These are tough warriors who can work themselves into a frenzy before battle, on a roll of 6. The *Rage* gives berserkers +1 damage in combat, +1 to Will and Fort saves and they suffer no effects of falling to 0 HP or below, until they reach a negative total equal to their positive total or until the fight ends. At that point, they keel over, dead.

Cultist
Dex: 8
DC: 3
DR: 0
Hit Dice: ½
Damage: Dagger (L)
Saving Throw: Fort 1D Ref 1D Will 1D
Special: Summoning 1D
Move: 12
Challenge Level: A/1/2
Cultists are mysterious followers of the dark gods. Individually, they are not able to summon demons but, if there are 7 or more of them, they can act together to try to summon a demon (if there are 13 cultists summoning, they have 2D).

Charlatan
Dex: 14
DC: 4 (DEX)
DR: 1 (quilted)
Hit Dice: 1 (-1)
Damage: By weapon (L or M)
Saving Throws: Fort 1D Reflex 1D+1 Will 1D+1
Special: Trickery 1D
Move: 12
Challenge Level: 1
A street hustler, gambler or swindler – this individual will do anything to relieve characters of their money through lies, tricks and deceit. Trickery covers all sorts of things from cheating at gambling, picking pockets or fast talking.

Mercenary
Dex: 11
DC: 3
DR: 4 (mail)
Hit Dice: 1 (+1)
Damage: By weapon (Any)
Saving Throws: Fort 1D Ref 1D Will 1D
Special: Fighter Stunt 1D
Move: 9
Challenge Level: 1
Mercenaries range from little more than well-armed bandits to elite soldiers employed to fight the wars of those who pay the most.

Mercenary Sergeant
Dex: 12
DC: 3
DR: 5 (half plate)
Hit Dice: 2 (+2)
Damage: By weapon (Any)
Saving Throw: Fort 2D Ref 1D Will 1D
Special: Fighter Stunt 1D, Favoured Weapon +1D
Move: 6
Challenge Level: 2
This represents a grizzled leader of a small force of a dozen or so mercenaries.

Dendrelyssi Quester
Dex: 13
DC: 4 (shield)
DR: 6 (plate)
Hit Dice: 3
Damage: By weapon

Enchantress
Dex: 14
DC: 4 (DEX)
DR: 0
Hit Dice: 2 (-1)
Damage: Dagger (L)
Saving Throws: Fort 1D Ref 2D+1 Will 2D+1
Special: Spells of Enchantment
Move: 12
Challenge Level: 3
This is a beautiful and powerful sorceress specializing in spells that beguile, dazzle and charm. Select appropriate spells from the sorcerer 1st & 2nd level lists (for example Charm Person). There are even more dangerous enchantresses that have higher HD and access to spells of a higher level. They are often accompanied by charmed bodyguards.

Hunter
Dex: 14
DC: 4 (DEX)
DR: 2 (leather)
Hit Dice: 1
Damage: By weapon (Any)
Saving Throws: Fort 1D+1 Ref 1D+1 Will 1D
Special: +1 to hit with choice of missile weapon, survival, track 1D
Move: 12
Challenge Level: 1
Hunters are woodsmen, trappers, marksmen and poachers; exploring the wilds for fun, profit, and survival. They make use of ranged weapons to take down their foes from a distance.

Saving Throws: Fort 2D Ref 2D Will 2D+1
Special: 1st level spells, Summoning 2D
Move: 9
Challenge Level: 5

Young Dendrelyssi sometimes leave their land to embark on a quest of some sort. The reason for the quest differs from one individual to another – they might be simply interested in learning about the wider world, they might be looking for an artifact, they might be adventuring to hone their battle or magic skills, they might be seeking possibilities for trade – there are loads of reasons. This represents one of these questing individuals.

Townsfolk

Dex: 8
DC: 2
DR: 0
Hit Dice: ½
Damage: By weapon (L or M)
Saving Throw: Fort 1D Ref 1D-1 Will 1D-1
Special: Craft or profession 1D
Move: 12
Challenge Level: A

Townsfolk are ordinary people – traders, taverners, blacksmiths, beggars, servants and so on. They tend to go unarmed but could have a dagger to defend themselves with if expecting trouble. Most wouldn't even try to fight a well-armed adventurer.
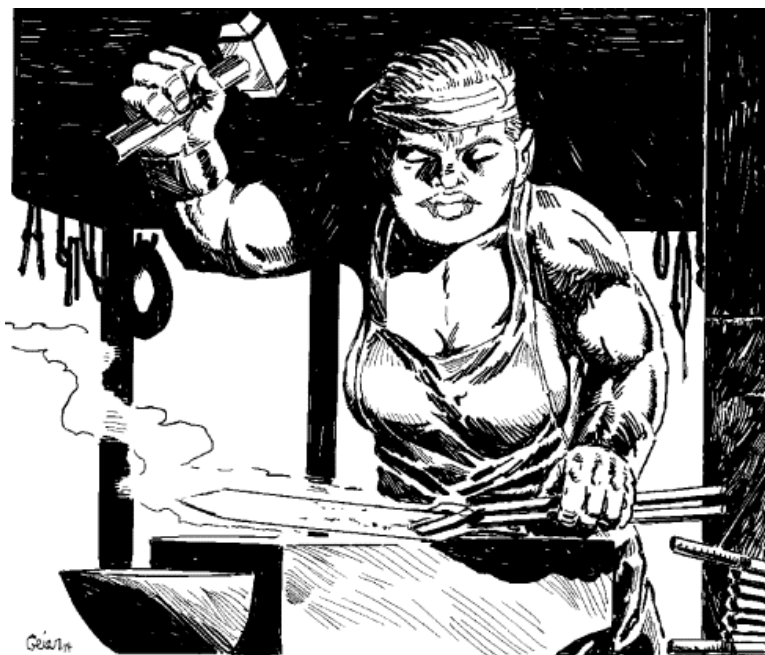
Necromancer

Dex: 9
DC: 3
DR: 0
Hit Dice: 2 (-1)
Damage: Staff (M)
Saving Throws: Fort 1D Ref 1D Will 2D+1
Special: Summon (Undead) 1D
Move: 12
Challenge Level: 3

A necromancer is a wizard whose specialty is the ability to raise the dead and deal with undead creatures. Necromancers often have a number undead servants and bodyguards. The GM can assign them higher levels, better summoning abilities and even some spells of an appropriate type (for example, Spider Climb).

Witch

Dex: 10
Armor Class: 3
Hit Dice: 1 (-1)
Damage: dagger (L)
Saving Throws: Fort 1D-1 Ref 1D Will 1D+1
Special: Healing 1D+1, charms 1D, potions 1D+1 or soothsaying 1D
Move: 12
Challenge Level: 1

Witches are most often old crones or hags living out in the wilds. Sometimes they are thoroughly evil and wicked, cackling over their boiling cauldrons making potions and charms. Others are good and wise and the locals will visit them to receive help with ailments or to have their fortunes told. Some powerful witches have all of the abilities listed; others have just one or two. Some ancient witches have powers of summoning.

ANIMALS

Ape
Dex: 14
DC: 3
DR: 3
Hit Dice: 4 (+10)
Damage Claws (M)
Saving Throws: Fort 3D
Ref 2D+1 Will 1D
Special:
Move: 12 Challenge Level: 6
These powerful omnivores are very aggressive; they kill and eat anything they can catch.

Bear
Dex: 13
DC: 3
DR: 4
Hit Dice: 4 (+15)
Damage Claws (M)
Saving Throws: Fort 3D+1 Ref 2D Will 1D
Special: Can pick up (and crush)
Move: 12
Challenge Level: 8
Bears are huge, frightening beasts that live in the hills and woods. Thick fur covers their bodies and massive paws contain horrible sharp claws which they use to tear their opponents. If at least half of their attack dice hit a single target, the bear has grabbed it and will attempt to crush the victim. A STR feat roll is required to escape or the victim takes 2D6 damage automatically.

Centipede, Huge
Dex: 13
DC: 2
DR: 0
Hit Dice: 1 HP
Damage: Bite (special)
Saving Throws: Fort 1D-1 Ref 1D Will 1D-2
Special: Poison bite
Move: 12
Challenge Level: 2
Giant centipedes inflict a lethal amount of weak poison; this requires a Fort save at +3 to avoid being killed within D6 minutes.

Centipede, Giant
Dex: 11
DC: 3
DR: 2
Hit Dice: 1 (+5)
Damage: Bite (L) (+special)
Saving Throws: Fort 1D Ref 1D Will 1D-1
Special: Poison bite
Move: 12
Challenge Level: 4
This man-sized giant centipede is a deadly predator with armoured segments, a deadly bite, and a lethal (though relatively weak) poison, which requires a Fort save to avoid death within D6 hours, but at +2 to the save.

Centipede, Colossal
Dex: 9
DC: 3
DR: 5
Hit Dice: 2 (+10)
Damage: Bite (M +special)
Saving Throws: Fort 2D Reflex 1D Will 2D-1
Special: Poison bite
Move: 12
Challenge Level: 6
This is a twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom. A Fort save at +1 is required to avoid death within D6 minutes, if bitten.

Crocodile
Dex: 12
DC: 3
DR: 4
Hit Dice: 2 (+8)
Damage: Bite (H)
Saving Throw: Fort 2D Ref 2D Will 1D
Special: Ambush
Move: 9/12 (in water)
Challenge Level: 3
Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach (-1 to notice).

Eagle
Dex: 14
DC: 5
DR: 0
Hit Dice: 1
Damage: Talons (L)
Saving Throws: Fort 1D Ref 1D+1 Will 1D-1
Special: Fly, spot 2D+1
Move: 3/30 (when flying)
Challenge Level: 1
Eagles are great winged beasts that hunt smaller animals and carry them off to their nests.

Hawk
Dex: 16
DC: 5
DR: 0
Hit Dice: ½
Damage: Talons (VL)
Saving Throws: Fort 1D-1, Ref 1D+1, Will 1D-1
Special: Fly, spot 2D+1
Move: 3/30 (when flying)
Challenge Level: A
Hawks are winged hunters with superb eyesight.

Hunting Dog, Tiranos
Dex: 13
DC: 5
DR: 4
Hit Dice: 2 (+6)
Damage: Bite (H)
Saving Throw: Fort 2D+1 Ref 2D+1 Will 1D+1
Special: Track 3D+1
Move: 12
Challenge Level: 3
Sometimes called "Demon-Dogs" the hunting dogs of Tiranos were bred using sorcery by the Dendrelyssi lords over a thousand years ago. They now roam free in Tiranos and in some other wooded places. Once they have their prey's scent, they stop at nothing to bring them down following for days without needing rest.

Panther
Dex: 15
DC: 5
DR: 0
Hit Dice: 2 (+4)
Damage: Claws (M)
Saving Throw: Fort 2D Ref 2D+1 Will 1D
Special: Track
Move: 12

Challenge Level: 2
Panthers are ambush hunters and stalkers. They wait in dense vegetation or underbrush, or rocky outcroppings for potential prey to wander by. When in range, the panther springs to the attack and bites and rakes its foe. Panthers are excellent hunters and often stalk potential prey for several miles before attacking.

Rat, Giant
Dex: 14
DC: 4
DR: 0
Hit Dice: ½
Attacks: Bite (VL)
Saving Throws: Fort 1D Ref: 1D Will 1D-1
Special: Disease
Move: 12
Challenge Level: A
These are huge cat-sized rats that often travel in big packs and fight aggressively when cornered. They are found just about everywhere there is food to be had (which is almost anything). On a roll of 6, a rat is diseased and could pass this on to the PC if bitten. A Fort save is required. The disease causes the character to go into a vomiting fit for 1D6 hours. During this time, all rolls are at -1.

Sabre-Tooth
Dex: 14
DC: 4
DR: 3
Hit Dice: 4 (+6)
Attacks: Bite (H)
Saving Throws: Fort 3D Ref 3D+1 Will 1D
Special: Track
Move: 12
Challenge Level: 4
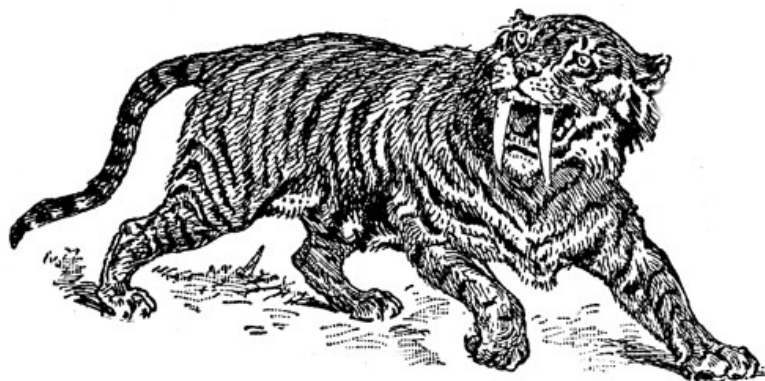
Snake, poisonous

Dex: 15
DC: 5
DR: 0
Hit Dice: ½ to 1
Damage: Bite (VL+ special)
Saving Throw: Fort 1D Ref 1D+1 Will 1D-1
Special: Poison bite
Move: 6
Challenge Level: 2 to 3

The poison bite of snakes has a range of effects. Some kill outright (Fort save allowed at +1, but failure means death in 1D6 days – during that time, all activity at -2), others cause temporary paralysis (for 1D6 hours, a Fort save is allowed).

Shark

Dex: 14
DC: 5
DR: 2
Hit Dice: 2 (+2) to 4 (+10)
Damage: Bite (H)
Saving Throw: Fort 3D Ref 3D+1 Will 1D
Special: Track
Move: 15 (swimming)
Challenge Level: 2 to 6

Sharks are dangerous sea predators. They vary greatly in size. They track by scent and if their prey is bleeding, they will find them 100% of the time, if within a mile.

Wolf

Dex: 13
DC: 4
DR: 0
Hit Dice: 1 (+2)
Damage: Bite (M)
Saving Throw: Fort 1D Ref 1D Will 1D
Special: Track
Move: 12
Challenge Level: 1

Wolves are pack animals; usually a pack consists of 5-11 animals although larger packs aren't unknown. A large proportion of a pack will consist of young and cubs. They will stalk prey much larger than themselves and track largely by scent.

Snake, Giant Constrictor

Dex: 10
DC: 3
DR: 3
Hit Dice: 4 (+20)
Damage: Bite (M)
Saving Throw: Fort 2D Ref 2D Will 2D
Special: Constriction
Move: 6
Challenge Level: 9

If the snake scores at least two hits on its target it has wrapped around the victim and will begin crushing it next round. A STR feat is required to escape, otherwise take 6+D6 damage automatically each round until the snake is dead or until a STR feat roll is achieved.

Riding Beasts: Horse, Pony
Dex: 13
DC: 3
DR: 1
Hit Dice: 2
Damage: Hoof (L)
Saving Throw: Fort 2D Ref 1D Will 1D-1
Special:
Move: 15
Challenge Level: 2
These are agile ponies, used by the Forlucian horsemen.

Riding Beasts: Horse, Courser
Dex: 13
DC: 3
DR: 1
Hit Dice: 2 (+2)
Damage: Hoof (L)
Saving Throw: Fort 2D+1 Ref 1D Will 1D-1
Special:
Move: 15
Challenge Level: 2
These are the standard riding horse used by travelers and cavalrymen.

Riding Beasts: Horse, Destrier
Dex: 12
DC: 3
DR: 1 (or by armour)
Hit Dice: 2 (+6)
Damage: Hoof (M)
Saving Throw: Fort 2D+1 Ref 1D Will 1D
Special:
Move: 15
Challenge Level: 3
These are great warhorses, of the type ridden by Torquendyan Knights into battle.

Riding Beasts: Camel, Sutral
Dex: 12
DC: 3
DR: 1
Hit Dice: 2 (+1)
Damage: Hoof (L)
Saving Throw: Fort 2D Ref 1D Will 1D
Special:
Move: 12
Challenge Level: 2

MONSTERS

Beastman
Dex: 11
DC: 4
DR: 1 (or by armour)
Hit Dice: 2 (+2)
Damage: Claw (L) or by weapon
Saving Throw: Fort 2D Ref 2D Will 1D
Special: Rage 1D
Move: 9
Challenge Level: 3

Beastmen are creatures of Chaos - part human and part animal, they are physically and mentally a savage hybrid of man and beast. Beastmen thrive upon the edges of civilization, raiding isolated farmsteads, villages, and other settlements. Beastmen live in nomadic bands and have a natural hatred of anyone else they encounter – including other Beastmen.

Beastmen's bodies are tough strong frames layered in knots of muscle. The tangled fur of Beastmen is matted with dried blood, dirt, and gore that nest countless varieties of ticks and fleas: as a result of this, Beastman live in a state of agitation and rage that always seethes in the heart of every Beastman. Some are horned; some have tails and cloven hooves, and others have long snouts full of sharp teeth. No two Beastmen are alike. The very stench of any Beastman is enough to make even the most seasoned warriors gag;

their brays of bloodlust and the gleam of malice in their dark animalistic eyes can unsettle even the staunchest of troops.

All Beastmen are spiteful and mean-spirited creatures that revel in bloodshed and chaos and loathe order and the very concept of civilization in all its forms. Beastmen are not creatures of nature for there is nothing natural about their existence.

The *Rage* lasts for D6 rounds and gives the Beastman +1 damage in combat. The Beastman suffers no effects of falling to 0 HP or below, until they reach a negative total equal to their positive total or until the fight ends. At that point, they keel over, dead.

Chaotic Features
Beastmen are actually humans that have been warped by the raw stuff of Chaos. Any human can be afflicted by the touch of Chaos and might suffer a chaotic mutation. Prolonged exposure could result in several mutations. None of these mutations is particularly advantageous. A person must make a Fort roll if in contact with raw Chaos. If he fails, he makes a roll on these tables.

1
1. Eyes become huge and bulging
2. No trace of eyes, not even any eye sockets
3. Eyes move to sides of head

4. Third eye grows in centre of forehead
5. Eyes wide open all the time - no eye-lids at all
6. Massive protruding brow and eye-ridges

2
1. Jutting lower or upper jaw, with two large jutting fangs
2. Mouth becomes full of sharp bestial teeth
3. Mouth becomes wide and frog-like
4. Lips and teeth become vertically aligned
5. Neck disappears, head becomes toad-like
6. Webs develop between fingers and toes

3
1. Skin becomes scaly and lizard-like
2. Horns or antlers grow from forehead
3. Hands become pincers, like a crab
4. Hands become clawed
5. Develop a bony carapace
6. Feathers grow instead of hair

4
1. Grow thick fur all over
2. Limbs become elongated and misshapen
3. Arms turn into thrashing tentacles
4. Skin begins to exude a stench
5. Develops a tail
6. Body becomes elongated and snake-like

5
1. Mouth becomes a bird-like beak
2. Skin becomes blotchy with dark crimson or purple patches
3. Skin peels away constantly
4. Legs and feet become goat-like with cloven hooves, or kangaroo-like
5. Nose grows into an elephantine proboscis
6. Becomes crouched and ape-like, with long ape-like arms

6
Roll twice on above tables

Brain-Ripper
Dex: 14
DC: 5
DR: 1 (or by armour)
Hit Dice: 3 (+10)
Damage: Tentacle (special)
Saving Throws: Fort 2D+1 Ref 2D+1 Will 3D+1
Special: INT drain, charm
Move: 9
Challenge Level: 6
Brain-rippers are a super-intelligent, evil, man-shaped race (that may pre-date the Dendrelyssi as the master race) with squid-like tentacles by its mouth which it uses to strike its prey. When it hits prey with a tentacle, the tentacle penetrates to the brain and draws it forth, allowing the monster to devour it. A hit by a tentacle will cause D3 INT damage (no save). A brain-ripper also has a charm-like ability, per the spell (Will save allowed), which it uses to bring its prey within range of its tentacles.

Glob, Acid
Dex: 4
DC: 2
DR: 7
Hit Dice: 4 (+40)
Damage: Pseudopod (M)
Saving Throw: Fort 4D Ref 1D-1 Will 2D
Special: Acidic surface, immune to cold, half damage from blunt weapons
Move: 6
Challenge Level: 14
Dark Globs are amorphous blubbery masses with an acidic surface. They are subterranean predators and scavengers. Any normal weapon or armor contacting a dark glob will be eaten away by the acid. The armour or weapon gets a save of 5+ each time it hits or is hit. They attack by extending one or several long pseudopods or projections from their main mass. These attacks cause acid damage on a hit.

Glob, Blood
Dex: 4
DC: 2
DR: 7
Hit Dice: 3 (+40)
Damage: Pseudopod (M)
Saving Throw: Fort 4D Ref 1D-1 Will 2D
Special: Half damage from blunt weapons, STR drain
Move: 6
Challenge Level: 13

Blood Globs are amorphous masses that look like a pool of congealed blood. They are subterranean predators and scavengers. They live on blood, draining their victims and just leaving the lifeless bodies behind. They attack by extending one or several long pseudopods or projections from their main mass. These attacks, when they attach drain blood through the appendage this drains the victim's STR (Fort save allowed) as well as HP.

Dragons
Dragons are huge winged lizard-like creatures with scaly hides. Some are winged and some are highly intelligent. There are three types of dragon: Wyrms, Drakes and True Dragons.

Wyrm
Dex: 10
DC: 4
DR: 10
Hit Dice: 4 (+35)
Damage: Bite (H) or claws (M)
Saving Throws: Fort 4D+1 Ref 3D Will 3D
Special: None
Move: 9
Challenge Level: 10

Wyrms look like the other types of dragon, except they are wingless and do not fly. They are the least intelligent type of dragon. They tend to be greenish in colour and live in forested mountain caves.

Drake
Dex: 10
DC: 4
DR: 11
Hit Dice: 5 (+45)
Damage: Bite (H) or claws (M)
Saving Throws: Fort 5D+2 Ref 4D Will 4D
Special: Breathe fire
Move: 6/15 (when flying)
Challenge Level: 15

Drakes are like wyrms, but they are winged, tend to be reddish in colour and breathe fire. These were the dragons mastered by the Dendrelyssi and used to ride into battle in days of old. Their fiery breathe reaches a range of 40' and causes 16 points of damage to anyone in the range of the breath (Ref save for half damage).

True Dragon
Dex: 10
DC: 4
DR: 12
Hit Dice: 6 (+60)
Damage: Bite (H) or claws (M)
Saving Throws: Fort 6D+2, Ref 5D Will 5D+1
Special: Breathe fire, spells, magic resistance
Move: 6/15 (when flying)
Challenge Level: 22

True dragons are larger than wyrms and drakes and are highly intelligent. Their fiery breath causes 20 points of damage in a 50' jet (Ref save for half damage). Some have spells as a sorcerer of 6th level (roll 5+ for spells). Dragons have additional magic resistance of 4+. Some even older dragons might have +50 or even +60 HP.

Gargoyle
Dex: 14
DC: 4
DR: 5
Hit Dice: 2 (+6)
Damage: Claws (L)
Saving Throw: Fort 2D+1 Ref 2D+1 Will 2D
Special: Fly
Move: 9/15 (when flying)
Challenge Level: 3
Gargoyles are winged beings resembling the craven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators.

Gaunt
Dex: 14
DC: 4
DR: 2
Hit Dice: 4 (+2)
Damage: Claws (M) or Tail (H)
Saving Throw: Fort 3D+1 Ref 3D+1 Will 3D+1
Special: Carry away
Move: 9/12 (flying)
Challenge Level: 5
Gaunts are 7' tall humanoid creatures with bat-like wings and horrid, rubbery, greyish skin, secreting a greasy fluid. Their paws are animal-like but they

can still grasp objects with them and they have a long spiked tail which they attack with. Their heads have no eyes, mouth or nose but they have two short horns on their foreheads. If they hit with at least 2 of their HD, this means they have grasped their prey and they will try to carry it off to their lair. A Ref save or a STR feat roll means the victim can escape the grasp on the Gaunt (but this might lead to as long drop to the ground!).

Goblin
Dex: 14
DC: 4
DR: 0 (or 1: light armour)
Hit Dice: ½
Damage: By weapon (L)
Saving Throws: Fort 1D-1 Ref 1D+1 Will 1D-1
Special: attack at -1 to hit in sunlight
Move: 12
Challenge Level: ½
Goblins are malicious little flesh-eating creatures (4' tall or so) that inhabit dark woods and underground caverns. They are found everywhere and vary greatly in shape and colouration – for example, some are hairy, others aren't. They use small weapons, like daggers, shortswords, javelins and slings. Individually they aren't brave but like to gang up on their victims. They attack at -1 in the full sunlight.

Grug
Dex: 6
DC: 3
DR: 7
Hit Dice: 6 (+20)
Damage: Claws (M) or bite (H)
Saving Throw: Fort 5D Ref 4D-1 Will 2D
Special:
Move: 9
Challenge Level: 10
Grugs are giant monsters – at least 20' tall. They are humanoid, with two arms which separate at the elbow giving the creature two forearms on each arm. Grugs have large barrel-shaped torsos covered in boney protuberances and course black hair. Their mouths, which run from the top to the bottom of their face, run horizontally rather than vertically. They appear so alien that they must be the result of some experiment by Dendrelyssi wizards and fleshcrafters centuries ago.

Harpy
Dex: 12
DC: 4
DR: 0
Hit Dice: 2 (+1)
Damage: Claws (L)
Saving Throws: Fort 2D Ref 2D Will 2D+1
Special: Fly, siren-song
Move: 6/18 (when flying)
Challenge Level: 3
Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (Will save applies), and the harpy's touch casts the equivalent of a charm person spell (again, Will save applies).

Hell Hound
Dex: 12
DC: 4
DR: 4
Hit Dice: 2 (+5)
Damage: Bite (M)
Saving Throws: Fort 2D Ref 2D Will 2D
Special: Breathe fire
Move: 12
Challenge Level: 4
Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 8 HP damage to a target up to 10' away (Ref save for half damage). They are often used by the Demon Lords as guard dogs.

Hydra
Dex: 7
DC: 2
DR: 9
Hit Dice: 1 per head (+20)
Damage: Bite (M)
Saving Throws: Fort 5D+1 Ref 2D-1 Will 2D
Special: Poison breath, regenerate
Move: 9/12 (swimming)
Challenge Level: 9 to 18
A great many-headed serpent-like creature that lives in lakes, rivers and there are some sea-dwelling variants. A hydra can be killed by severing every head or slaying its body. Each head is assigned one of the Hydra's HD and if that head is "killed" it is severed. However, two new one grow back in D6 rounds. Hydras have at least 4 heads and as many as 12. Some heads can breathe poison in a cloud (roll D6 for each head – if it is 6,

then the head has poison breath). The breath will kill anyone breathing it in within D6 rounds (Fort save allowed).

Lycanthropes
Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage up to the GM). If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear
Dex: 9
DC: 4
DR: 7
Hit Dice: 6 (+20)
Damage: Claws (M) or Bite (H)
Saving Throws: Fort 4D+2 Reflex 4D Will 3D+1
Special: Lycanthropy
Move: 9
Challenge Level: 11
Werebears are often found in temperate forests.

Lycanthrope, Wereboar
Dex: 8
DC: 4
DR: 6
Hit Dice: 4 (+12)
Damage: Bite (H)
Saving Throws: Fort 3D+1 Ref 2D Will 2D+1
Special: Lycanthropy
Move: 12
Challenge Level: 6
Wereboars are often found in the remote wilderness and are especially temperamental.

Lycanthrope, Wererat
Dex: 16
DC: 5
DR: 4
Hit Dice: 2 (+4)
Damage: Bite (L) or by weapon
Saving Throw: Fort 2D Ref 2D+1 Will 2D
Special: Control rats, Lycanthropy
Move: 12
Challenge Level: 3
Wererats are often found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1–4 on a d6).

Lycanthrope, Weretiger
Dex: 14
DC: 5
DR: 7
Hit Dice: 5 (+16)
Damage: Bite (H)
Saving Throws: Fort 4D+1 Ref 4D+1 Will 3D
Special: Lycanthropy
Move: 12
Challenge Level: 8
Weretigers are often found in tropical cities and ancient jungle ruins.

Lycanthrope, Werewolf
Dex: 13
DC: 4
DR: 6
Hit Dice: 3 (+8)
Damage: Bite (H)
Saving Throws: Fort 3D+1 Ref 2D Will 2D
Special: Lycanthropy
Move: 12
Challenge Level: 4
Werewolves are the traditional Lycanthropes seen in horror movies.

Nightglider
Dex: 14
DC: 5
DR: 3
Hit Dice: 2
Damage: Spines (M)
Saving Throw: Fort 2D Ref 2D+1 Will 2D
Special: Enveloping, camouflage
Move: 6/12 (gliding)
Challenge Level: 3
The nightglider is an arboreal predator. It spends the daylight hours pressed against a tree trunk, its brown fur blending in with the bark, and its spines flattened against its chest. When night falls, it awakens and swoops down on its prey, impaling them on the sharp spines that cover the front of its abdomen; whist wrapping its gliding wings around so its prey can't escape.

Ogre
Dex: 6
DC: 3
DR: 4
Hit Dice: 3 (+25)
Damage: By weapon (H)
Saving Throws: Fort 3D+1
Ref 2D-1 Will 2D-1

Special: +1 to damage
Move: 9
Challenge Level: 7
Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. They use clubs or mauls (heavy) and receive at least +1 to weapon damage due to formidable strength. They like to eat human flesh.

Striga
Dex: 15
DC: 6
DR: 0
Hit Dice: 1 (+1)
Damage: Claws (L)
Saving Throw: Fort 1D Ref 1D+1 Will 1D-1
Special:
Move: 6/18 (flying)
Challenge Level: 2
The striga is a blood-drinking bird, looking a little like a very large owl with a long proboscis instead of a beak. They can be found in dark tangled forests and some, that look more bat-like, are found in subterranean lairs. They can detect blood up to half a mile away and will wait in the darkness to swoop down on their prey; raking with their claws and seeking to attach their proboscis to suck up their victim's blood. If a striga manages to hit it's victim, it means it has got a hold and next round will drain blood each round (D3 CON) until removed – a STR feat is needed to pull it off, or if it can be killed, but this will require careful attacks using daggers and similar "finesse"
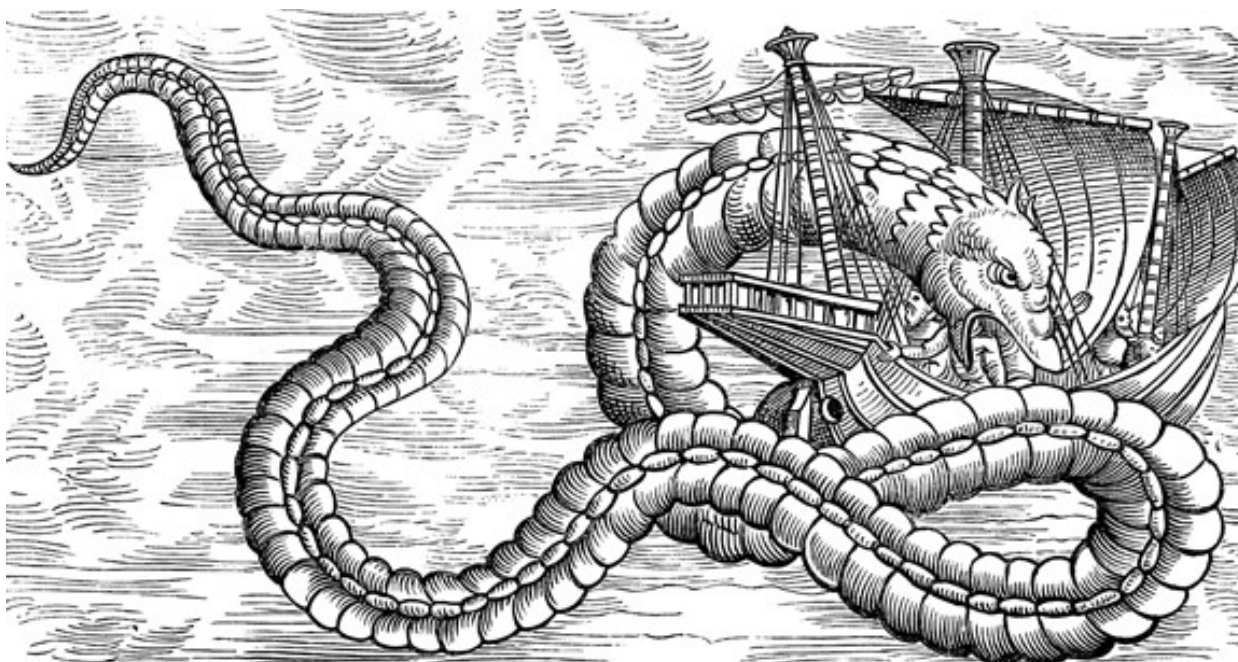
weapons (crude swings with axes and two-handed swords are just as likely to harm the person to whom the striga is attached).

Sea Serpent
Dex: 10
DC: 4
DR: 10
Hit Dice: 5 (+50)
Damage: Bite (H)
Saving Throw: Fort 4D+2 Ref 2D Will 2D
Special: Swallow whole
Move: 12 (swimming)
Challenge Level: 14
Sea serpents are massive dragon-like sea dwellers. They are generally grey-green in colour and usually covered in barnacles. They have been known to crush whole ships, dragging them down to the depths where they dwell. If a sea serpent his with at least two of its HD, it means it has swallowed its victim whole. A massive sea serpent called Strygantha lives in the Mournful Sea.

Sea Serpent, Strygantha
Dex: 9
DC: 4
DR: 14
Hit Dice: 6 (+70)
Damage: Bite (H)
Saving Throw: Fort 7D+2 Ref 3D Will 4D
Special: Swallow whole
Move: 12 (swimming)

Challenge Level: 21
There are numerous legends about Strygantha. The creature is the largest sea serpent ever sighted. It resides in the Mournful Sea and has been responsible for many lost vessels over the centuries. It is far larger than any other sea serpent and possibly far more intelligent. If it hits with at least two of its HD, this means it has swallowed its victim whole.

Slitherslime
Dex: 5
DC: 2
DR: 2
Hit Dice: 0 (+30)
Damage: Special
Saving Throw: Fort 3D Ref 1D-1 Will 2D
Special: Sticky, dissolves flesh,
Move: 3
Challenge Level: 8
The slitherslime is a yellow-green ooze that hangs from trees in dark areas of the forest – dangling a curtain of sticky material that will ensnare unwary passer's by (REF save to avoid). It then secretes a sticky digestive juice that dissolves the flesh at 1 HP per round, to absorb the nutrients inside. A STR feat roll at -1 is needed to break free. Once it has feasted, it slides within the hollow of a tree until it is ready to feast again. Some ancient slitherslimes are so huge they cover an expanse of several trees or more. Slitherslimes do not like heat and will slither away from flames.

Toadman
Dex: 12
DC: 3
DR: 0 (or 1, light armour)
Hit Dice: 1 (-1)
Damage: By weapon
Saving Throws: Fort 1D Ref 1D Will 1D
Special: Camouflage
Move: 6/12 (swimming)
Challenge Level: 1

Toadmen (sometimes called Frogfolk) are bipedal monsters that inhabit wet places - rainy forests, marshes, damp caves or virtually any other place that is shady or dark and has water nearby. They have webbed hands and feet, terminating in claws, mottled green-grey or green-brown skin that can change colour to match their surroundings, making them harder to notice if they are waiting in ambush (-2 to notice roll). They form tribes led by at least one larger individual (2HD or more) and/or a shaman (sorcerer). Toadmen are definitely worshippers of the dark gods and their villages usually contain central totemic idols to these demons. It is believed that Toadmen are the degenerate ancestors of an ancient race that ruled before the Dendrelyssi, whilst the world was young.

Zhoul
Dex: 14
DC: 5
DR: 3
Hit Dice: 3 (+15)
Damage: Claw (L) or Bite (H)
Saving Throw: Fort 2D+1 Ref 2D+1 Will 1D
Special: Leap attack
Move: 12
Challenge Level: 7

Zhouls are about twice the height of a man, with scabrous hairless skin and long powerful hind legs, using them to hop around with and to leap into attack. They have horse-like heads and long jaws full of sharp teeth. When they leap into attack, they receive +1 to their attack roll. Zhouls live in dark places as the sunlight causes their flesh to burn (even though they aren't undead), suffering 1 HP per full turn in full direct sunlight. Zhouls love to eat fresh meat and seem to delight in eating human flesh, in particular.

UNDEAD

Undead are either the dead bodies of people that have been reanimated by evil sorcerers and cultists to serve them as bodyguard or, tormented souls that due to the way they died have been unable to leave the earthly realm. Both types are malevolent and often induce fear in those viewing them. All undead are completely immune to sleep, charm and fear spells, as well as other similar types of spell at the GMs discretion.

CORPOREAL UNDEAD

Some undead are earthly or corporeal and can affect and be affected by physical means.

Crypt Corpse
Dex: 8
DC: 3
DR: 4
Hit Dice: 3 (+8)
Damage: Claw (L + special)
Saving Throw: Fort 3D+1 Ref 1D Will 2D+1
Special: Fear, strangulation
Move: 6
Challenge Level: 5
A crypt corpse resembles a lich and seeing one rise out of its sarcophagus induces paralytic fear in anyone of 3HD or below lasting D6 rounds. A Will save will negate these effects. Its claws rake anyone it is attacking and, if two of its HD hit a single target it has attached its claws to the neck of its victim and will attempt to strangle them to death. A STR feat is needed to escape; otherwise damage is an automatic hit causing 3-9 (D3x3) each round whilst the Crypt Corpse is attached.

Ghoul
Dex: 11
DC: 4
DR: 3
Hit Dice: 2 (+5)
Damage: Claw (L + special) or Bite (H)
Saving Throw: Fort 2D Ref 2D Will 1D
Special: Paralysis
Move: 9
Challenge Level: 4
Ghouls are hunched and stunted, scabby, slightly rotting, foul smelling, almost goblin-like humanoids. They are corpse-eaters and attack on sight and to the death. Ghouls are found in dark places where there might be dead bodies to eat. Their claw attacks cause mild paralysis (unable to

move for D6 turns). A Fort saving throw is allowed against this effect.

Lich
Dex: 12
DC: 3
DR: 6
Hit Dice: 5 (+15)
Damage: Claw (L + special)
Saving Throw: Fort 4D Ref 3D Will 3D+1
Special: Fear, touch causes paralysis, spells per sorcerer, ½ damage from normal weapons
Move: 9
Challenge Level: 13
A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Liches speak any languages they knew in life. Liches are the undead remnants of sorcerers and wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magic, gone awry). A lich has the spell-casting powers of a 6th level sorcerer. A lich's touch causes paralysis (with -1 to the Fort save), and the very sight of one of these dread creatures causes paralysis lasting for D6 turns in any being of 3 HD or below (a Will save is allowed). Liches are highly malign and intelligent and are usually surrounded by skeleton and zombie servants and bodyguards. Normal (non-magic or silvered) weapons cause only half damage to a lich.

Mummy
Dex: 9
DC: 3
DR: 5
Hit Dice: 4 (+10)
Damage: (M + special)
Saving Throw: Fort 3D+1 Ref 2D Will 3D
Special: Fear, mummy rot, ½ damage from normal weapons
Move: 6
Challenge Level: 9
Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 6 feet tall or more, draped in the remains of their rotted grave wrappings. The very sight of one of these dread creatures causes paralysis lasting for D6 turns in any being of 3 HD or below (a Will save is allowed).

Mummies can speak in a cracked and mumbling fashion but seldom bother to do so. A successful attack inflicts a rotting disease (a Fort save is allowed) which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A *Cure Disease* spell can increase healing rate to half normal, but a *Remove Curse* spell is required to completely lift the mummy's curse. Normal (non-magic or silvered) weapons cause only half damage to a mummy.

Skeleton
Dex: 10
DC: 3 (or 4, shield)
DR: 0 (or by armour)
Hit Dice: 1
Damage: Claw (L) or by weapon
Saving Throw: Fort 1D Ref 1D Will 1D
Special: ½ damage from non-smashing weapons
Move: 12
Challenge Level: 1
Skeletons are animated bones of the dead, usually under the control of some evil master. They sometimes have shields and wear remnants of the armour and use the weapons they had whilst alive. Edged and pointed weapons (arrows, bolts, swords, spears) cause half damage. Maces and other blunt weapons do full damage.

Zombie
Dex: 7
DC: 2
DR: 0
Hit Dice: 1 (+3)
Damage: Unarmed (VL) or by weapon
Saving Throw: Fort 1D+1 Ref 1D-1 Will 1D-1
Special: Hard to destroy
Move: 6
Challenge Level: 1
Zombies are mindless creatures; created from the more recent dead. The standard zombie is simply a corpse animated to do its creator's bidding, but the GM can give them extra HD or abilities if required. They are so stupid that their master must only give them very simple instructions. Even then sometimes, if left alone for a length of time, they just wander off aimlessly, forgetting what they are supposed to be doing. They attack with a strike unless given a simple weapon. When reduced to 0 HP, they aren't necessarily immediately destroyed. Each time you subsequently hit roll a D6: 1 sever a leg; zombie keeps attacking but moves half speed/2-4: sever an arm; zombie keeps attacking but attacks do only D2 damage/5-6 smash or sever head; zombie is destroyed.

NON-CORPOREAL UNDEAD

Non-corporeal undead are insubstantial and cannot be affected physically and neither can they make physical attacks; they can pass through physical objects, like walls. They "drift" – meaning they can travel over water and other terrain as if it were land. Some require silvered weapons to hit and the more powerful ones are only affected by magic (demon) weapons. They are immune to effects that require a Fort save. They are mostly powerless in full daylight and will avoid it. Non-corporeal undead only touch one person at a time and however many times they hit their target, it only counts as one "hit".

Banshee
Dex: 15
DC: 9
DR: 0
Hit Dice: 6 (-4)
Damage: Touch (special)
Saving Throw: Fort * Ref 4D+1 Will 4D+2
Special: Appearance causes paralytic fear, touch causes level drain, magic weapons required to hit, death shriek.
Move: 12
Challenge Level: 14
Banshees are horrid undead spirits that live in swamps and other desolate places. They look like gaunt female humans with long, stringy hair and glowing yellow eyes. Banshees have an additional 4+ save against magic in addition to their complete immunity to fear, charm and sleep. Their shriek (once per day) necessitates a Will save or the hearer will die in 2D6 rounds. Crossing running water causes a Banshee to lose its magic resistance for 3D6 hours.

Ghost
Dex: 14
DC: 8
DR: 0
Hit Dice: 5 (-3)
Damage: Touch (special)
Saving Throw: Fort * Ref 3D+1 Will 3D+1
Special: Appearance causes paralytic fear, touch causes paralysis and level drain, silvered or magic weapons required to hit

Move: 9
Challenge Level: 10
Ghosts can be dangerous and powerful undead spirits. They are usually tied to a specific location, item or creature (their "haunt"). They are often stuck in the material realm because they have unfinished business; which when completed allows them to "die". Sometimes they are malevolent and will attack mindlessly any creature that crosses their path. Their chill touch can paralyze (with a -1 to the Fort save) and drain a level (another fort save). Other times they are more benign, not necessarily causing harm (although still terrifying), but trying to get living creatures to understand what it is that will set them free. Some ghosts flit between the two randomly; sometimes attacking and at other times pleading for help.

Shadow
Dex: 12
DC: 5
DR: 0
Hit Dice: 1 (-1)
Damage: Touch (special)
Saving Throw: Fort * Ref 2D Will 2D
Special: Touch causes D3 STR drain, silvered or magic weapons required to hit
Move: 12
Challenge Level: 3
A shadow can be difficult to see in dark or gloomy areas (-1 to notice rolls) but stands out starkly in brightly illuminated places. It resembles a normal human's shadow, but has longer arms and claws and is often hunched over and creepy looking. Shadows cannot speak intelligibly. Any person reduced to 0 STR becomes a shadow under the control of the shadow that killed him.

Wight
Dex: 11
DC: 6
DR: 0
Hit Dice: 2 (-1)
Damage: Touch (special)
Saving Throw: Fort* Ref 3D Will 2D+1
Special: Touch causes D3 DEX drain, silvered or magic weapons required to hit
Move: 12
Challenge Level: 4
A wight's appearance is an insubstantial and weird and twisted reflection of the form it had in life. Anyone reduced to 0 DEX by a wight becomes a

wight under the control of the wight that killed him.

Wisp
Dex: 16
DC: 5
DR: 0
Hit Dice: ½
Damage: None
Saving Throw: Fort * Ref 2D+1 Will 2D
Special: Trickery, silvered or magic weapons required to hit
Move: 12
Challenge Level: 1
Wisps are mischievous spirits that use trickery and minor glamours to tempt or lure humans to their death. In marshes or thick woods, they will create little lights to make lost people follow them, where they will lead them into quicksand or over a cliff edge. Sometimes they will steal something and try to get the victim to believe one of his friends stole it. Or they will create the illusion of treasure visible in a hole in a tree (where there is a poison snake) and so on. They do not/cannot attack directly.

Wraith
Dex: 13
DC: 7
DR: 0
Hit Dice: 3 (-2)
Damage: Touch (special)
Saving Throw: Fort * Ref 3D Will 3D
Special: Appearance causes fear, touch causes level drain, silvered or magic weapons required to hit
Move: 12
Challenge Level: 6
Wraiths are grim, dark, incorporeal, silhouette beings that drift towards any living creature to drain away their life energies (one experience level) with the chilling touch of their claws. A Fort save is allowed. Normally found in the barrows of fallen heroes or in deep dark places, they protect their place of death (or burial) with an evil malevolence.

VAMPIRE PRINCES AND LICH LORDS

Vampire Prince
Dex: 18
DC: 7
DR: 8
Hit Dice: 7 (+25)
Damage: Bite (VL + level drain) or by weapon
Saving Throw: Fort 4D+2 Ref 4D+2 Will 4D+1
Special: Appearance causes fear, bite causes level drain, silvered (at half damage) or magic weapons required to hit, regeneration, charm
Move: 12
Challenge Level: 17
Vampires are creatures that have been infected by vampirism; a disease that is transmitted from some creature already infected to another, by biting them and draining all their blood. They are semi-corporeal. If using their bite they attack as non-corporeal undead but if fighting using a weapon, they attack as a corporeal undead. Once created, the vampiric creature becomes one of the most powerful of the Undead. Their eyes turn red, their teeth and claws grow longer and they become nocturnal, avoiding full daylight. Vampires crave blood and their bite drains one experience level from the victim. A Fortitude save is allowed. They can only be hit with magic or silvered weapons.

Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a Charm Person spell). Some vampires have additional powers – such as spider climb at will, summon rats, bats or wolves or turn into gaseous form.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic; they cast no shadow and have no reflections.

Lich Lord
Dex: 11
DC: 7
DR: 8
Hit Dice: 6 (+25)
Damage: Claw (L + level drain) or by weapon
Saving Throw: Fort 4D+2 Ref 4D Will 4D+2
Special: Appearance causes fear, touch causes level drain, slivered (at half damage) or magic weapons required to hit, magic spells
Move: 9
Challenge Level: 18
Lich lords, resemble regular liches but they are semi-corporeal. This means if using their touch, they attack as a non-corporeal undead but if using a weapon, they attack as a corporeal undead. Lich lords speak any languages they knew in life. A lich lord has the spell-casting powers of a 10th level sorcerer. A lich's touch causes paralysis (with -1 to the Fort save), and the very sight of one of these dread creatures causes paralysis lasting for D6 turns in any being of 5 HD or below (a Will save is allowed at -1). Lich lords are always surrounded by skeleton and zombie servants and bodyguards. Normal (non-magic or silvered) weapons cause only half damage to a lich.

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CREATING NEW MONSTERS

Because Crimson Blades isn't a traditional "dungeon-bash" game, you shouldn't let the monsters become formulaic. Monsters abilities are not at all determined by the rules for player-characters. Even the NPCs shouldn't necessarily be created in the same way as PCs (although they can be). As the GM, you should decide a monster's abilities and you don't have to follow any rules about this. What you do need to do is create interesting and varied creatures that will provide a challenge for your players. Feel free to add extra hit dice, sorcerer spells, thief, barbarian or mountebank abilities, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent!

The rules aren't responsible for the quality of the dark fantasy and adventure in your game, you are! So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

Challenge Levels
The Challenge Level (CL) of a monster is a useful guide for judging the difficulty of an encounter, but it is not an exact science. Experience with your own players will tell you how tough an encounter they can handle, and what kinds of encounters they are best at.

Generally speaking, NPCs and monsters of the same level or HD as the characters will be a challenge for the characters. So, a party of three 2nd level characters that run into three zouls (2(+2) HD) will find that encounter a challenge. However, some monsters have special abilities and other features that make them more of a challenge than their HD alone would indicate.

To determine a monster's CL, take its HD as the base and for every +5(HP) in brackets, add 1 to the CL and then add to that number if the beast has special abilities that make it harder to kill, or more dangerous to the characters.

The *Challenge Level Modifications* table contains guidelines for how many additional CL to add to a beast's HD, based on special abilities.

If a monster just has a lot better armour than the norm or a better weapon or just a minor ability or two, you can add half again to the XP for defeating it. So a goblin (normally DC 4, DR0) wearing chain and shield (DC5 and DR3) might warrant 3 XP rather than the usual 2. If a monster has extra HP that don't come to the full +5, you could give an extra 1 or even 2 points per +1, especially for powerful creatures..

Table 27: Challenge Level Modifications

Modifications	Add to Challenge Level
DC 7	+1 HD
DC 8	+2 HD
DC 9+	+3 HD
DR 7	+1 HD
DR 8+	+2 HD
DR 9+	+3 HD
Disease, Lycanthropy	+1 HD
Drains level	+2 HD
Drains attribute	+1 HD
Immune or half damage to	+1 HD
Immune to non-magic weapons	+1 HD
Death effect (poison, shriek etc)	+2 HD
Paralysis, immobilizes enemies	+1 HD
Undead (immune to sleep, charm,	+1 HD
Uses multiple spells level 1-2	+1 HD
Uses multiple spells level 3-4	+2 HD
Uses multiple spells up to level 5	+3 HD
Miscellaneous other	+ ½ or +1 HD

ENCOUNTERS

Generally, the GM determines encounters in advance as part of his overall adventure. However, sometimes the characters will wander off somewhere unexpected or will dally around in a dangerous location and this is where you might want to see if something comes along. Not all encounters are troublesome or dangerous; some will be helpful.

At intervals determined by the GM, he will roll a die. If a '6' comes up, the characters have had an encounter. Check the tables below to see which one is the nearest to the type of terrain where the encounter takes place and roll a die for the column and another die for the row. The tables are designed simply to come up with something that might be appropriate when the GM can't think of something to challenge his players off the cuff. The numbers encountered are up to the GM, based on the strength of the PCs and their ability to handle the encounter.

Table 28: Cave, Catacomb or Tunnel Encounters

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Goblins	Glob, Blood
2	Centipedes, Huge	Glob, Acid
3	Rats, Giant	Necromancer
4	Skeletons	Shadow
5	Zombies	Wight
6	Crypt Corpse	Wraith

Table 29: Field or Plain

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Wolves	Beastmen
2	Hawk	Mercenaries
3	Eagle	Bandits
4	Townsfolk	Hunter
5	Centipedes, Huge	Snake, poisonous
6	Centipedes, Giant	Panther

Table 30: Forest or Wood Encounters

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Beastmen	Panther
2	Goblins	Centipede, Giant
3	Hunters	Centipede,
4	Bears	Witch
5	Wolves	Wisps
6	Snake, poisonous	Snake, Constrictor

Table 31: Hill or Mountain Encounters

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Goblins	Panther
2	Snake, poisonous	Eagle
3	Bandits	Dragon, Wyrm
4	Harpies	Bear
5	Gargoyles	Hunters
6	Wolves	Snake, constrictor

Table 32: Swamp or Marsh Encounters

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Toadmen	Witch
2	Crocodiles	Glob, Blood
3	Centipedes, Huge	Snake, poisonous
4	Centipedes, Giant	Snake, Constrictor
5	Wisps	Hydra
6	Rats	Centipede, Colossal

Table 33: Well-Travelled Road Encounters

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Bandits	Dendrelyssi
2	Charlatans	Beastmen
3	Mercenaries	Necromancer
4	Townsfolk	Witch
5	Cultists	Enchantress
6	Redeemer	Berserkers

TREASURE

Finding treasure is highly important in many of the traditional RPGs, where exploring dungeons and killing monsters for their loot is the primary goal of the game. Crimson Blades isn't so much about treasure-grabbing; although finding treasure is a great way to reward players for their characters' achievements. Accordingly, treasure isn't really featured in a large way in this game.

Monsters don't hoard loot. Bandits and pirates probably do, but they also spend it. Most townsfolk barely get by with a few coins to rub together. That' not to say there won't be caches of hidden treasure lying around in long-lost vaults and ancient cellars. However, if you choose to have a huge cache of loot in your game for your player characters to discover, the content of the cache is up to you.

Keep in mind that hunting and patrolling creatures won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild beast to have a cache of treasure hidden away somewhere.

Magic items

In Crimson Blades magic items are scarcer than in many more traditional "dungeon-bashing" role playing games. Therefore, there are not pages of tables for you to roll on to determine what magic items each monster or NPC has. Almost all have none.

There will be hidden temples and old Dendrelyssi sites that contain useful artifacts though. These are the sort of places that sorcerers like to find; because the only way a sorcerer gains access to new spells is to find them in musty old tomes and on buried parchments. You should make sure you give your sorcerer players characters plenty of opportunity to find and learn these spells.

Magic items must be carefully thought out. Each one will have a story of who created it, when it was created, who owned it and so on. Magic items are legendary artifacts and must be treated as such. Obtaining magic items would be the object of a particular quest; they do not just happen to be lying around.
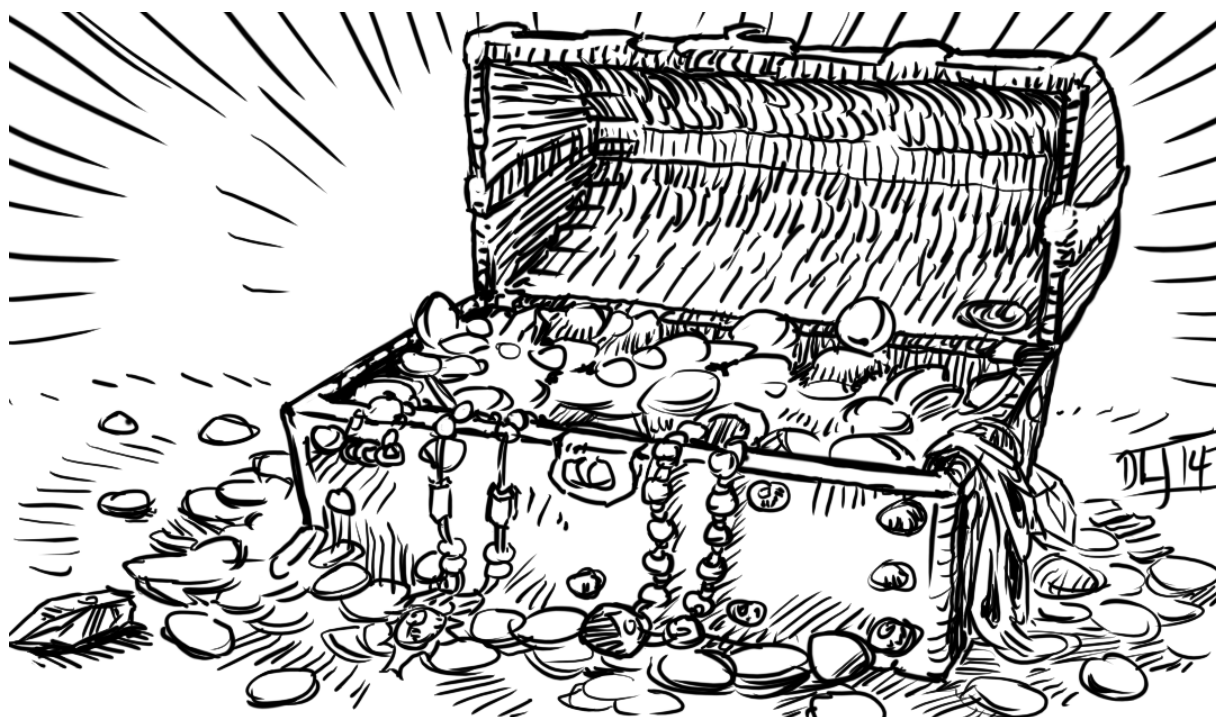
BOOK 4: CRIMSON LANDS (LEGENDS & LOCALES)

INTRODUCTION

Crimson Lands (Legends & Locales) is book four in the set of four that makes up the Crimson Blades Dark Fantasy RPG. This book is for the GM only as it contains background and setting information for the Crimson Lands (the setting for the game) as well as a number of adventure ideas, an adventure generator and one fully fleshed out adventure.

The setting information provided in this book is designed so that it gives you enough to work with but not too much to overwhelm you. By reading through the book, you should be able to get a good enough feel for the Crimson Lands that you can take the setting and make it your own. Just about all of the locations ought to provide you with some ideas for adventures and, because the world is only lightly sketched out, you won't have to worry too much when putting your own slant on things that you might be messing something up elsewhere.

Running a game of Crimson Blades can be a lot easier than running some other fantasy RPGs because there aren't many rules and your discretion overrides them anyway. Most situations are handled by making "common sense" decisions about what would happen next. However, there are things you need to remember about Crimson Blades that you don't have to concern yourself with so much in other fantasy RPGs. Crimson

Blades is sword and sorcery or dark fantasy – therefore the characters are much more morally ambiguous than say, the characters in Lord of the Rings. Characters are killers and not afraid to draw their swords to end an argument. They are generally wanderers, never stopping in one place for too long - probably because of this tendency towards violence.

Another major way that dark fantasy stories differ from other forms of fantasy is that the hero is usually a loner. Whilst generally charismatic, the hero prefers to travel the world on his own. Although the heroes might pick up a sidekick along the way they normally face the dangers of the world by trusting to their own abilities (possibly including sorcery) and skill with a blade. This is harder to do in a role-playing game where you would normally have a party of characters adventuring together.

In Crimson Blades, the classes have been designed to make them a little more resilient – sorcerers can wear armour and can fight reasonably well, allowing you to run games where there are fewer players. Even so, you will need to make a few genre concessions if you have a larger gaming group.

-    Simon W

DESIGNING ADVENTURES & CAMPAIGNS

Basically, the "adventure" is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies - it's guaranteed that the players will do something unexpected during the adventure, and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.

Creating a Crimson Blades campaign can be a complex task, assuming that the GM is attempting to tell a long and involved story with its own set of heroes, villains and memorable occurrences. The best such campaigns are planned from the beginning, but it is also possible to begin without a grand narrative envisioned from the start, instead starting with a simple idea for perhaps one or two short, self-contained adventures and embellishing the plot as you go

A campaign is the world beyond the adventure, the cities and forests and coastlines and kingdoms of the fantasy world. The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area (the location of the first adventure - a dark forest—perhaps?).

As players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world - with continents, kingdoms, and great empires. If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favourite fantasy books.

There is a basic fantasy world in this book to get you started – The Crimson Lands. One of the classes (Dendrelyssi) assumes you will be using this world for your adventures.

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THE CRIMSON LANDS

The Dendrelyssi once ruled the Crimson Lands through sorcerous power and the sheer might of their demon-enhanced fighting ships and dragon-riding warriors. However, their empire is no more and, as a force, they have been in slow decline for nearly five centuries.

The Empire of The Crimson Lands was held together by Dendrelyssi sea power and for thousands of years it grew rich on tributes collected from many nations. However, whilst the Dendrelyssi bathed in their past glories, newer nations were rising far to the west.

These new nations gnawed at the edges of the Dendrelyssi Empire; slowly toppling their far-flung outposts and increasing their foothold into Dendrelyssi holdings. All the while, the Dendrelyssi coffers were no longer being replenished at the rate they were used to. Because the ingress was gradual and because the Dendrelyssi arrogantly assumed they were invincible, they were unaware of the danger until it was too late.

The Dendrelyssi fought back; fighting often and rarely losing but all the while being pushed back as they no longer had the numbers to hold onto their lands. Soon the invasion gained momentum and one-by-one, Dendrelyssi cities fell to the invaders as they swept across The Crimson Lands destroying everything in their path. Before long they were on the doorstep of the Isle of Dendrelyss itself.

The Dendrelyssi nobility was forced into action. They hastily mustered their aging fleet – just under two-hundred ships - which set sail from Necrolorn and met the invading fleet of over a thousand ships in the middle of the Crimson Sea. There a mighty sea-battle was waged and, although yet again the Dendrelyssi were victorious utterly destroying every last one of the enemy ships, only forty-four Dendrelyssi warships managed to limp home to lick their wounds. The Dendrelyssi were no longer a threat and The Crimson Lands were now in the hands of mankind.

DENDRELYSS

The Dendrelyssi have lived here for thousands of years and have all but lost their curiosity about the world. Very few Dendrelyssi even venture around the island, although they occasionally send their slaves on some errand or another. The hilly island, once widely cultivated, has now reverted to dense woodland. Over thousands of years, the Dendrelyssi have introduced new species for their benefit or pleasure; probably they have forced others into extinction. Wild animals known to live on the island include wolves, bears, boar and deer. There are undoubtedly abominations living in the wilder spots; monsters created by the Dendrelyssi wizards of old that have escaped and thrive in the mountain and forest regions. Most Dendrelyssi live in the once great city of Necrolorn and a few still live in Mnenthaynal. The ruins of other Dendrelyssi villas and towns are scattered all over the island, some empty for thousands of years and some deserted only comparatively recently. Many sorcerous secrets are rumoured to lay hidden in these fallen monuments.

Necrolorn

Necrolorn is the dying capital of a dying race. Once there were hundreds of thousands living here; now there is a mere fraction of that number. Whilst the Dendrelyssi now number only in their several thousands, their slaves are far more numerous, outnumbering their otherworldly masters by around ten to one. The architecture of Necrolorn is characterized by tall and slender many-colored towers topped with ancient banners

declaring their nobility. The declining population has left many towers crumbling in neglect. At two hundred feet in height, the highest tower in the Royal Palace is Adeeshuduggaat, The Silver-Cloud Tower, The Tower of The Emperor, with a magically sealed door. Other towers of the Royal Palace are Suusaandar (The Princess's Tower) and Issaruutunu (The Summoning Tower). The ruins of the Guarding Tower (Niiqquulamuusu), sit at the entrance of the bay, where the remains of the Dendrelyssi fleet are harboured. Most of the vessels haven't been sea-worthy since the Battle of The Crimson Sea.

Mnenthaynal
Like Necrolorn, large parts of this once thriving city are now desolate and falling into disrepair. Only about a hundred noble families still live here, most having left to live out their days in the capital.

DESTOI
Destoi is a small, sparsely populated and largely unimportant land. Its inhabitants are simple peasants, woodsmen, herdsmen and fishermen.

Ampoi
The capital city of Destoi, Ampoi is small by the standards of other capitals. It has a modest fishing and trade port. Few merchants visit, as the place has little to offer that can't be found elsewhere. However, that occasionally means you can get a bargain here.

DRALUCIA
Dralucia is a powerful nation, with two capitals – Nazzeron, (the northern capital) and Coravant (the southern capital). They are ruled respectively by the Twin-Kings, Jameth and Sameth. They couldn't be separated at birth and so, when the old king died, they were both crowned and given royal palaces, creating two capitals. It is said that despite being over 400 miles apart, they always know what each other is thinking. Dralucia has a powerful fleet and a sizeable army.

Coravant
Coravant is a busy sea port, carrying out much of its trade with the southern lands across the Mournful Sea. As such, Coravant always has some of the most rare and unusual goods – rich spices, bright silks, strange creatures, precious gems and peculiar relics.

Nazzeron
Vying with Krorn as the busiest and wealthiest trade centre, Nazzeron is incredibly diverse and its marketplaces team with merchants trading items they've brought up from Coravant.

Kreska
Kreska is built on top of the ruins of an ancient city supposedly built by a people that existed before the Dendrelyssi. There are vaults and passages beneath the city, from which sometimes inhuman sounds can be heard at night.

FORLUCIA
Forlucia is a land of nomadic horsemen on the western plains and wild tribesmen in the wooded parts to the north and south.

Malygris
Malygris is a vast and sprawling mountain city built in and along the sides of the "Serpent Pass", a winding mountain pass fought over and changing hands for centuries before the founding of Malygris. The city is made up of several smaller settlements that pre-existed and old tribal enmities still flair up within the city from time to time.

Zinzeeror (ruins)
The ruins of an ancient structure lies about 50 miles from Malygris. The structure is said to have been built by a race that pre-dates the Dendrelyssi. Whether it is a city, a temple or a mausoleum, none are sure. Ghouls and other abominations now stalk the ruins and although rumoured to contain vast treasures only the foolish venture there. Few have ever returned in one piece.

KRAND
Krand suffered heavily under Dendrelyssi domination. Even now, the scars of their suffering run deep and Krandians are still unused to open displays of magic, viewing sorcery as unnatural and evil. This has led to the rise of a powerful force of "Royal Redeemers", whose job is to scour the land for signs of the Dendrelyssi or sorcery and stamp it out for good. There are numerous sites across Krand that testify to Dendrelyssi rule. Many were destroyed and wiped off the face of the land; others were left to moulder and have been completely untouched since the Dendrelyssi left. Krand is now a rich country, with a diversity of
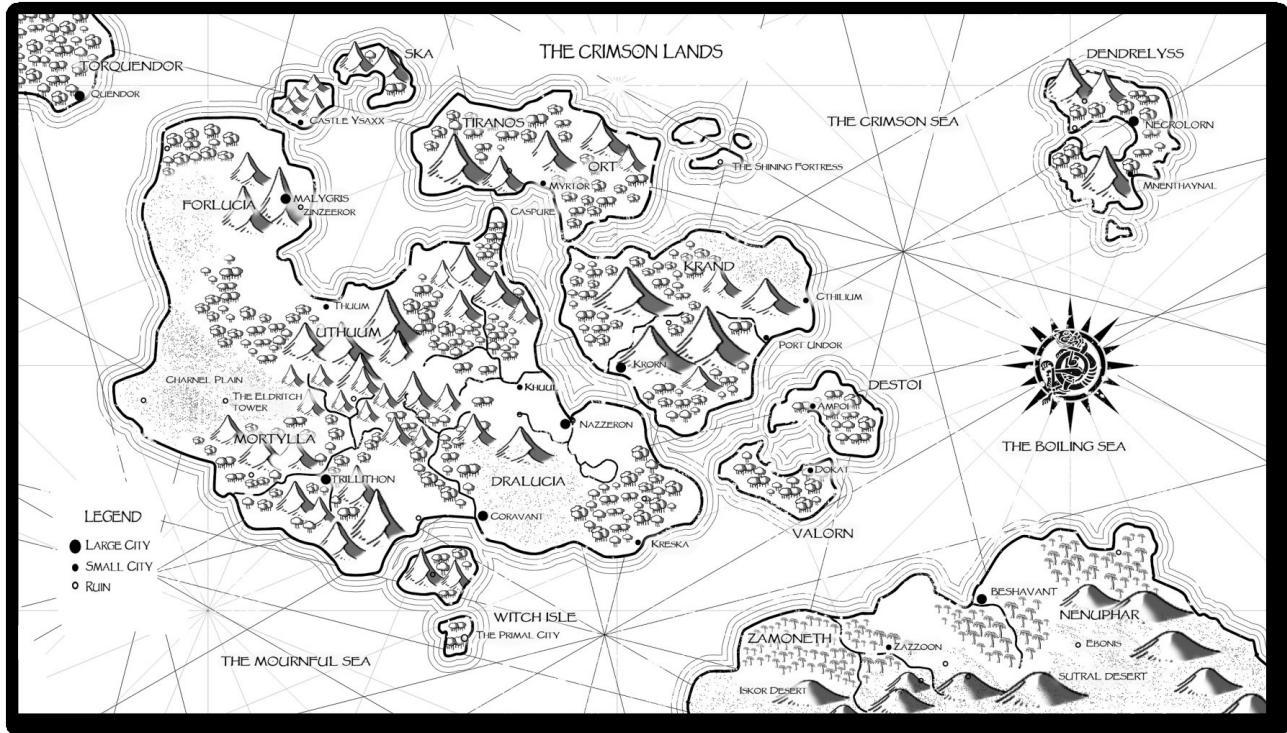
natural resources, from the mountains that are rich in minerals, the lumber from the forests and the fertile soil for growing a variety of crops.

Cthilium

Although the Krandians destroyed or left deserted nearly every other Dendrelyssi habitation, they couldn't bring themselves to leave Cthilium. It is a wonderful city, with broad streets, magnificent plazas and grand architecture. The port attracts trade but more importantly, there is a well-prepared fleet here at all times, in readiness to strike if ever the Dendrelyssi threaten Krand again. The Royal Redeemers have a particularly strong presence in Cthilium.

Krorn

The capital of Krand and probably the busiest trade centre in the Crimson Lands. The merchants of Krorn are noted for their honesty; the merchant's rapid rise in wealth and power is seen as a threat to some of the established nobility of Krand.

Port Undor

A growing trade port with one of the best shipyards in The Crimson Lands. The ships built here are the sleekest and most seaworthy of those found anywhere.

MORTYLLA

The Mortyllans are not believed to be pure humans; perhaps mingling too freely with a race that preceded the Dendrelyssi some time back in the primordial past. As worshippers of Chaos, the people of Mortylla claim to be heirs to the sorceries of the Dendrelyssi but they don't have the proper mentality of the Dendrelyssi and are ruled by Chaos rather than taming it as the Dendrelyssi did. Mortylla is a nation of sadistic, warped people; many of them are quite possibly insane. The rest of humanity fears them as warmongers and bloodthirsty priests. Mortylla is a dominant power among the Crimson Lands, more because of her black sorceries than for her military might. For its great size, Mortylla is thinly settled – small villages and farmsteads dot the landscape but few settlements are bigger than a few hundred people. The bulk of the population lives in the huge capital of Trillithon.

A large area of Mortylla is taken with a dry and bleak wasteland known as the Charnel Plain in the middle of which is an ancient necromancer's tower, known as the Eldritch Tower. It is believed that countless centuries ago the necromancer attempted a powerful conjuration to summon an army of undead. The spell went wrong and instead he destroyed everything for hundreds of miles around his tower. The dust that blows across the

plains is said to be the ashen remains of all the life the necromancer killed on that evil day.

Trillithon

The centre of Trillithon is made up wholly of great ziggurats, pyramids and temples. Their altars are black with the dried blood of the daily slaughter to appease the dark gods they worship and the streets ring out with the sermons of the priesthood and the screams of the sacrifices. Trillithon is home to the Temple-Palace of its Theocrat, the High Priest Jeearen Leng.

NENUPHAR

Nenuphar is hot and dry in the northern regions getting more arid further south until the Sutral Desert begins. The desert stretches south for hundreds of miles, far beyond the range of the several nomadic tribes that dwell here. The coastal and river delta regions have surprisingly fertile soil.

Beshavant

Built on the river delta behind its massively high octagonal wall, Beshavant is a great sea and river port; traders and sailors gather here in great numbers and the variety of goods here is undoubtedly the most diverse in all of the Crimson Lands.

Ebonis (ruin)

Ebonis is an ancient temple-city built, as legend would have it, by a race of serpent-men in a time before the Dendrelyssi.

ORT

Often raided in the past by warriors from Tiranos and Ska, Ort has little left of value and is one of the poorest nations. It is largely left alone nowadays. The Ortish themselves are nomadic farmers, drifting from place to place as they exhaust the thin soil. They are a superstitious and primitive people living in fear of the demons they claim haunt their mountains and forests.

Myrtor

Surprisingly, Ort has a capital – it is a city of decayed splendor built from the stone of nearby ruins that predate the Dendrelyssi. Some traders come here from time to time and those foreigners who can stand to stay in the city make up much of its population, electing to live here so that they can exploit the Ortish "oafs".

SKA

Ska is made up of two rugged and mountainous islands. The inhabitants are tribal barbarians – for the large part seaborne raiders, pirates and occasional traders. They are broadly illiterate but at their capital, Castle Ysaxx, there are a handful of scholars who do keep written histories.

Castle Ysaxx

Castle Ysaxx is the largest settlement of the Ska and as such it is the main trading port for the two islands. It is a rough jumble of low-roofed buildings scattered around an old Dendrelyssi fortress. Life is cheap in the alleys around the numerous taverns, inns and brothels that vie for the coin of the many visitors to the town.

TIRANOS

Tiranosians wear kilts, skirts, tunics and cloaks of heavy wool and paint their armor with ornate clan designs. Both men and women adorn themselves with striking tattoos. For the most part, the people of Tiranos are woodsmen who use hunting dogs (Hounds of Tiranos) that must have been created by sorcerous means. Coastal tribes are sea-raiders (who often clash with Skalanders) and fisherfolk. There is no real established capital of Tiranos, since the Dendrelyssi left.

TORQUENDOR

Torquendyans have a stately, noble and honourable society. They are also arrogant. They see the fall of the Dendrelyssi as a terrible thing for the Crimson Empire and would see their old masters returned to their former glory. Unknown to the other nations, several Dendrelyssi noble families still live in Torquendor – some as courtly advisors and others as leaders in the Torquendyan army and navy. Torquendor is noted for its magnificent mounted troops in their burnished gold lamellar armour and their highly trained blue-coated archers.

Quendor

Quendor is a magnificent, many-spired city, in constant state of rebuilding. Over many years the city has been rebuilt and transformed into the Torquendyan Kings' image of the ultimate Dendrelyssi city. Whilst it is still only a shadow of Necrolorn in its former glory, Quendor is still a sight to behold for any foreign visitor to the city.

UTHUUM

Uthuum is a land of spider-haunted towers, grim cities and master thieves. The Uthuumian army is adequate but it is their spies and long-lived wizards upon which Uthuum relies. Uthuum is a land of intrigues and conspiracies where a well-placed word in the right ear can go a long way. Uthuum follows a shadowy path to world mastery with the aid of spells long forgotten and knives which strike swiftly in the dark.

Thuum

Thuum is a city with some very strange laws that are amended or added to every few months. The laws (of which there are several hundred) are sometimes (but not always) posted on the gates into the city for visitors who are expected to see, read and obey. Needless to say, the city gaol is full to the brim and executions take place almost daily. The city boasts several hundred official Royal Executioners.

Caspure

Caspure is the wrecker's city. Its wealth comes from the wreckers that use lights and other means to cause passing merchant ships to flounder on the submerged rocks and then strip them of everything of value. The officials of Caspure deny this, of course.

Khuul

The City of Shadows, Khuul is the capital of Uthuum; not the largest capital by any means but the darkest and possibly the most dangerous for unwary visitors. It is ruled by a long-lived sorcerer-king; few have seen him except from afar. It is rumoured that he is a Dendrelyssi or, as some say, a Lich or a Vampire. Khuul is a sprawl of narrow winding streets and dingy alleyways. If the price is right, there is always a deal to be done in Khuul.

VALORN

Valorn (sometimes called "The Accursed Isle") is largely devoid of human life. It was the victim of an old plague that killed almost the entire population and still lingers to this day. Many believe it was a Dendrelyssi curse. Valorn receives few visitors now. Ghost towns are scattered all over the island; once arable land is overgrown and wild. Bones of the old inhabitants can be found lying where they fell. The population has grown but little since those dark days.
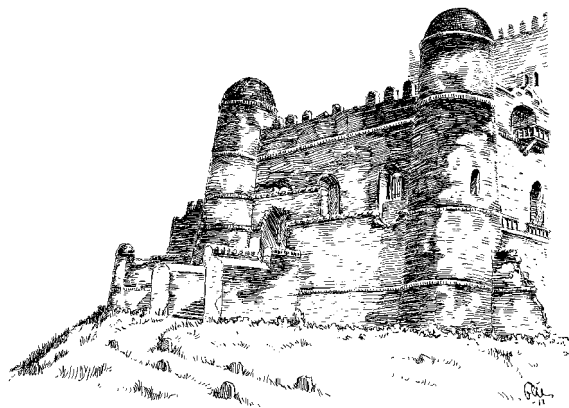
Dokat

Dokat is the only town of any size, although many of the houses on the outskirts of the town are empty and fallen into ruin. At its height the population was ten times the current number. It can't trade because no-one uses its port and its ships are turned away from ports it would trade with. Not that many ships are seaworthy and not that many of its people can raise the enthusiasm to put to sea.

WITCH ISLE

Witch Isle is a matriarchal barbarian society, ruled over by the Coven, a council of 13 witches, enchantresses and sorceresses. They are said to be the direct descendents of the original inhabitants of The Primal City and therefore either demon-blooded or Dendrelyssi-blooded, depending on which theory is true. Each Coven member is the head of her own tribe, which has its own defined tribal boundaries on the island. The Coven meets from time to time to agree tribal treaties, judge violations of the law, deal with threats from outsiders and to enact rituals. The Coven jealously guards the Primal City from outsider treasure hunters.

The Primal City (ruins)

This antediluvian monument is possibly the most ancient structure in The Crimson Lands and believed to have been built by the ancestors of the Dendrelyssi (who are widely thought to have been demons). The area taken up by this ruin is larger than any three of the current capital cities of the Crimson Lands combined. Most of the ruin is now just overgrown walls, fallen masonry and rubble but there are a few almost intact structures.

ZAMONETH

Like its neighbour Nenuphar, Zamoneth is a hot dry land. Unlike its neighbor, the hundreds of warring nomadic tribes that live here have failed to come together in any significant way. They treat outsiders with suspicion and, whilst the land clearly has a wealth of goods to offer, establishing any firm basis for trade is virtually impossible. South across the Iskor Desert are vast unexplored jungles.

Zazzoon

Zazzoon is the nearest thing Zamoneth has to a capital city. It is a rough settlement of a handful of flat-roofed stone buildings at its core, where a few people have settled and live all year round. At certain times of the year, the settlement swells as tribes set aside their differences to meet, to trade, to negotiate and to let their hair down.

Two hundred miles to the south-east of Zazzoon is the "Valley of the Gods", where there are three massive ziggurats and hundreds of smaller tombs, temples and mausoleums. Who built them is unknown, but the superstitious tribes of Zamoneth believe the site is haunted and steer well clear, despite the rumours of great riches stored therein.

LANGUAGES

There are hundreds of languages written and spoken in the Crimson Lands. Here are details of some of the most common:

Dendrelyssi, Low

This is the language of the slaves and the lower-birth Dendrelyssi – it is also the common tongue of the Crimson Lands. It isn't in as widespread use as it once was as most people have reverted to their original tongues now that the Dendrelyssi no longer rule them. However, it is useful to merchants and travelers to have a common language. It is used almost exclusively in Torquendor but its use is outlawed in Krand.

Dendrelyssi, High

This is the language of the nobility of Dendrelyss and is the language of magic, summoning and dragons. It's heavily borrowed from the language of an ancient race that

preceded the Dendrelyssi, which itself seems to have its roots in some sort of demonic tongue.

Demonic
Demonic is the language of the Netherworld; it is strangely similar to High Dendrelyssi and very difficult for humans to speak.

Dralucian/Forlucian
Pretty much the same language, there are just a few differences in the spellings and pronunciations of a few words.

Krandian
This language is rapidly becoming the new common tongue of the Crimson Lands. In Krand you would be expected to speak Krandian to trade or to deal with any form of bureaucracy.

Mortyllan
Mortylla has two languages; that used by ordinary folk, townsmen, peasants and so forth, which has its base in Dralucian but over the years has become intermingled with Low Dendrelyssi and a few words from the Uthuumian language until it is now almost a new language. Anyone who speaks some Dralucian will be able to pick out enough words to understand simple sentences in Mortyllan, but any complicated concepts are likely to be misunderstood.

Mortyllan, High
High Mortyllan is its own thing altogether and seems to be a mad babble – a stream of barely separated words that cannot be comprehended by anyone not born into the priesthood of Mortylla. There are some words similar to High Dendrelyssi and demons understand High Mortyllan perfectly.

Ortish
Ortish is a very basic language. Whilst uncomplicated, it can catch non-native speakers out due to its simplicity.

Ska
The Ska, being a warlike race, have plenty of words and variations of words for death, murder, maiming, battle, fighting, weapons and so on but very few for some of the less warlike pursuits.

Tiranish
Many Tiranish people still speak in Low Dendrelyssi, although in deep forests or high in the hills the original language of Tiranos is still spoken, which has borrowed much from Ska.

Uthuumian
Uthuumian is almost a secretive language; there are subtle depths and hidden meanings to the way a sentence is put together that can convey an entirely different message to what might otherwise appear to be an innocent conversation. Not many outside of Uthuum are versed in its various subtleties.

Valornish
This is the language of both Valorn and Destoi.

Witch
The witches of Witch Isle speak an ancient language that dates from the original inhabitants of The Primal City and has some basic similarities to high Dendrelyssi.

Zamonish
This is the language of both Zamoneth and Nenuphar. Many words are short and harsh – spoken brusquely from the back of the throat.

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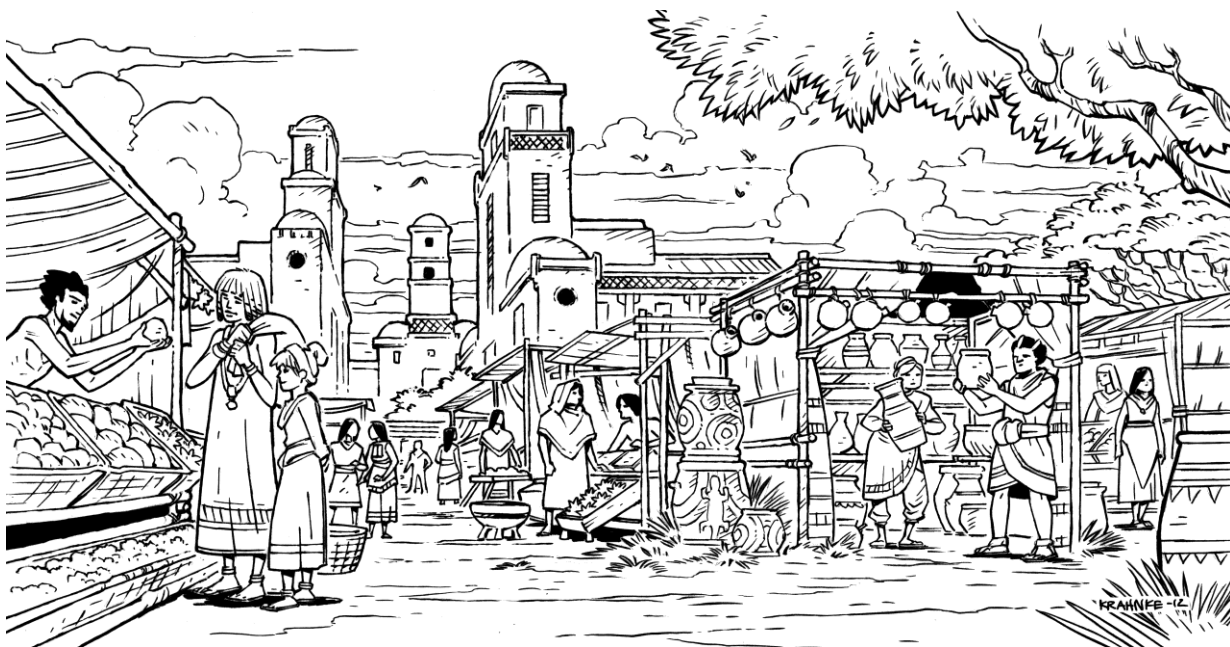
ADVENTURING IN THE CRIMSON LANDS

Adventures can take place out in the wilderness, within the alleys, bazaars and streets of a city, on board a galley at sea or even in one of the many alternate planes of existence. Imagination is your only limit. The real fun of the adventure is in having the PCs fighting for their lives and solving those problems that you as GM have taken so much time and effort to prepare. So, unless the journey itself is supposed to be the adventure, don't mess around in getting them to it. A simple statement along the lines "you travel for three days and eventually arrive at the ruined tower that you were looking for" will do much better than a lot of dice rolling to see whether any monsters, bandits, or unexpected storms appeared to keep the adventurers away from the goal. However, if the adventure is meant to be the journey, go ahead and throw every hazard you can think of at them the moment they walk out of their nice safe town. The point is, don't dither…get into the action quickly.

The literary genre of dark fantasy fiction is a particularly gory branch of heroic fantasy, and that is what this game simulates. Inevitably, this means that some characters will die. It is important that the players understand this before the game ever starts. As a GM it is poor form to become so fond of some PC that you let him cheat death when his luck finally runs out. The dice are there for a reason…they represent the fickle nature of Chaos, so let them fall as they land.

Wilderness Adventures

The wilderness is all the untamed land around cities, fortresses and other points of civilization. It is largely wild and untamed. There are a few roads between the major towns and cities; these are paved for a few miles out of a town but rapidly become rutted tracks the further you travel from the city. You are lucky if you find a trail in the more out-of-the way areas. Deadly creatures lurk in the dark places; where there are ancient ruins, dank caves and other places waiting to be explored.

Five Wilderness Adventure Hooks/Ideas
1. The PCs come across a merchant caravan being attacked (or that has already been attacked) by bandits
2. The PCs pass a beggar on a lonely road heading in the opposite direction. When they get to the next village, not too far away, they find everyone dead.
3. Late on the road (after PCs are already wounded or weary, maybe from a previous adventure) a knight invites the PCs to rest at his castle not too far away
4. A strange tower that wasn't there previously has appeared on a hilltop overlooking a major road. Is it a demon of transportation? Has it always been there

just hidden by sorcery? Who (or what) is inside?

5. The party comes across an ancient derelict ship, sitting out in the middle of nowhere. It is not clear how the ship got here. If they explore it, they will discover a dried and nearly petrified corpse of the helmsman. The body is not of a species the party has seen before (demonic-looking). In the ship's hold, they find a large array of strange looking oval "jars". They are arranged neatly in rows. One of the "jars" tops is already open.

City Adventures

There are a number of exciting cities on the Crimson Lands map, any of which can be the base of the characters. As the GM you will have to bring the city to life, creating your own places of interest, inhabitants and generally adding colour and vitality to the place. As the PCs get used to the city, they will meet people, making friends, contacts and enemies along the way. Some of these NPCs will be members of different factions in the city – the thieves' or assassins' guild, the merchants' guild, the nobility, mercenaries, and the militia and so on, all with their own agendas. As these relationships develop, city-based adventures will present themselves – from underworld violence and skullduggery to political intrigue and everything in between.

Five City Adventure Hooks/Ideas

1. Local law enforcement (Redeemers?) has offered a hefty bounty for the capture or execution of a criminal (sorcerer?).
2. One of the PCs is mistaken for a wanted murderer (sorcerer?) by a group of vigilantes (Royal Redeemer?).
3. A haunted and derelict house is reputed to contain valuable items, which brave players could recover for profit.
4. There is a demon loose in the city; PCs need to find it or it's summoner
5. An exotic dancer in one of the city's seedy taverns catches the eye of one of the PCs. She's actually the princess, who escapes from her "boring palace" at night to look for excitement in the stews. Maybe the king (and/or her suitor) will be displeased with the PCs

Adventures at Sea

Sea adventures obviously require the PCs to have their own ship or to be crew members on board a ship. Most of the time, it is easier to allow the PCs to sail from port to port with few difficulties as the majority of adventuring will occur when the PCs get to their destination. However, whilst at sea, there are all sorts of things that can happen – from storms blowing the ship off course, to being attacked by pirates and raiders, shipwrecks, encounters with sea creatures and so forth.

Table 34: Sea Encounters (Coastal)

Die	Encounter (Roll 1-	Encounter (Roll 5-
1	Small Merchant	Longship –
2	Large Merchant	Longship, Snake**
3	Unireme-of-War	Longship –
4	Bireme-of-War	Longship –
5	Trireme-of-War	Harpies
6	Merchant Convoy*	Hit Rocks, damage
*Includes D3+1 Merchant Galleys and D2 Uniremes of War		

Table 35: Sea Encounters (Open Sea)

Die	Encounter (Roll 1-	Encounter (Roll 5-
1	Storm, blown off	Elementals: 1-3
2	Longship,	Sea Serpent*
3	Sharks	Sirens
4	Merchant Galley	Uncharted Island
5	Longship, Turtle**	Undead Galley
6	Trireme-of-War	Dendrelyssi
* if sailing in the Mournful Sea , roll D: 5+ and the serpent encountered is Strygantha **Roll D6: 1-3 = Ska, 4-5 = Tiranos, 6 = Ort.		

Five Sea Adventure Hooks/Ideas

1. A Dendrelyssi Demonship has been sighted near the site of the Battle of the Crimson Sea
2. An expedition is being raised to sail to the Mournful Sea to hunt for (the) Strygantha
3. A Dendrelyssi (maybe in disguise) is looking for crew members for his expedition to the Primal City, where he is seeking an ancient artifact
4. The PCs believe they are simply transporting goods from one port to, another but at a certain spot, the ship

drops anchor. The "merchant" has gone below, just asking PCs to keep lookout. He will start performing a summoning ritual – he is intending to raise a sunken ship from the very depths of the ocean.

5. The ship becomes becalmed and oars caught up in seaweed - a fog rolls in. Undead creatures then begin to attack the ship on all sides.

Adventures on Other Planes
The Crimson Lands are just one plane amongst many in a whole Multiverse of other worlds. There are the four elemental domains, the Netherworld (which itself is made up of the individual realms of the Lords of Chaos) and then other places too – some very alien and others not dissimilar to the Crimson Lands - our Earth amongst them. PCs probably need to have a few experience levels behind them before they adventure frequently in these places. The first time the PCs visit an alternate plane; have them be helpless at first. Make them feel like they're somewhere totally different to what they are used to. As a GM, you can allow PCs as much or as little contact with these other planes as you wish.

Five Adventure Hooks/Ideas on Other Planes
- The tower (in the Wilderness Adventure Hooks) is actually a portal to alternative planes. It was built by a Dendrelyssi sorcerer thousands of years ago and invested with a powerful Demon of Transportation. The sorcerer is long since dead, but the demon has never been released. Wherever the tower takes the PCs is unlikely to be hospitable. The only way to return to the Crimson Lands is through negotiation with the demon bound into the tower.
- A whole city that is at the centre of the Multiverse, which is hard to find but where everything can be found. (Maybe this is where Wayfarers are from?)
- The Dendrelyssi fleet has been rebuilt and is approaching. The only way to stop the ships is to make a bargain with Urlessa, Lady of Water Elementals and the only way to do this is to travel to her domain.
- The PCs come into a small village just as there is a disturbance. A young girl is being dragged to a shed to be locked up –

she is struggling, hissing and spitting at the villagers who are surrounding her. Her parents (who are present) explain this is their daughter, but she has changed since coming back from the mists. The mists, they say, appeared a few nights ago to the north. Heading through the mists, the PCs find another village just like the one they left. Except this one is opposite – where the tavern was on the right side, it is now on the left. Also, where the other village was ordered and neat, this is disorganized and untidy. All signs are the same, but the words are all written backwards. The villagers are very quick to anger and fights break out all the time. The PCs will find that the girl was taken to the "Lord" for correction, as it was clear she was a demon. In fact, the Lord is the demon.
- The PCs are transported to an alternate plane by Susssuru (or a Chaos Lord of choice) because she wants the PCs to do something for her and because she can.

Specific Locations for Adventure in the Crimson Lands
There is great potential for adventure in the Crimson Lands; there is even better potential for GMs to put their own mark on the setting. The background and description of the lands and cities gives enough to provide the flavour of the setting, but not too much that it stamps all over your creativity. This is deliberate.

There are several sites of interest mentioned – the Primal City, Zinzeeror, the Shining Fortress, the Eldritch Tower and so on. Very little is specifically detailed – so you can create your own ruins, drawing up your own maps of catacombs and dungeons; or use commercial ones that you've tailored to the setting. Other sites are marked on the map but nothing more is said about them. They can be known ruins or ruins for the PCs to stumble across during their adventures. That's up to you.

Here are some more ideas for some of the locations mentioned:

The Shining Fortress

This massive lighthouse was built by a lost demonic race in the distant past. It is still standing, having weathered the test of time and reaches 450' into the sky, easily taller than the tallest tower in Necrolorn. What secrets still lie in its dusty chambers and the cellars rumoured to stretch below the foundations, no-one knows, for few dare venture there and even fewer return. (This could link in with the adventure idea #4 or #5, on p.39)

If the above doesn't grab you, here is another idea for the Shining Fortress:

Many centuries ago several men and women came together to find a way to resist the Dendrelyssi. They were painfully aware of the shortcomings of their physical might and dared not tap the otherworldly menace in sorcery and thus turned to the power within. In time these few from all walks of life from former slaves to former sovereigns became formidable and eventually built the great Shining Fortress.
As usual the Dendrelyssi scoffed at the idea of humans, especially unarmed ones, as a threat. But, well after over a century of ignoring the Wayfarer threat, the Dendrelyssi attacked.

It is said that Masters of Disciples ordered their followers to spread to the four winds. A handful of Wayfarers defended the Shining Fortress while the Dendrelyssi forces stormed their bastion. The fortress and presumably all the defenders were destroyed but no Dendrelyssi left that battle alive.

Mnenthaynal

Whilst Necrolorn is still considered too powerful, the city of Mnenthaynal might be a weak-link in what remains of the Dendrelyssi Empire. You could have a Royal Redeemer (Melloc Watthame perhaps – see the NPCs section) raising a force of mercenaries to sail to Mnenthaynal to launch a scouting mission; maybe to free some slaves, find an evil artifact, destroy the city and its inhabitants or to set up a foothold on Dendrelyss for a full scale invasion later. Of course, Melloc will want to destroy any artifacts found, whereas the PCs may well want to keep them…

Trillithon

Sacrifices take place every day in Trillithon just to appease the Chaos Lords. There is one huge temple for each of the primary Chaos Lords and hundreds of smaller ones to the lesser demon lords – even some smaller cult worship of little known demons. All of these demons require sacrifices and therefore the agents of the Mortyllan priests are constantly out hunting for suitable sacrifices for their gods. This means there is a good chance PCs will at some point come into contact with Mortyllan priests and their agents

and possibly even have to visit Trillithon for some reason or another.

An obvious reason for venturing to Trillithon would be to rescue someone who has been kidnapped by the priests for sacrificial purposes. But other reasons will come out during play…maybe involving the Chaos Lords themselves!

The Eldritch Tower
The PCs learn of a powerful item believed to be hidden in the Eldritch Tower and either decide to go there or are coerced/hired to go there. Aside from having to negotiate the ever-shifting dust and the ghosts of the Charnel Plain, the PCs will then have to find a way into the tower and search its dusty chambers and horror-ridden hallways. Of course, the Necromancer is probably still alive in the tower…maybe awaiting some fresh blood to revive him in some sorcerous way….

Krand
In the Ethereal Highlands at the centre of Krand is an old Dendrelyssi site that wasn't destroyed in the purge by the Royal Redeemers and that still lies hidden to this day. The site is a small citadel guarding some deep caverns, where some True Dragon eggs were hidden. One of these eggs cracked open about a year ago and the young dragon that emerged has grown rapidly eating small game from around the cave but has had to travel farther and farther afield to find food. Recently the dragon has been sighted by shepherds and hunters in the area….

On an uncharted island somewhere in the Boiling Sea …
…is the Island of Dr Mor-El. Mor-El is an ancient and mad Dendrelyssi Fleshcrafter who came to the island several centuries ago to have somewhere out of the way to conduct his experiments. Since he has been there he has created some bizarre hybrid monsters from the creatures he brought with him to the island, the wildlife already there and the local human population. There is very little living on the island that doesn't bear the mark of Dr Mor-El and his scalpel.

ADVENTURE SEED

This is a short adventure seed based in a small town on the borders of Dralucia and Mortylla. It is designed for 1st or 2nd level PCs but the protagonists can easily be "powered up" to give higher level PCs a challenge if you prefer. It'll need some work from the GM to flesh out the adventure and bring it to life, but the basics are all here. The scenario has no "direction" as such; you'll need to read through it thoroughly to get the gist of what's going on and then let your players loose on it, using what's written here to guide your responses and reactions.

Background
Lately, people around the border town of *Pozo* have gone missing. Usually young girls, but not always; so far they have not been found. In addition, it is hard to get information about the missing people because the locals have become tight-lipped, surly and reclusive. Many are particularly short with outsiders – even among those who have lost their family and friends.

GMs Information
The *Temple of Grazzioroz of Dark Perceptions* in Trillithon has seen falling numbers of cultists in recent years and is losing its relevance and importance in a city already overcrowded with cults to the lesser chaos lords. In order to raise the profile of the temple, *Karekos Nulgrim*, one of the temple priests, has ventured eastwards to the border to the town of Pozo, in Dralucia. He has overtaken a ruined Dendrelyssi villa a few miles out of Pozo and turned the cellars into a secret temple and holding cells for captives, whilst maintaining the outward appearance of a respectable (if somewhat private) gentleman.

Bringing in the PCs
There may be varied (possibly undisclosed) reasons for the PCs to embark upon this adventure. For some PCs, the offer of coin will be enough to excite their interest. For others, maybe a loved one is amongst the people that have gone missing. Others may have heard that the Dendrelyssi ruin near Pozo has a hidden cache of treasure or artifacts. Maybe even one of the PCs has been trying to track down a certain Mortyllan priest and has some reason to believe he now resides somewhere in the area.

Pozo

The PCs will find that Pozo is a town of about 800 people, but was clearly somewhat larger at some time in the past. It is still a market centre and people from the outlying farms and villages still come into the town on market days to trade. The town has a number of inns, including the run-down *Room for More* and the more select and well maintained *Snarling Prince*.

The Mayor Benet Grippe, the captain of the local militia Harek Tarv and the market Guildmaster Gnarl Gleean have all been converted by Karekos Nulgrim to the worship of Grazzioraz and attend his villa regularly for ritual sacrifices to the chaos lord. They have also recruited a large number of locals between them; so the congregation is always full.

Questions and consequences

Some locals questioned by the PCs will simply walk away or act nervously. Others may answer with one word responses. Most will give the PCs a wide birth. PCs will always get the impression they are being watched wherever they go.

Outsiders asking questions around the vicinity of Pozo will soon come to the attention of Benet and Harek Tarv and his dozen or so guardsmen. Harek is likely to visit them personally at some point, having assessed that they are well-armed and potential trouble. He will request them to stop troubling the townsfolk. If they ignore him, he will visit again, in strength, and make his request more forcefully.

If the PCs don't leave, there is the possibility they will be arrested and locked in the local prison, which is actually an old tower, repurposed for locking away criminals and vagrants. This may not go well though and Harek is likely to back down if the PCs don't come quietly. (Not because he's not a decent fighter, but because he can't rely on his men).

Questions and answers

There are several persons in Pozo who will help if they learn of the PCs. One is the local blacksmith, a woman named *Venera Elek*. She is a strong woman, part Dendrelyssi, and not to be bullied. Venera has her suspicions about the "gentleman" who lives in the villa – she believes Pozo's woes are something to do with him, but she's not sure

exactly what. Venera has also seen Karekos and Benet in earnest conversation and is sure they are united in whatever is going on.

If the PCs have no-one skilled with lock-picking: Venera will also mention that Karekos came to her to repair some metal door furniture and, as she also has some skill with locks, to make some replacement keys to the lower areas of the villa. She doesn't know why but she decided to make herself some duplicates that she still has. She will offer these keys to the PCs if they let it slip that they are going to investigate what Karekos is up to at the villa.

Another person who may prove helpful is *Toller Morn*, the owner of Room for More Inn. He has seen his customer numbers falling in recent weeks as more and more of the locals are becoming members of the Grazzrioraz cult and therefore having less time or desire to come and carouse in his establishment.

Toller has been asked by some of his patrons "just to come with them one night" but so far he has resisted. He knows some of his friends have changed and are beginning to be much more secretive and self-absorbed.

He knows that Benet, Harek and Gnarl are all under the sway of whatever it is that is afflicting the locals and he is also certain it's something to do with the villa. Toller did recently attempt to raise a mob to go and force Karekos out of town but he and his small handful of followers were "persuaded" out of it by Harek Tarv.

The Dendrelyssi Villa

Sooner or later the PCs will likely head for the villa. When or how they go largely depends on the PCs and what their activities in town turn up.

Karekos' followers in Pozo have already reported to him that there is a group of adventurers in town, so he may decide to invite them to dine with him so he can asses them and their potential danger to him. He may even invite them to join his cult.

If Karekos assesses that the PCs might cause him trouble later on and they decide not to join him, he might send his combat demon, *Vincomosh* to follow and kill them.

If Vincomosh is killed, Karekos will summon another combat demon to take his place. He might even attempt to summon more if he deems the PCs are a considerable danger to him. However, he is trying to save most of his sacrificial victims to appease his dark master, Grazzioraz so he'll be desperate not to have to do this.

The villa building is low and square, built around a central courtyard, which has a fountain in the centre that was clearly once a spectacular sight but is no longer functional and badly cracked. The rest of the villa itself is still largely dilapidated but several rooms that Karekos uses have been repaired and made livable. There is a stable for the priest's horse and room for five more. Karekos has employed a handful of locals as servants and they will meet the PCs at the (repaired) gates, if the PCs attend the villa in the "normal" fashion. It is comparatively easy to sneak into the villa, if the PCs decide on a more stealthy approach.

If the PCs go to the villa late at night there is a strong possibility that Karekos is conducting a sacrifice to his Chaos Lord, Grazzioraz. If he is, then the rest of the villa will be empty, although guarded by his Demon of Combat, Vincomosh (if still alive).

Underneath the villa are some old catacombs (with locked doors). These were wine and storage cellars for the villa's previous owner, but now converted to holding cells and a temple. The holding cells still contain several people (mostly young girls) from the area.

Karekos and his cultists will be in the villa's cellars, where the temple is. The cultists include Benet, Gnarl and Harek (if they haven't other duties and if they are still alive!). The congregation numbers at least 30-40 locals (although most of these will simply run from trouble, if given the opportunity).

There is also a secret area that even Karekos doesn't know about, hidden behind one of the old wine racks. A secret door leads to an area where the villa's previous owner carried out some of his sorcerous arts and there may be a few items of interest to similarly-minded PC Dendrelyssi or sorcerers.

NPCs
The locals are generally all townsfolk and Harek Tarv's dozen guardsmen are classed as bandits.

Mayor Benet Grippe: Merchant, Level 4
HD: 2(+2) HP: 9 DC: 3 DR: 1 (Padded)
Weapon: Sword (M)
Numismatics 3D/Contacts, Haggle, Lingo, Trade Route 2D

Guildmaster Gnarl Gleean: Merchant, Level 3
HD: 2(+1) HP: 10 DC: 3 DR: 2 (Leather)
Weapon: Sword (M)
Trade Route 3D/Contacts, Haggle 2D/Numismatics 1D

Guard Captain Harek Tarv: Fighter, Level 3
HD: 2(+3) HP: 12 DC: 3 DR: 4 (Mail)
Weapon: Sword (M)
Armour Training, Favoured Weapon (Sword), Fighter Stunt 2D

Venera Elek: Craftswoman/Dendrelyssi, Level 2
HD: 1(+2) HP: 7 DC: 3 DR: 4 (Mail)
Weapon: Sword (M)
Summoning 1D (Fire Elementals), Spellcasting (Level 1 spells)

Toller Morn: Mountebank Level 3
HD: 2(+1) HP: 7 DC: 4 DR: 1 (Quilted)
Weapon: Sword (M)
Spellcasting (from scrolls)
Assess Person, Detect Illusions 3D/Sleight, Tricks of the Trade 2D/Disguise, Contacts 1D

Karekos Nulgrim: Sorcerer Level 4
HD: 2(+3) HP: 12 DC: 3 DR: 5 (Half-plate)
Weapon: Sword (M)
Summoning 1D (Demons of Combat), Spellcasting (Level 1 & 2 spells)

Karekos has a bound demon bodyguard called Vincomosh; a scaly, blood-red thing with wicked sword-like claws:

Vincomosh: Demon of Combat
HD: 3(+2) HP: 22 DC: 4 DR: 5 (Scales)
Claws damage (M) +1
Demonic Power: Blink

NPC CLASSES

MERCHANT

Merchant is the short form for Merchant-Adventurer; these are explorers and adventurers for trade and profit. They travel far and wide, opening trade routes and peddling exotic items, even acting as diplomats and spies from time to time. They excel at gathering information, bartering and negotiating their way out of all but the direst of situations. Usually, they resort to bribery should it further their agenda, and have an 1D - uncanny ability to make even the most strict individuals take these "gifts" (often without their knowing it). A merchant adventures for the possibility of obtaining wealth, which in turn may be used to establish his business empire. Merchants have no shame in admitting to this, and while they would never willingly risk their lives for the usual "causes", their lust for gold tends to make them take more risks than they should. For a merchant it is never a bad idea to check out the dragon's lair to see if there's an interesting bargain to be had.

Prime Attribute: CHA 9+
Primary Save: Will
Hit Dice: 1D6 (+1) at 1st level. Then per the Merchant Advancement table below
DC Bonus: +1 at 6th level
Armour/Shield Permitted: Any armour, although merchants don't use shields.
Weapons Permitted: Light and medium only

Table 36: Merchant Advancement

Lvl	HD	DC	Summoning Ability Dice*	Prim. Ability	Sec. Ability	Tert Ability
1	1(+1)		1D	2D	2D	1D
2	1(+2)		1D	2D	2D	1D
3	2(+1)		1D	3D	2D	1D
4	2(+2)		1D	3D	2D	2D
5	2(+3)		2D	3D	2D	2D
6	3(+1)	+1	2D	3D	3D	2D
7	3(+2)		2D	4D	3D	2D
8	3(+3)		2D	4D	3D	2D
9	4(+1)		3D	4D	3D	3D
10	4(+2)		3D	4D	4D	3D

Dendrelyssi only

Merchant Class Abilities

Money (1st): Merchants start with three times the money of other starting characters (3D6 x 30gp).

At 1st level, the merchant chooses which of the following abilities will be his primary (best), which will be secondary and which will be tertiary (least good). He chooses one primary and two each of the others. Most of these abilities assume the merchant is carrying out the task at some speed or under a degree of pressure. If the merchant has time, the GM could give a small bonus; say +1 to the roll.

Contacts (CHA): Merchants have access to a wide network of people with whom they do business. Some of these would readily help the merchant out of a tight spot. Make this roll to know someone who might help – they might still need to be persuaded, especially if what is required will be costly or dangerous.

Haggle CHA): A merchant character can haggle down the price of an item. With a successful attribute roll, the item is purchased for a 10%-60% discount (roll D6x10). Other classes can attempt this but only receive a 10%-20% (Roll D2x10) discount.

Lingo (INT): Having travelled widely and negotiated deals with many different peoples, even if a merchant doesn't know a particular language he or she can get by with common

phrases, sign language, gestures and so forth – sufficiently to understand and to make him or herself understood.

Numismatics (INT): A merchant has a great interest in coins and other trade items that aren't coins, like shells, beads, gems, tokens and so on. You cannot fool a canny merchant. They can spot shaved coins, forged notes (if your campaign has notes), separate real silver and gold coins from fake metals. The merchant can immediately work out the value of such items and, even if given a bag of coins, can work out its worth by feel and weight without even having to open it.

Trade Route (INT): Starting at 1st level, the merchant begins to designate a trade route. This route comprises one city per two levels attained (round up). The merchant is able to make lore rolls regarding geography, history, culture and so on from these cities and surrounding areas. Once every year, the merchant must visit these cities (to oversee their business and generally keep up to date with current affairs) or lose the bonus.

Establish Guildhall (10th): At 10th level, the merchant becomes a merchant prince and can establish a guildhall. It attracts other merchants who pay a fee to use the facilities of the guildhall and the trade routes established by the guild. It's also a place to hire ship captains, caravan guards and to seek information.

Dendrelyssi Merchants are also summoners who specialize in summoning and binding Demons of Travel.
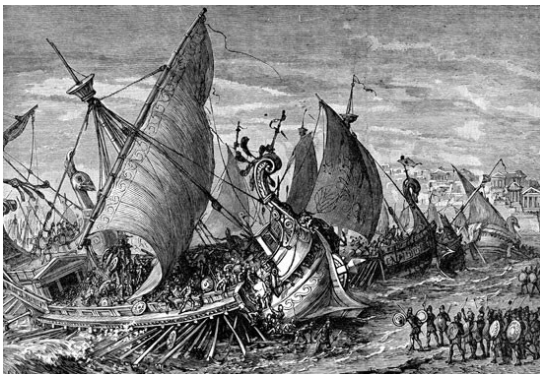
FLESHCRAFTER (DENDRELYSSI)

Fleshcrafters are Dendrelyssi surgeon-torturers who can also summon a specific type of demon. Dendrelyssi surgeons were far advanced in their craft; primarily because they left no stone unturned in their quest to learn new surgical techniques, to the extent that practicing surgery on living slaves became commonplace. Because of their particular set of skills, Dendrelyssi surgeons more and more were turned to for the interrogation of prisoners – their tortures became more and more elaborate and gradually became an entertainment for bored nobles rather than merely to illicit information from captives. Fleshcrafters are vicious, ruthless and unmerciful. They are cruel to others to an extent that few can match. Fleshcrafters are well and truly evil. INT is their Prime Attribute and CON and DEX should both be 9 or more.

Prime Attribute: INT 9+
Primary Save: Will
Hit Dice: 1D6 at 1st level. Then per the Fleshcrafter Advancement table below
DC Bonus: +1 at 6th level
Armour/Shield Permitted: Any armour, although fleshcrafters don't used shields.
Weapons Permitted: Daggers and swords only

Table 37: Fleshcrafter Advancement

Lvl	HD	DC	Summoning Ability Dice	Prim. Ability	Sec. Ability	Tert. Ability
1	1		1D	2D	2D	1D
2	1(+1)		1D	2D	2D	1D
3	1(+2)		1D	3D	2D	1D
4	2		1D	3D	2D	2D
5	2(+1)		2D	3D	2D	2D
6	2(+2)	+1	2D	3D	3D	2D
7	2(+3)		2D	4D	3D	2D
8	3		2D	4D	3D	2D
9	3(+1)		3D	4D	3D	3D
10	3(+2)		3D	4D	4D	3D

Fleshcrafter Class Abilities
Summoning: Fleshcrafters are able to summon a particular kind of demon called *Demons of Pain*. Full details of these demons and how to summon them are set out on page 13.

At 1ˢᵗ level, the Fleshcrafter chooses which of the following skills will be his primary (best), which will be secondary and which will be tertiary (least good). He chooses two skills for each category. Most of these skills assume the Fleshcrafter is carrying out the task at some speed or under a degree of pressure. If the Fleshcrafter has time, the GM could give a small bonus; say +1 to the roll. Some skills benefit from good quality equipment.

Amputation (DEX): When a character has "died" as a result of injuries received in combat (see damage and death in the main rulebook), a Fleshcrafter has a chance of saving him by amputation (for the purposes of this rule, it is assumed the character is actually still alive and immediate and drastic surgery might actually save him). The Fleshcrafter declares "I can save him!" and whips out his bone-saw (or some other equally nasty implement). The player of the Fleshcrafter chooses which body part to remove from his victim and a grisly scene ensues (which we won't elaborate on here). With a successful roll, the "operation" is a success and the character still lives (minus the body part).

Bleeder (DEX): After hitting his unaware target (that is by surprise or from behind) and with a successful ability roll, a Fleshcrafter may choose to strike a vein or artery in any enemy that has one, to cause it to bleed for 1D6 rounds, causing level divided by three (rounded up) in damage each round afterwards up to the number rolled.

Grafting (INT): A Fleshcrafter can perform face and body remodeling – cutting inches off a person's height, or pounds off a person's weight or even making them appear like someone else who is of a similar look and build. In addition, where someone has lost a limb a Fleshcrafter can replace the missing part with the part of another person or even with that of an animal (if from a dead subject, no more than one day dead). The more extreme the graft the more difficult it is and the GM may apply appropriate modifiers. So, grafting an animal (rather than human) limb to a person would be a -1 modifier. The player and GM should work together to determine the effects of grafting. When grafting doesn't work, the recipient often dies or becomes badly disfigured. Grafting normally takes 1D6 hours to perform.

Heal Wounds (WIS): The Fleshcrafter can stitch up wounds and prevent infection using alcohol or similar, healing 1-3 HP (roll 1D3). It takes 5 minutes (5 turns) to do a decent patch-up job (usually leaving horrible scars in the process). It can only be carried out once on each new set of wounds.

Interrogation (CHA): Fleshcrafter's are skilled at extracting the truth from their victims. With a successful roll, the Fleshcrafter can receive an answer to a direct question provided that the victim knows the answer. With another successful roll, he can obtain another answer. He can keep doing this until he fails a roll. With a failed roll, the victim dies from the torture. This takes 1-3 hours (roll 1D3) per question. PCs receive a Fort or Will save (their choice).

Poisons (INT): Dendrelyssi Fleshcrafters have made the study of poisons and drugs and their effects on the body into a fine art as part of their tortures and experiments. This ability allows them to concoct a poison that has the effects they wish (with agreement of the GM). A failed roll has means it doesn't work as planned, not at all, or is obvious if they wished it to be subtle – other failed results at the GMs discretion. Working with poisons also allows a Fleshcrafter to save against them using their Will save rather than Fort.

REDEEMER

(Royal) Redeemers are lawful agents of the King of Krand. They have wide-ranging powers to enable them to seek out and bring to justice any Dendrelyssi they discover. These powers have lately extended to destroying Dendrelyssi, sorcerers, witches, demons and anyone that speaks out against the rulers of Krand. Redeemers are particularly single-minded in their search for signs of chaos wherever it lurks. Whilst most Redeemers can handle themselves pretty well, they often travel with a retinue of fighters and might employ a mountebank or thief on occasion for their particular sets of skills.

Prime Attribute: WIS 9+
Primary Save: Will
Hit Dice: 1d6 (+1) at 1st level. Then per the Redeemer Advancement table below.
DC Bonus: +1 at 5th and 10th levels
Armour/Shield Permitted: Any
Weapons Permitted: Any

Table 38: Redeemer Advancement

Level	Hit Dice	DC Bonus	Primary Ability	Secondary Ability	Tertiary Ability
1	1(+1)		2D	2D	1D
2	1(+2)		2D	2D	1D
3	2(+1)		3D	2D	1D
4	2(+2)		3D	2D	2D
5	2(+3)	+1	3D	2D	2D
6	3(+1)		3D	3D	2D
7	3(+2)		4D	3D	2D
8	3(+3)		4D	3D	2D
9	4(+1)		4D	3D	3D
10	4(+2)	+1	4D	4D	3D

Redeemer Class Abilities
Diplomatic Protection (CHA): At 1st level, a Royal Redeemer receives a signet (a ring or a brooch) from the King of Krand denoting the agent's favored connection to Crown and Nation. This connection provides status and a certain level of protection from the law. In Krand, this protection is absolute (though violating the laws of the land can sometimes lead to trouble for the agent). In the neighboring lands, treaties and long-established agreements protect Royal Redeemers, but agents who push their luck—meddling in the affairs of government in lands other than Krand, killing wantonly, or otherwise flouting the local law at every turn—are likely to suffer "accidents" that are completely disavowed by authorities in those lands. In other realms, a Redeemer's royal protection is meaningless.

At 1st level, the redeemer chooses which of the following six skills will be his primary (best), which will be secondary and which will be tertiary (least good). He chooses two skills for each category. Most of these skills assume the redeemer is carrying out the task at some speed or under a degree of pressure. If the redeemer has time, the GM could give a small bonus, say +1 to the roll. Some skills benefit from good equipment. Some of these things can be performed by any character on a roll of 6+ at the GMs discretion.

Assess Person (INT): With a minute of study and a die roll, the redeemer can figure out something about someone he can see. The redeemer can tell the level and class (if he has a class), the person's alignment, whether the person is in disguise or hiding something and some other useful information at the GMs discretion.

Detect Illusions (INT): Redeemers are trained to notice the tricks and stratagems of other sorcerers, enchantresses and demons and to detect magical illusions. Against any illusory spell,

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the redeemer gets a roll to see if he sees through the illusion (in addition to any save he would normally get).

Disciplined Mind (WIS): A Redeemer is particularly resistant to enchantment (charm) spells and those effects that make him do things he'd rather not do, like fear, possession and enchantment. He gets this second roll per the above table if his normal Will save is unsuccessful.

Force Shapechange (WIS): A Redeemer can force a creature into its natural form. The Redeemer must make a successful melee attack against the creature. If the attack is successful, the redeemer makes a roll to force the target into its natural shape. This ability undoes the effect of *change self, lycanthropy, shapechange,* and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1D6 rounds.

Gather Information (CHA): Redeemers obtain information by greasing palms, subtlety, force or fear. With a successful die roll, they can get a general idea of a city's major news items or more specific information as required. The higher the result, the better the information they can obtain.

Learn the Truth (WIS): By touching a person or creature that has lied to him, a Redeemer can force the creature to tell the truth.

Establish Chapter (10th): At 10th level, a redeemer can set up a largely autonomous chapterhouse of redeemers as an outpost against the chaos of sorcery. The redeemer will be joined by a number of low-level redeemers and fighting-men, ready to die for the cause if necessary.

WITCH

A witch is a sorcerer with a few differences in how she casts spells and with the addition of being able to make potions.

Prime Attribute: INT 9+
Primary Save: Will
Hit Dice: 1D6 at 1st level. Then per the Sorcerer Advancement table (Book 1).
DC Bonus: Witches gain +1 DC at 3rd, 6th and 9th levels
Armour/Shield Permitted: Witches can wear barbarian armour but prefer to wear none. They don't use shields at all.
Weapons Permitted: Light and medium only

Spellcasting: Witches don't write their spells into a Grimoire. Instead, at 1st level, a witch forms a close bond with a familiar, an impish creature that takes the form of a small animal (cat, bat, raven, snake, toad, ferret, squirrel etc.) and teaches her magic and helps to guide her along the path of witchcraft. A witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her familiar. At 1st level, a witch's familiar can store one of the 1st level sorcerer spells of the witch's choice. This is the only spell the witch can prepare and cast. At each new witch level, she adds one new spell of any spell level or levels that she can cast (based on her new witch level) to her familiar. The witch can see through her familiar's eyes as if she were the familiar and can communicate with it by a telepathic link, up to a mile per level. She can also cast any of her prepared spells through her familiar. The witch does not gain bonus spells due to intelligence.

Cauldron: At 1st level, the witch creates a cauldron in which she can brew one potion per day (this includes the time spent gathering the herbs and materials she needs to brew the potion). These potions can contain one spell from her known spell list or a spell of healing, which heals D6 damage). Once bottled, the potion will last until she uses it.

Summoning: Witches cannot summon until they reach 5th level (i.e. they do not receive the first summoning ability that sorcerers receive).

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