

CRIMSON BLADES

DARK FANTASY RPG



BEYOND BELIEF GAMES

CRIMSON BLADES

DARK FANTASY ROLE PLAYING GAME

Based on the rules first found in the WOODLAND WARRIORS RPG

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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 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.

Also, you can publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

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).



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 a section especially for you.

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	<i>Carsten</i>	Class	<i>Fighter</i>	XP	(Bonus +10%)
Gender	<i>Male</i>	Level	<i>1</i>	HD	<i>1(+2)</i>
STR	<i>16</i>	To Hit/Dam	<i>+1 /+1</i>	Str Feat	<i>3+</i>
DEX	<i>13</i>	To Hit/AC	<i>+0 /+1</i>	Ref Save	<i>4+</i>
CON	<i>11</i>	HP Mod	<i>+0</i>	Fort Save	<i>4+</i>
WIS	<i>13</i>	Notice	<i>4+</i>	Will Save	<i>4+</i>
INT	<i>8</i>	Lore	<i>6+</i>	Languages	<i>1</i>
CHA	<i>12</i>	Persuade	<i>5+</i>	Hirelings	<i>3</i>
HP	<i>7</i>	Things Carried = <i>8</i> (Move = <i>7/10/12/14</i>)			
AC	<i>6</i>	<i>Sword 1D6+1, Bow 1D6, 20 arrows</i>			
GP	<i>8</i>	<i>Chain & Shield</i>			
Move	<i>9</i>	<i>Assorted travelling goods</i>			

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 for each attribute, in order. If your GM allows, you may put the rolls where you like, rather than in the order you rolled them in.

STRENGTH (STR)

A high STR gives your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"). The table below shows you the effects of your STR score. For convenience, you may want to write down these bonuses on your character sheet next to the STR score. STR is the *Prime Attribute* for the Fighter class.

Table 1: Strength

<i>Attribute Score</i>	<i>Melee 'To Hit' Modifier</i>	<i>Damage Modifier</i>	<i>Things Carried</i>	<i>STR Feat</i>
3–5	-1	-1	-2	6+
6–8	+0	-1	-1	6+
9–12	+0	+0	+0	5+
13–15	+0	+1	+1	4+
16–17	+1	+1	+2	3+
18–19	+1	+1	+3	2+

Melee 'To Hit' modifier: When rolling your Hit Dice (HD) to attack with hand-held weapons, you can apply this number to your HD, after rolling. So if you roll a 4, it becomes a 5. This applies to all HD, if you have more than one.

Damage Modifier: You apply this number to your melee weapon damage roll. You add it to each damage die.

Things Carried: This is the modifier to the number of things that a character can carry before suffering a reduction in his movement at each of the movement rate levels. (See *Table 20: Movement Rate*)

STR Feat: When your character wants to break out of bonds, bend iron bars, kick down doors and perform similar physical activities, you need to roll a single die to get equal to or higher than the number indicated. Your GM might apply modifiers for particularly tough or for easier tasks.

DEXTERITY (DEX)

A high DEX score gives your character bonuses when attacking with a bow or other missile weapon and improves your *Armour Class* (AC) making you harder to hit. DEX is the Prime Attribute for the Thief class.

Table 2: Dexterity

<i>Attribute Score</i>	<i>Missile 'To Hit' Modifiers</i>	<i>Armour Class Adjustment</i>	<i>Reflex Save</i>
3–5	-1	-1	6+
6–8	+0	-1	6+
9–12	+0	+0	5+
13–15	+0	+1	4+
16–17	+1	+1	3+
18–19	+1	+1	2+

Missile ‘To Hit’ modifier: When rolling your HD to attack with missile weapons, you can apply this number to your HD after rolling. So, if you roll a 4 it becomes a 5. This applies to all HD, if you have more than one.

Armour Class Adjustment: Add this number to your AC, whether wearing armour or not. This gives you a higher AC, making it harder for your enemies to hit you in combat.

Reflex Save: When your character needs to avoid harm from some form of fall, trap, or explosion that requires quick reactions, you need to roll the number indicated on the above table. Sometimes a successful roll will only be sufficient to avoid some of the damage. Your class might give you a bonus to your roll.

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 class.

Table 3: Constitution

<i>Attribute Score</i>	<i>Hit Point Modifier</i>	<i>Fortitude Save</i>
3–5	-2	6+
6-8	-1	6+
9–12	+0	5+
13-15	+1	4+
16-17	+2	3+
18-19	+3	2+

Fortitude Save: When your character needs to avoid harm from some form of poison, paralysis, exhaustion or similar, that requires physical toughness, you need to roll the number indicated on the table above. Sometimes a successful roll will only be sufficient to avoid some of the harm. Your character’s class might give you a bonus to your roll.

Hit Point Modifier: You add this number whenever you roll your HD on attaining a new level, to determine whether your character receives a higher Hit Point (HP) total.

INTELLIGENCE (INT)

INT is the Prime Attribute for sorcerer and Dendrellyssi characters. 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. Dendrellyssi do not gain bonus spells.

Table 4: Intelligence

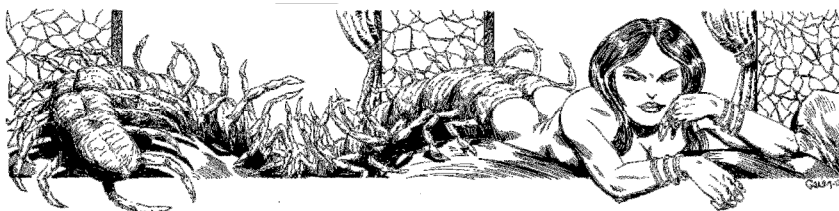
<i>Attribute Score</i>	<i>Max. Additional Languages</i>	<i>Lore Roll</i>	<i>Max. Spell Level</i>	<i>Summoning</i>
3-5	0	6+	Can't cast spells	Can't Summon
6-8	1	6+	1	Can't Summon
9-12	2	5+	2	Undead or Elementals
13-15	3	4+	3	Demons
16-17	4	3+	4	Lich Lords, Elemental Rulers
18-19	5	2+	5	Demon Lords

Max. Additional Languages: Each character knows his native language. INT determines the number of additional languages the character can learn. Reading & writing is classed as one language for these purposes and is a requirement of learning and casting spells.

Lore Roll: When your character wants to recall a bit of information – some piece of ancient history or a local legend or fact that would be known to him, you need to roll the number indicated on the table above. Sometimes a successful roll will only be sufficient to recall some of the knowledge and sometimes the GM may only allow characters of a particular class to make a roll – for example, knowledge of demons would probably be known only to Dendrellyssi and sorcerers.

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 *Dendrellyssi*, he can potentially summon the undead or demons and elementals. What he 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 13 INT you can summon Demons, as well as Undead and Elementals.



WISDOM (WIS)

A character with a WIS score of 13 or higher gains a 5% bonus to all *Experience Point* (XP) awards.

Table 5: Wisdom

Attribute Score	Notice Roll	Will Save
3–5	6+	6+
6-8	6+	6+
9–12	5+	5+
13-15	4+	4+
16-17	3+	3+
18-19	2+	2+

Notice Roll: When your character might see something that is hidden or wants to find a track in the woods you need to roll the number indicated on the table above. Note that this roll does not confer the class ability of tracking – it is simply noticing something. You’d need to have an appropriate class skill (Barbarian) to follow a trail successfully. Sometimes the GM will not need you to make a roll to spot something and other times he might apply a modifier to the roll, making the roll harder or easier.

Will Save: When your character needs to resist harm from some form of mind control, fear or some other affect that challenges his strength of mind or determination, you need to roll the number indicated on the table above. Sometimes a successful roll will only be sufficient to avoid some of the effects. Your character’s class might give you a bonus to your roll.



CHARISMA (CHA)

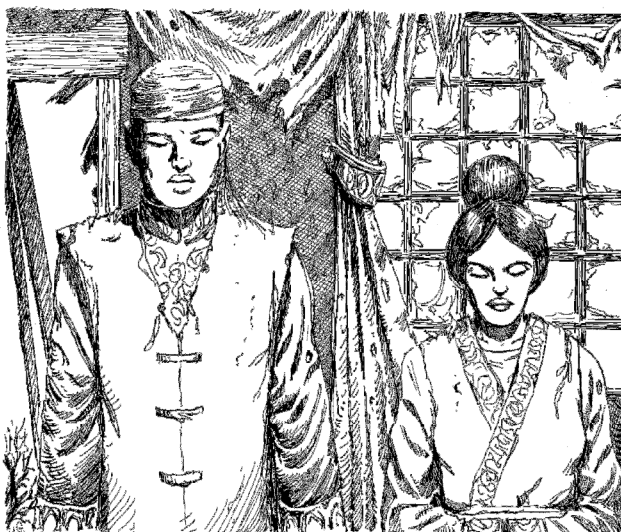
A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than characters with a low CHA. Any character with a CHA score of 13 or higher receives a bonus of 5% to all XP awards. CHA is the Prime Attribute for the Mountebank class.

Table 6: Charisma

<i>Attribute Score</i>	<i>Max. No. of Hirelings and/or Bound Demons</i>	<i>Persuade Roll</i>
3–5	1	6+
6–8	2	6+
9–12	3	5+
13–15	4	4+
16–17	5	3+
18–19	6	2+

Max. No. of Hirelings/Bound Demons: Characters can hire servants, bodyguards and experts for certain tasks they need doing. Dendrellyssi and some human sorcerers can bind demons to their service. However, the character's CHA will determine the number of hirelings or demons he can keep loyal to him, 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.

Persuade Roll: When your character wants to persuade somebody to do something, extract some information, haggle the price of an item or some other similar activity, you need to roll the number indicated on the table. Sometimes the GM will not need you to make a roll to ask questions and other times he might apply a modifier to the roll making the roll harder or easier; if the person is particularly surly for example.



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 Hit Points (HP). Fighters and barbarians add +2 to the total; thieves, mountebanks and Dendrellyssi 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, 7 for thieves, mountebanks and Dendrellyssi and 6 for 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 had before. Do likewise each time your character advances a level.

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 and writes this onto the character sheet. Assuming Carsten survives to 2nd level, the player now rolls 2D6. He rolls 8 and this therefore becomes his new HP total. If he’d rolled 7 or less, he’d have to go through 2nd level with the same HP he had whilst he was 1st level.

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 first level fighter rolls one die and a second level fighter rolls 2 dice. Each die that comes up with a number equal to or higher than your opponent’s AC is a hit, so higher level characters can hit multiple times (or multiple opponents). In some instances “multiple” hits represent one single powerful blow.

Example

Carsten is 2nd level, so has 2HD. He is attacking a creature with AC 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 – it’s up to you. Damage is then rolled for each die that hit.



EXPERIENCE POINTS

As the characters complete their adventures, they become better equipped to deal with the hazards they face. This is represented by the GM giving out experience points (XP) at the end of the adventure. The number of XP required for the character to advance to the next level is noted in *Table 7: Experience*.

Table 7: Experience

<i>Level</i>	<i>Experience Points</i>	<i>Saves</i>
1	0	+1 Primary Save
2	100	
3	300	+1 to choice of save
4	600	
5	1000	+1 Primary Save
6	1500	
7	2100	+1 to choice of save
8	2800	
9	3600	+1 to choice of save
10	4500	

Saves

Each character has a number they require on a D6 to save against certain types of attack or danger, which is based on the appropriate attribute. As characters gain levels, their saves can improve. The primary save is dependent upon the chosen character class. Where they get a choice, it is the players' option which of their saves gets the increase – Fortitude (Fort), Reflex (Ref) or Will (Will).



CHOOSE A CHARACTER CLASS

Once you've rolled up your attribute scores, the next step is to choose a character "class." There are five human character classes: Barbarian, Fighter, Mountebank, Sorcerer and Thief. If the GM allows, players might also be able to choose Dendreyssi (a non-human class) or Redeemer (a NPC class). Your GM may also have invented other character classes, or may be allowing optional character classes from some other fantasy game. After choosing your character class, make sure to write down your XP bonus. It's based on your WIS (possible +5%), your CHA (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%. All classes receive save bonuses which are class dependent at 1st and 5th level. At 3rd, 7th and 9th level all characters also receive a +1 bonus to a save of their choice.

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: Constitution. If CON is 13+, you gain +5% to experience earned

Primary Save: Fort

Hit Dice: 1D6 (+2) at 1st level. Then per the Barbarian Advancement table.

Armour/Shield Permitted: Leather or barbarian armour and shield.

Weapons Permitted: Any

Table 8: Barbarian Advancement

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

Barbarian Class Abilities

Rage (1st level): A barbarian can fly into a berserk frenzy (called a rage) a number of times per day equal to half his level (minimum of once per day). During a rage his STR,



CON and DEX increase by 2 each and the barbarian receives 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 during a rage until the rage ends. A rage lasts a number of combat rounds equal to the barbarian's level + D6. 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 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 alignment, whilst in a rage, he is always treated as chaotic.

At 1st level, the barbarian 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 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 skills benefit from good equipment. Some of these things can be performed by any character on a roll of 6+.

Climb: Barbarians are skilled at climbing trees, scrambling around rocky ledges and clambering out of pits they've fallen into. Roll this number 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 is easier – add +1 to the barbarian's roll.

Beast Mastery: 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 a 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). Generally this only works with normal animals but the GM may allow certain monsters to become animal companions too.

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

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

Track: 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 or the pace of movement.

6th Sense: Barbarians are naturally alert to danger and have a kind of animal sense for danger. Ambushes, traps, about to drink poison...they are aware that something is wrong, not necessarily what is wrong. A notice roll would be needed (after they'd sensed the danger) to determine what the danger is.

Establish Tribe (10th level): 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 make 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 chain and plate armour. Also, for similar protective qualities, they are heavier and more restrictive. They are relatively cheap though.

Table 9: Barbarian Armour

<i>Barbarian Armour Type*</i>	<i>AC</i>	<i>Things</i>	<i>Cost</i>
Woven Plant Fibre	3	2	10gp
Wood, bone or tusk lamellar	4	4	25gp
Turtle Shell Breastplate	4	3½	50gp
<i>*Assumes a helmet of equivalent type is included</i>			

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. If STR is 13+ you gain 5% to XP earned

Primary Save: Fort

Hit Dice: 1d6 (+2) at 1st level; then per the Fighter Advancement table, below.

Armour/Shield Permitted: Any

Weapons Permitted: Any

Table 10: Fighter Advancement

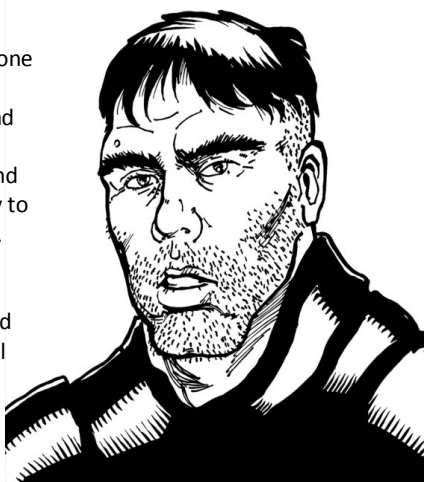
<i>Level</i>	<i>Hit Dice</i>	<i>Fighter Stunt</i>
1	1(+2)	5+
2	2	5+
3	2(+2)	4+
4	3	4+
5	3(+2)	3+
6	4	3+
7	4(+2)	2+
8	5	2+
9	5(+2)	1+
10	6	1+

Fighter Class Abilities

Fighter Stunt: If you want your character to attempt a special manoeuvre in combat that isn't a direct attack, like disarming his opponent, shooting an arrow at a rope to break it or some other similar trick, you need to make this roll or higher. The roll is modified by the HD of your opponent over your own; so a 1st level fighter attempting to disarm a 2nd level fighter (2HD) receives -1 to his roll. Other modifiers are at the GMs discretion.

Favoured Weapon: The fighter can choose one specific type of weapon (long sword, short sword, battle axe etc.) with which he has had extra training. When using this weapon, the fighter receives a bonus HD to his attacks and fighter stunts (that is he rolls two dice to try to beat the number with at least one of them).

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



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. If DEX is 13+, you gain +5% to XP earned

Primary Save: Ref

Hit Dice: 1d6 (+1) at 1st level. Then per the Thief Advancement table.

Armour/Shield Permitted: Thieves wear no armour, 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. They rarely use shields.

Weapons Permitted: Medium or light weapons only

Table 11: Thief Advancement

<i>Level</i>	<i>Hit Dice</i>	<i>Primary</i>	<i>Secondary</i>	<i>Tertiary</i>
1	1(+1)	3+	4+	5+
2	1(+2)	3+	4+	4+
3	2	2+	3+	4+
4	2(+1)	2+	3+	3+
5	2(+2)	2+	3+	3+
6	3	1+	2+	3+
7	3(+1)	1+	2+	3+
8	3(+2)	1+	2+	2+
9	4	1+	2+	2+
10	4(+1)	1+	1+	2+

Thief Class Abilities

Sneak attack (1st level): At 1st level, a thief who can catch his opponent unawares or get behind him can attack his opponent in a vital area for extra damage. The thief can only do a sneak attack with a light concealed weapon if he is in full view or with a light or medium weapon if behind or hidden from view. The attack must be against a single target. If the thief hits his target he can add another D6 to the damage he causes to a single target. At 6th level, he can add 2D6 to the damage caused to a single target by a

sneak attack and at 10th level he can add 3D6. He can do this with a ranged weapon, if within close range.

At 1st level, the thief 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 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 on a roll of 6+ at the GMs discretion.

Climb: 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. Roll this number 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 is easier – add +1 to the thief’s roll.

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

Find: 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: Thieves are good at listening for strange noises and are alert to unusual sounds. Roll this number or higher to hear a monster’s breathing in the shadows or a footfall from behind.

Stealth: Thieves are skilled at hiding and creeping. Roll this number or higher to bypass guards or to avoid being spotted.

Traps: Thieves are good at setting and removing traps and tripwires. If the thief is attempting to set or disarm a trap, roll this number or higher for success.

Establish Guildhall (10th): At 10th level, a thief may establish his 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. However, they are also streetwise information gatherers and, in an urban environment, they definitely come into their own.

Prime Attribute: CHA. If CHA is 13+, you gain +5% to XP earned

Primary Save: Will

Hit Dice: 1d6 (+1) at first level. Then per the Mountebank Advancement table.

Armour/Shield Permitted: None, quilted or leather only, no shields

Weapons Permitted: Medium or light weapons only

Table 12: Mountebank Advancement

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

Mountebank Class Abilities

Spell Casting: 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 a lore roll with a penalty equal to the level of the spell. 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.

At 1st level, the mountebank chooses which of the following skills will be his primary (best), which will be secondary and which will be tertiary. He chooses two skills for each category. Some skills benefit from better equipment or from spending time to

perform them and, at the GMs discretion, may receive a bonus to the roll. Some skills can be performed by any character on a roll of 6+ at the GMs discretion.

Assess Person: With a minute of study and a die roll, the mountebank can figure out something about someone he 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: The mountebank has a number of people around the city (or in other towns and cities) that possibly owe him a favour that he can turn to for help as needed. A successful roll indicates he knows of someone who may lend some assistance and has been able to find them. They still may require a persuade roll to do anything that might be dangerous or that will cost them a lot of money.

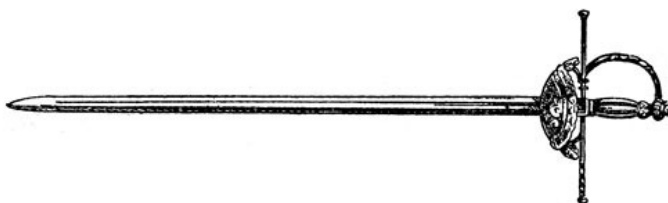
Detect Illusions: Mountebanks are trained to notice the tricks and stratagems of other mountebanks and to detect magical illusions. Against any illusory spell, the mountebank gets a roll to see if he sees through the illusion.

Disguise: With a few tweaks here and there, a touch of dye, a change of posture and loose cloaks or clothing, the mountebank can make himself appear to be someone else. Roll this number or higher to fool other people. They may receive a notice 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: 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 can also pick pockets and cut purses from belts. Make this roll or higher to succeed.

Tricks of the Trade: Through the use of some handy dandy alchemical items, such as flash paper and smoke powder, the mountebank can create little "magical" effects to make a quick escape or to baffle or confuse his enemies for a few seconds (a combat round or two). These effects cause no physical damage and some effects are at the GMs discretion.

Establish Tavern (10th): At 10th level, a mountebank is likely to establish a tavern, gambling den, brothel or similar establishment. He will attract a number of like-minded ne'er-do-wells, doxies and charlatans to assist him 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 sorcerer can build his own tower, where he can conduct his experiments, create fabulous magic items and scribe new formulae for hitherto unknown spells.

Human sorcerers are typically incapable of dealing with the warped logic and the alien minds of demons, elementals and otherworldly creatures. Most are 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 but it is exceedingly dangerous and better left to the Dendrylyssi, who have centuries of knowledge and experience of dealing with these beings.

Prime Attribute: INT. If INT is 13+ you gain +5% XP to XP earned.

Primary Save: Will

Hit Dice: 1D6 at 1st level; then per the Sorcerer Advancement table.

Armour/Shield Permitted: The most powerful sorcerers prefer not to wear armour at all if casting spells as this inhibits their movements and gestures making spell-casting more difficult. They can wear any armour though they rarely use shields.

Weapons Permitted: Medium or light weapons only

Table 13: Sorcerer Advancement

		Summoning by Level				Spells by Level Per Day				
Level	Hit Dice	First	Second	Third	Fourth	1	2	3	4	5
1	1	–	–	–	–	1	–	–	–	–
2	1(+1)	–	–	–	–	2	–	–	–	–
3	1(+2)	–	–	–	–	2	1	–	–	–
4	2(-1)	6+	–	–	–	3	2	–	–	–
5	2	6+	–	–	–	3	2	1	–	–
6	2(+1)	5+	6+	–	–	3	3	2	1	–
7	2(+2)	5+	6+	–	–	4	3	2	2	1
8	3(-1)	5+	5+	6+	–	4	3	3	2	2
9	3	4+	5+	6+	–	4	4	3	3	2
10	3(+1)	4+	5+	5+	6+	4	4	3	3	3

Sorcerer Class Abilities

Spell Casting (1st): A sorcerer owns a book of spells called a grimoire. He can cast spells directly from his book if he wishes. 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 his chosen spell formulae into his mind, “preparing” these spells. He can then cast the spell when he wants, without referring to his 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, he can copy them into his grimoire or cast the spell once directly from the scroll. The spells that a sorcerer can prepare is set out in *Table 13: Sorcerer Advancement* (spells by level). To determine which spells the sorcerer has in his grimoire, go down the sorcerer spell list making a Lore roll for each one, in order. A successful roll means he starts with that spell in his book although every sorcerer starts with at least one spell. If you fail to make a successful Lore roll at all, you get to choose one spell for your grimoire.

Summoning (4th): At 4th level, the sorcerer chooses a primary summons from *Elementals*, *Demons* or *Undead*. He then rolls a D6 to determine which specific type he can summon. At later levels, he 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 Dendrellysi for more information on summoning.

Sorcerer’s Tower (10th): At 10th level, a sorcerer can build a Sorcerer’s Tower for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries and strange servants (some with odd abilities and deformities). This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

DENDRELYSSI

The Dendrellyssi 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 Dendrellyssi 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.

Dendrellyssi are both fighters and sorcerers. Unlike human sorcerers, Dendrellyssi 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

Dendrellyssi. The Dendrellyssi themselves have become lazy and decadent, failing to maintain some of their bonds, so nothing is certain any more. Nevertheless, Dendrellyssi characters can still summon these entities and, more often than not, get them to do their bidding.

Because of their adherence to ancient traditions, Dendrellyssi are mostly lawful. Although they make pacts with demons (which are chaotic), this is to control chaos rather than to side with chaos.

Whilst Dendrellyssi 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. Dendrellyssi receive no XP bonuses.

Primary Save: Will

Hit Dice: 1D6 (+1) at 1st level; then per the Dendrellyssi Advancement table.

Armour/Shield Permitted: Any

Weapons Permitted: Any

Table 14: Dendrellyssi Advancement

		Summonings by Level					Spells by Level				
Level	Hit Dice	First	Second	Third	Fourth	Fifth	1	2	3	4	5
1	1(+1)	5+	–	–	–	–	–	–	–	–	–
2	1(+2)	5+	–	–	–	–	1	–	–	–	–
3	2	4+	5+	–	–	–	2	–	–	–	–
4	2(+1)	4+	5+	–	–	–	2	1	–	–	–
5	2(+2)	3+	4+	5+	–	–	3	2	–	–	–
6	3	3+	4+	5+	–	–	3	2	1	–	–
7	3(+1)	2+	3+	4+	5+	–	3	3	2	–	–
8	3(+2)	2+	3+	4+	5+	–	4	3	2	1	–
9	4	1+	2+	3+	4+	5+	4	3	3	2	–
10	4(+1)	1+	2+	3+	4+	5+	4	4	3	2	1

Dendrellyssi Class Abilities

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

Summoning: At 1st level, the Dendrellyssi chooses a primary summons from Elementals Demons or Undead. He then rolls a D6 to determine which specific type he can summon. Later on, at 3rd level, he 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. The chance to summon the entity is as set out in the above table.

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 wearing heavy armour or otherwise encumbered

-1 if summoning Elemental Rulers, Lich Lords or Demon Lords

The choices are from:

D6	Elementals
1	Air (Sylphs)
2	Earth (Gnomes)
3	Fire (Salamanders)
4	Water (Undines)
5-6	Player's choice
-	Elemental Rulers

D6	Demons
1	Combat
2	Desire
3	Knowledge
4	Possession
5	Protection
6	Travel
-	Demon Lords

D6	Undead
1-4	Corporeal
5-6	Non-corporeal
-	Lich Lords



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 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 would be motivated by the defense of humanity and civilization and order. Dendrellysi 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 would be about their 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. They are honest but can be tempted into lying or deceiving others if it suits him/her.

Neutral characters would be 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 with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on 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.

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 15: General Equipment

<i>Item</i>	<i>Cost</i>
Backpack *	5gp
Barrel	2gp
Bedroll	2sp
Bell	1gp
Block and tackle	5gp
Bottle (wine), glass	2gp
Candle	1cp
Canvas (per sq. yard)	1sp
Case (map or scroll)	1gp
Chain (10' length)	30gp
Chalk, 1 piece	5cp
Chest	2gp
Crowbar	2sp
Fishing net (per 25' sq.)	4gp
Flask (leather or wood)	1sp
Flint & Steel	1gp
Grappling Hook	1gp
Grimoire, sorcerer's**	100+gp
Hammer	5sp
Symbol of Law/Chaos, wooden	1gp
Symbol of Law/Chaos, silver	25gp
Ink (1 oz)	1gp

Ladder (10' long)	5sp
Lamp (bronze)	1sp
Lantern, bullseye	12gp
Lantern, hooded	7gp
Lock	20+ gp
Manacles	15gp
Mirror (small steel)	20gp
Mountebank's Disguise Kit	35 gp
Musical Instrument	5gp
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
Signal Whistle	5sp
Spike, iron	5cp
Tent	10gp
Thief Tools	25gp
Torch	1cp
Water bottle (clay)	1sp

**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.*



Table 16: 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, War	300gp
Coracle	15gp
Rowboat	50gp
Small Sailboat	200gp
Medium Sailing Ship	1,000gp
Large Sailing Ship	3,000gp
Wagon (pulled by horses)	200gp



Table 17: Melee Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Things</i>	<i>Cost</i>
Axe, battle ^{1,2}	1D6	1½	5gp
Axe, wood ³	1D6	1	1gp
Club ^{3,4}	1D6-1	1	0gp
Dagger ³	1D3	½	2gp
Flail ^{1,2}	1D6	1½	12gp
Hammer, war	1D6	1	5gp
Mace	1D6	1	5gp
Pole arm	1D6+2	2	10gp
Spear ^{1,2,3}	1D6	1½	1gp
Quarterstaff ⁴	1D6-1	1	0gp
Quarterstaff, Iron shod	1D6	1	2gp
Sword, hand-and-a-half ^{1,2}	1D6	1½	20gp
Sword, long	1D6	1	15gp
Sword, cutlass	1D6	1½	7gp
Sword, short ⁴	1D6-1	1	10gp
Sword, two-handed	1D6+2	2	30gp
¹ <i>Weapon can be used either one or two-handed</i> ² <i>When wielded two-handed, gain +1 damage bonus</i> ³ <i>Can be used as both a melee and a missile weapon</i> ⁴ <i>Minimum damage = 1 point</i>			

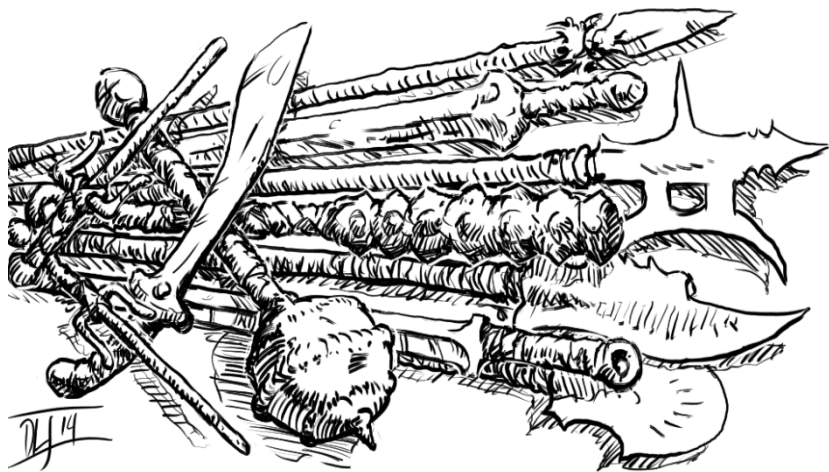
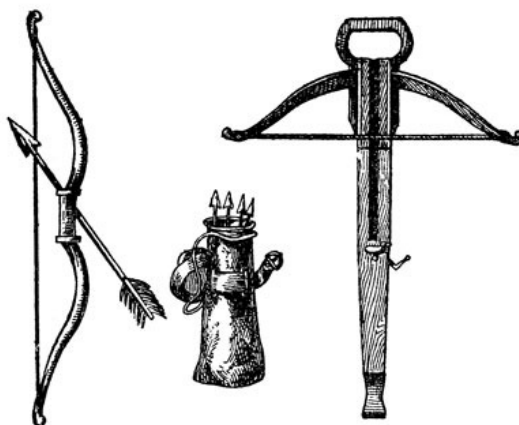


Table 18: Missile Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Things</i>	<i>Close Range</i>	<i>Medium Range</i>	<i>Long Range</i>	<i>Cost</i>
Arrows (20)	1D6	½	-	-	-	2gp
Axe (Wood), Throw ²	1D6	1	10	20	40	1gp
Bolt, heavy (20)	1D6+1	½	-	-	-	4gp
Bolt, light (20) ⁴	1D6-1	½	-	-	-	3gp
Bow, long	—	2	75	150	300	60gp
Bow, short	—	1	50	100	200	20gp
Club, thrown ²	1D6-1	1	10	20	40	0gp
Crossbow, heavy ¹	—	2	80	160	320	25gp
Crossbow, light ¹	—	1	60	120	240	12gp
Dagger, thrown ²	1D3	½	10	20	40	2gp
Dart, thrown ²	1D3	½	15	30	60	2sp
Hand-Cannon ³	1D6+2	3	100	200	400	100gp
Javelin, thrown ^{2, 4}	1D6-1	1	20	40	80	5sp
Sling	—	½	40	80	160	2sp
Spear, thrown ²	1D6	1½	20	40s	80	1gp
Stones, sling (20)	1D3+1	½	-	-	-	0gp

¹ Weapon cannot be fired at multiple targets in a round, due to reloading time
² You can usually only choose multiple targets if you have more than one weapon
³ Can fire a single shot (at one target) or grape (at multiple targets). It requires a stand for the barrel to rest on (1 “thing”).
Medium Range = -1 to hit, Long Range = -2 to hit



Calculating armour class

Check the armour your character is wearing and read off AC from the table below. If your character uses a shield, add +1. If your character also has a bonus due to high DEX, add another +1. If he has a penalty due to low DEX, subtract 1. Magical armour or a magic shield could add another +1 each, although this armour is very rare. A player-character could feasibly have an AC anywhere from 1 to 9, but more typically it will be in the range 2 to 6.

Example

Carsten has an AC of 3 normally (2 for no armour, +1 for his high DEX). He puts on Chain (AC4) and grabs a shield (adding 1 to his AC, which is now 5). Because he receives a bonus of +1 to his AC, he is now AC6.

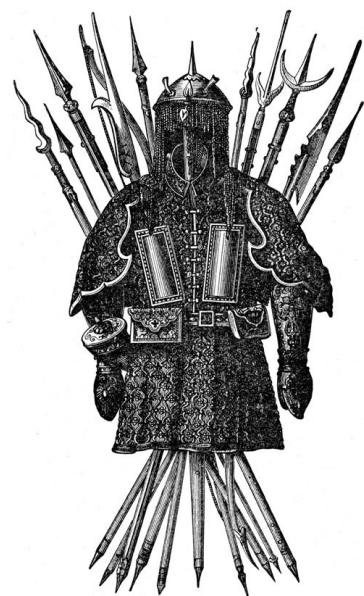


Table 19: Armour

Armour Type*	AC	Things	Penalties**	Cost
None	2	-	-	-
Quilted Cloth	3	1½	-	15 gp
Leather	3	1	-	25 gp
Chain	4	2	-1	100 gp
Plate	5	4	-2	300 gp
Shield	+1	1	-1	20 gp
*Assumes a helmet of equivalent type is included				
**Subtracted from rolls for certain physical tasks (particularly those of thieves)				

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 two more “things” (7 instead of 5, with a total maximum of 14). 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 chainmail (2) and shield (1), and picks up his sword (1), long bow (2) and arrows (½). At 7½ things, his movement rate is now reduced to 9. If he later swapped his chain for plate armour, at 2 more things, this would push him to 9½ thing.

His move would remain at 9, because he can carry 10 things before his move rate is reduced further.

Movement

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

Table 20: Movement Rate

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

Table 21: Indoor/Subterranean/Town Movement

<i>Description</i>	<i>Speed</i>	<i>Results</i>
Careful	Base movement rate times 10/turn	Mapping is permitted, and normal chances for surprise exist
Walking	Base movement rate times 20/turn (x2 per round)	No mapping or careful observation is allowed
Running	Base movement rate times 40/turn (x4 per round)	No mapping permitted, 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

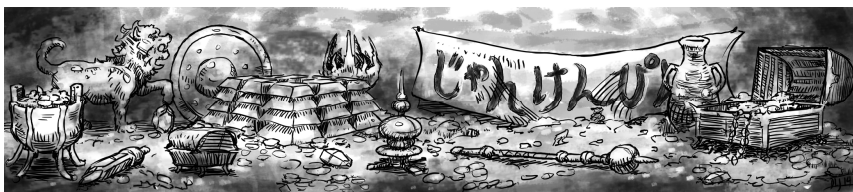
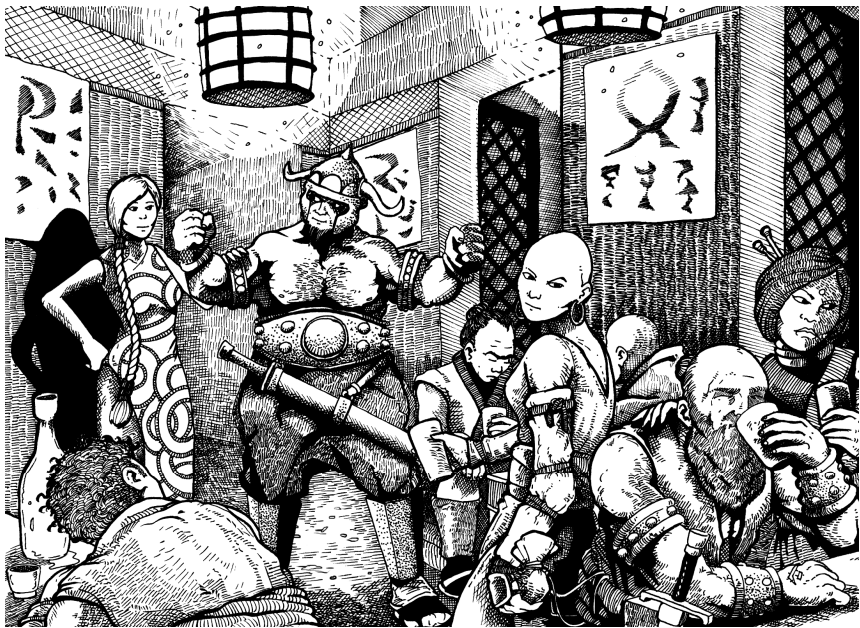


Table 22: Outdoor Movement

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 or consequences a retreating character might incur



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 the disreputable part of town, on the deck of a galley in the middle of a violent ocean storm, in a 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 Experience

Characters are awarded experience points (XP) for fighting, dealing with threats and accumulating and spending their treasure. Creatures have a set XP value (in the monster descriptions). Treasure obtained is at a rate of one gold piece is equal to one XP. Except in rare cases (at the GMs discretion), you only gain the XP when you have spent the treasure – not just when you accumulate it. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a bandit chief away from his hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute listed in the character class description. If this Prime Attribute is 13 or higher, all XP awards to the character are increased by 5%. Additionally, if the character has a CHA score of 13 or more, XP awards are increased by 5%. Finally, if the character has a WIS score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to XP awards.

When your character has accumulated enough XP to reach a new level, you will roll your Hit Dice again for your new level and gain new spells if you're a sorcerer or Dendrellyssi. 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 the "turn," and the "combat round." A turn represents one minute, and a combat round is about 10 seconds.

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.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a saving throw ("save"). 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.

Ref Save: This would be against slips and falls, keeping hold of or catching small items, dodging landslides and rockfalls 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*.

A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. To make a saving throw, roll a D6. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds. Monsters can also make saving throws (a creature's saving throw target number is listed in the creature's description).

Other Rolls

Normally the GM will just allow characters to do things as described by the players and if it seems reasonable, it 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. However, sometimes a roll will be required. Lore, Notice and Persuade have their own target numbers based on the character's attribute.

Lore: Often, the GM will just say the PC knows or doesn't know the answer. Otherwise, the PC can make a Lore roll to know about something. Some classes will receive more information than others – to know about warfare or battles, a fighter will know more. To know something about a demon, a Dendrellyssi will know more and so on.

Notice: Most of the time, the GM will just tell the PCs what they see and hear. Sometimes, like when they are about to be ambushed, the GM might wish to see if the PCs notice they're about to be attacked.

Persuade: Chatting and negotiation is largely carried out by the player's role-playing their characters. No rolls are necessary. However, sometimes (especially dealing with demons) the outcome might still be uncertain. The GM will then require a roll (maybe with a modifier for a good argument). Mountebanks will tend to get better results from a successful roll than characters of other classes.

Class Abilities: Some of the classes have a number of abilities that other PCs should reasonably be able to attempt (like stealth). Where this is the case, the GM might allow a roll requiring a 6 (maybe with modifiers) although the GM is perfectly entitled to disallow a character to make a roll. The chance to succeed should never be better than for a character of the right class.

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” his action and still has his action 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 a notice roll 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. 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.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a number of D6 equal to his HD, which is determined by the class and level of the character. If he has more than one HD and more than one opponent, he can attack one or multiple opponents, equal to his HD, splitting the dice between opponents. He should declare he is attacking one or more opponents before rolling. Some missile weapons don’t allow you to attack multiple opponents in a round (although you can still roll multiple dice if you are entitled to).

There may be bonuses to factor in. Some bonuses give an extra HD (a fighter's favoured weapon, for example). Other bonuses add "to-hit" bonuses; these may include a STR bonus (for attacks with hand-held weapons), a DEX bonus (for attacks with missile weapons), and any bonuses for magic weapons. These bonuses add to **each** of the dice rolled.

There may also be penalties; for low STR or DEX. Penalties are subtracted from the attack dice.

- A natural roll of 1 is always a miss
- If a character or monster has more than one HD, it can always trade a HD for a +1 bonus to hit, for each HD traded. This is especially useful if an opponent has an AC of higher than 6
- 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.

The HD is then compared with the AC of the opponent. Any dice that equal or exceed the AC are considered hits and will cause some damage.

Example: A 1st level thief (with DEX 16) fires his sling at a goblin (AC3). He rolls a 2 and a 1. He ignores the 1, because 1s are always an automatic miss. Adding 1 to the other, he ends up with a 3. Only one of the "shots" hits the goblin, so he just rolls for damage once.

Damage Rolls

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's HP total (see *Damage and Death, Page 42*). For multiple hits against one target, you roll the weapon damage die a number of times equal to the number of hits you got. This represents multiple wounds or just one really good blow.

There may be bonuses to damage, due to high STR or magic weapons. If this is the case, the damage bonus is added to each damage die. If you hit several different targets, you add the extra damage to each of them. If you hit, you always cause at least one point of damage, regardless of damage penalties. This minimum doesn't apply if the target is wearing Demon Armour.

Combat example: A goblin is attacking Carsten (AC6). The goblin has 1HD, so the GM rolls one die getting a lucky 6. This hits, so the goblin causes some damage to Carsten. The goblin has a short sword, so rolls a D6-1. He gets a 1, which would be zero damage, but there is always a minimum of 1, so Carsten takes a point of damage.

Later on, Carsten has discovered a magic shield (+1 to AC). He now has AC7. He is now safe from most normal attacks from single 1HD creatures. However, a ghoul now attacks him. The ghoul has 2(+2) HD, so trades 1HD for a +1 to its attack. It now gets to

roll only one die to attack, but at least it can hit Carsten now. It still needs to roll a 6, of course.

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 will be at a lower AC 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 will 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, if you can get them anywhere) it is easiest to assume that a character “occupies” a single square or hex, counting as a 3’ across, for purposes of marching and fighting.

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above (see *The Attack Roll, Page 37*). In addition to all other bonuses, a character’s STR bonuses to hit and damage (See *Table 1: Strength*) are added to melee attacks. 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).

Missile Attacks

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character’s DEX bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. 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. The ranges are set out on *Table 18: Missile Weapons*.

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. 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, in which case the opponent is accidentally killed).

Two-weapon Fighting

You need a DEX of at least 13 to use two weapons in combat. 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 you need to roll 5+ to give the AC bonus. Fighters may make a fighter stunt roll instead, if they prefer.

Defensive fighting

Instead of attacking, a character can parry, dodge or otherwise attempt to avoid being hit, rather than attacking. This gives you a bonus (+1) to your AC, provided you can roll 5+ on at least one of your attack dice. Fighters may make a fighter stunt roll instead, if they prefer.

Unarmed Combat

Brawling attacks, such as those conducted with fist, claw, tooth or dagger pommel, will normally inflict 1D2 points of damage, plus the attacker's STR bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1D6 rounds.

Example: A fist deals 2 points of damage, and the defender has 3 HP. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 1 point of damage, the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.

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 to negative hit points the following applies: On his initiative phase on each subsequent round roll 1D6:

- 1=Make a Fort save. If he fails, the character dies, roll up a new one! If he succeeds, as 2-3 below but also: When he comes round he develops a phobia – maybe blood, or death, or something connected to the circumstances of his “near death” – if he was fighting spiders for example, he could develop a fear of spiders, or if he was hit by a fireball it could be a fear of magic 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 heroic reserves, regains consciousness and 1 HP, and is able to get up and take an action this turn. He has also suffered a scar or some other minor permanent injury. It doesn't affect him, other than as a reminder of this particular battle.



Healing

In addition to the various magical means of restoring HP, a character recovers 1 HP per day that he takes uninterrupted rest. Two weeks 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.



Table 23: Sorcerer Spell List

1st level	
Charm Person	Magic Missile
Command	Mending
Detect Magic	Purify Food & Drink*
Hold Portal	Remove Fear*
Inspire	Sanctuary
Invisibility to Undead*	Shield
Light*	Sleep
Magic Aura*	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	
Extension	Speak with Plants
Growth of Plants	Neutralize Poison*
Hallucinatory Terrain	Spell Immunity
Invisibility, Improved	Wizard Eye
Shadow Monsters	
5th Level	
Cloudkill	Passwall
Feeblemind	Telekinesis
Hold Monster	True Seeing*
Magic Jar	
<i>*Spell can be reversed, so remove fear becomes cause fear, for example</i>	

SPELL DESCRIPTIONS

Here are the descriptions of spells, in alphabetical order, which the 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 could 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.

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. 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 of 4HD or levels or less it comes in contact with if 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 word command, 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 5 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 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 cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the 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 himself 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 of 10' wide, 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 on the same segment in combat as a spell from an enemy combatant, Dispel Magic can be used to disrupt and negate that spell. All magical items within the area of effect are temporarily disenchanting (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.

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 fail 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 can make a Lore roll to detect the runes.

Extension

Level 4

Duration: See Below

Range: 0

This spell reminds magic forces that it is not 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 saving Will save (with a -2 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. However, if 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 2 are targeted the save is at -1, and -2 if only one being is targeted.

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 by 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 (unique to each formulation of the spell; different forms must be researched and prepared separately) 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 will negate the effect (-2 modifier to the ST 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, skill checks, initiative checks, 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 action desired and it will not cancel the spell.

Invisibility to Undead*

Level 1

Duration: 1 turn/level

Range: Touch

The subject of this spell becomes completely unnoticed by undead creatures for the duration of the spell. Undead creatures cannot see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain an undead creature's attention (including attacking). This breaks the spell completely, with all undead in the area able to then sense the subject. The reverse of this spell, Undead Attraction, causes all present undead to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the 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 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, but this will 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.

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 saving throw versus magic. 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 a saving throw 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 150'. The missile hits automatically, doing 1D6 points of damage. The sorcerer casts an additional missile for every 3 levels of experience. 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' - 43'

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 items, nor does it affect creatures.

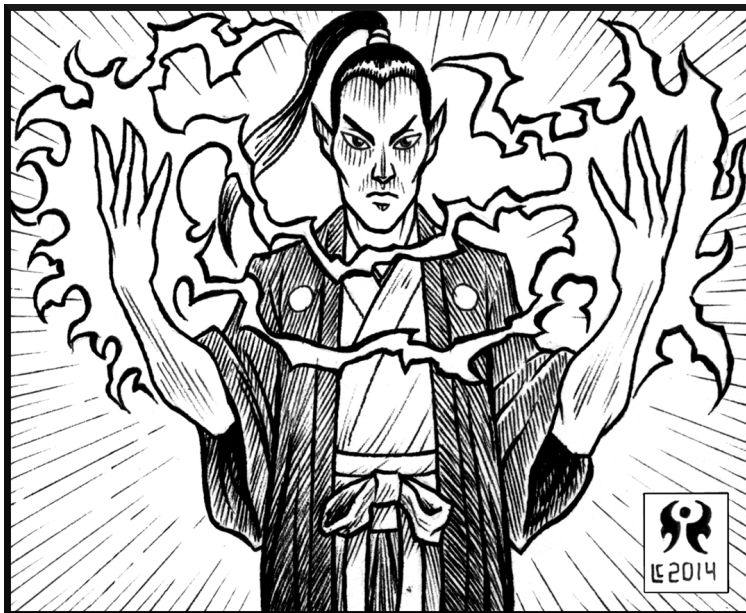
Neutralize Poison*

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 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. 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 creates coruscating ray from the caster's hand. The opponent 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 an affected creature as well. 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 level 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 see still 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 a saving throw (INT) 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 AC 3 and all damage is halved.

Shield

Level 1

Duration: 2 turns

Range: Touch

Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC6, and an effective AC5 for all other attacks. Even if an attack hits, it does one less point of damage (per HD) than it otherwise would have.



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 saving throw versus magic, 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 to clear a path that is 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 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 conversation, and only sorcerers, Dendrellyssi, mountebanks 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 affect 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 polymorphed, 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 affect 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.



SUMMONING

Whether its demons, elementals or undead, summoning is a dangerous pursuit. However, it can lead to great power so the Dendrellyssi and some human sorcerers attempt it from time to time to further their own power. 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 he needs at least a bowl of water to summon an undine, for example. 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. Subtract 1 from the player's roll if the sorcerer is wearing metallic armour and/or hampered by heavy weapons and gear. Add 1 to the 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).

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 it is within its powers), it is free again and will go away to the elemental plane where it came from. However, the sorcerer can bind the elemental rather than have it carry out a task.

BINDING ELEMENTALS

The elemental must be bound into an item or object. To bind an elemental requires the sorcerer to overcome the elemental in a battle of wills. This is done by the player making a successful 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.

The Dendrellyssi 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 Dendrellyssi 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.

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 AC7 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 powers of one 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 AC5 and 3HD. They always attack last in the round with their fists causing D6+2 damage on each hit
- 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 AC6 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 powers of one 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 AC6 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 (salamander) 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.

THE 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 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.

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.

THE LADY OF AIR ELEMENTALS

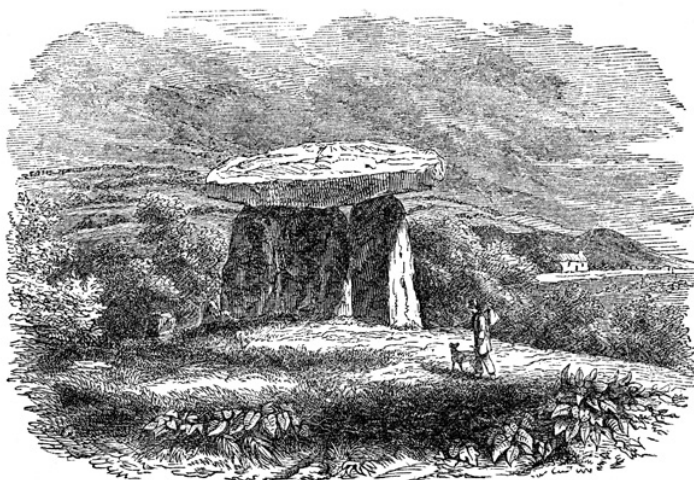
She rules all of the sylphs. The following types of things are within her power

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

THE LORD OF THE 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 itself 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.



DEMONS

First, the sorcerer or Dendrellyssi 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 to try to equal or exceed his roll needed, depending on 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 A DEMON

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 hirelings allowed by his CHA. Thus, Zanthus, with a CHA of 12, can bind up to three demons.

DEMON POWERS

Demons don't need to take physical form. However, to have any physical effect, they must take a physical form and in their physical form they can be destroyed. Any type of demon may be a shapeshifter but the demon's INT must be at least 13. 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 for which one it gets. These abilities appear randomly unless the summoner makes an extra effort to obtain a specific one. To get 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 24: 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 which does 1D3 of damage every combat round to whatever it touches or whatever touches it. If not washed off, the acid will continue to do 1D3 of 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 1 st level only 4-5 1 st and 2 nd level 6 1 st to 3 rd 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 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.

Demons of Combat have STR, CON and DEX 8-18 (6 + 2D6). The other three attributes range from 3-18 (3D6). A Demon of Combat acts as a fighter and the demon's level is the same as that of the summoner. It has a

natural AC3-5 (roll D3+2), which can be represented by thick hide, scales, carapace or whatever plus any DEX modifier. The summoner can give the demon some man-made armour if he wishes (and if he has any of the right size/shape).

When fighting unarmed, demon fighters cause 1D6 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. Demons of combat can harm monsters (like undead) that can only be harmed by magical attacks.

Demons of Combat are often bound into the form of weapons (*Demon Weapons*), 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.



Table 25: Demon Weapon Bonuses by Attribute

Attribute	If demon attribute is 13+	If demon attribute is 16+
STR	+1 to hit and damage	+2 to hit and damage
DEX	+1 AC (only if parrying)	+2 AC (if parrying), +1 to Ref saves
CON	+1 weapon save vs. breaking	+2 save vs. breaking, +1 to Fort saves
INT	+1 lore (battle strategy only)	+2 lore (battle strategy only)
WIS	+1 to notice (ambush only)	+2 to notice (ambush), +1 to Will saves
CHA	+1 persuade (intimidate only)	+2 persuade (intimidate only)

Demon Weapons with INT of 13 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.

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. 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 and have AC4-6 (roll D3+3).



Demons of Protection are usually 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 13 INT or greater, it may be made to change its form as the sorcerer commands.

Whenever the wearer of the Demon Armour is hit in combat, the damage must exceed 3x the demon's level to have any effect on the wearer; that is to say, the damage is absorbed, up to 3x the demon's level. So, if the character is hit for 4 points of damage and is wearing Demon Armour with a bound demon of level 2, no damage gets through to the character at all. In addition, non-magical weapons have a 50% chance of breaking (save on 4+) when coming into contact with Demon Armour.

Demon Weapons actually attack the bound demon first, until it is destroyed. So, a hit by a Demon Weapon causes damage directly to the demon. Once the demon is down to zero HP, the demon is destroyed/flees back to the demon plane and the armour reverts to normal. Any excess damage goes through to the wearer.

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, he must make a Will save (-1 if the demon has a higher Wisdom). If the intruder wins, he can pass through and the demon door is destroyed; if the intruder loses, he dies immediately.

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 are the same level and HD as the summoner and are AC2 (if manifesting in physical form).

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 Lore roll. 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).

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 here to there, wherever there may be. 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 the same level and HD as the summoner and are AC2-4 (roll D3+1).

The sorcerer may wish to have 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 have to try to persuade the demon. 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 Dendrellyssi 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 a highly attractive member of the opposite sex of the species of the summoner (unless the same sex is required). They have CHA 13-18 (12+D6) and the other attributes are rolled on 3D6. They are the same level (HD) as the summoner and have AC2.



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 13+ 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 binder, or anyone else the summoner chooses to heal. For each HP healed by the demon, it loses a CON point, permanently. Once a Demon of Desire is reduced to 0 CON, it will disappear - returning to the place it was summoned from.

DEMONS OF POSSESSION

Demons of Possession are non-corporeal and have no body of their own but. 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 (HD) as the summoner and are AC2.

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 roll (-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.



DEMON LORDS

The Demon Lords are the Dark (or Chaos) Gods of The Crimson Lands. They rule the Demon Planes and lesser demons are their minions. The Demon Lords live in great towers and fortresses in the Netherworld collecting souls to fuel the fires that pervade the hellscape. There are at least one hundred of these Dark Gods – probably many more. The Dendrellyssi knew them all at one time but now they rarely summon them.

These Lords of Chaos wage eternal war upon each other, often seeking ways to expand their holdings into other layers and at the same time defend their personal domains from rival lords and scheming underlings. The six strongest Demon Lords are known by their “earthly” names as follows: *Arranock*, *Bathshalam*, *Tezameth*, *Necridion*, *Pazzopeth* and *Calcridior* and these seek to gain a foothold in the mortal realm of the Crimson Lands. They are more likely to respond favourably to a summons because this might give them an opportunity to get the better of a weak sorcerer and be free to wreak havoc in the mortal plane.

Summoning a Demon Lord is similar to summoning a lesser demon although the sorcerer needs to know the proper name of the Demon Lord he wishes to summon. This isn't the same as the Demon Lord's earthly name and requires the sorcerer to discover the name in old tomes and records, or from a knowledgeable Dendrellyssi or perhaps from a Demon of Knowledge. A Demon of Knowledge will require something of great worth from the sorcerer to give up the proper name of a Demon Lord as there is great risk to its well-being. A minimum INT is also required.

Demon Lords can all regenerate, cause fear and all are capable of spell casting as a 10th level sorcerer. They each have at least one additional demon special ability. Demon Lords combine the powers of at least two lesser demons. The strongest Demon Lords (those named above) have all of the powers of four to six of the lesser demon types. They can all summon lesser demons and a few of them can summon the undead.

Demon Lords should be created for the circumstances by the GM and the interactions of the Demon Lords should be role played. Demon Lords always have plans and schemes and often seek the opportunity to interact with the mortal realm. They will attempt to lie, cheat, deceive and trick their summoners but once their word is given they will be bound by it.



THE 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. Therefore the summoner 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 it is 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 THE 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 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 AC, an immunity to

sleep, charm and fear or a 4+ save vs. magic or make the wearer immune to all weapons other than magic.

TURNING THE 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.

CORPOREAL UNDEAD

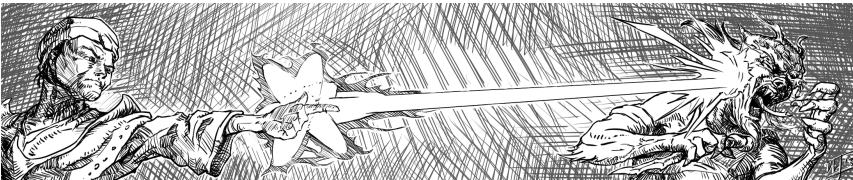
These are solid, physical creatures that can be damaged by mundane weapons and that can physically damage their victims. They can be bound to a place or a person but not into objects.

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.

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



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 suffers a -2 to his CHA and receives one of the following consequences (selected by the GM (or by the player for namby-pambies!)):

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.
7. Becomes addicted to drinking blood.
8. Starts to become gaunt, face becomes white and skull-like.
9. Gains +1 to Fort saves to avoid death but wounds take twice as long to heal as normal.
10. Becomes paranoid; believes everyone is out to get him and doesn't trust anyone.



GM INFORMATION

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 sword and sorcery 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.

DESIGNING AN ADVENTURE

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 CAMPAIGN

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 at your disposal. 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 (Dendrellyssi) assumes you will be using this world for your adventures.

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 26: 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 27: 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 28: Forest or Wood Encounters

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

Table 29: 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 30: 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 31: Well-Travelled Road Encounters

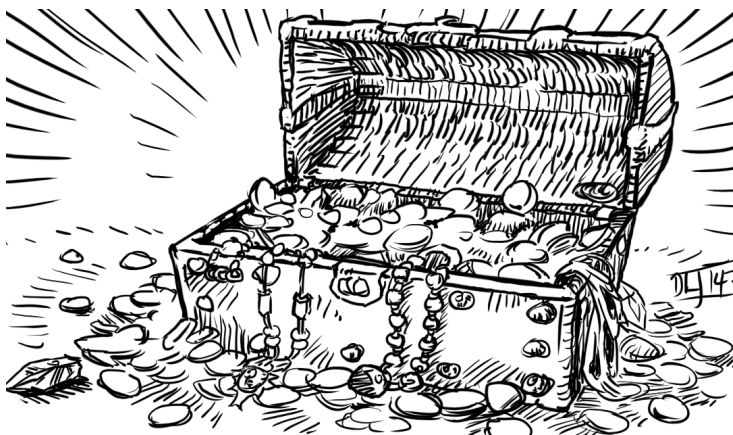
Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Bandits	Dendrellyssi Quester
2	Charlatans	Beastmen
3	Mercenaries	Necromancer
4	Townsfolk	Witch
5	Cultists	Enchantress
6	Redeemer	Berserkers



TREASURE

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level. That's not necessarily realistic but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many beasts with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 1–3 times the monster's value in experience points, and keep in mind that hunting and patrolling creatures likely 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. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the ghouls in the area. If the characters avoid the ghouls and kill the goblins so much the better. If they have to fight the ghouls and never find the goblin's hoard, that's the breaks. You can't make the game perfectly fair, trying too hard isn't worth your time, and too much fairness feels artificial to the players, too.



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.

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.

EXPERIENCE POINTS

The player section of these rules gives some information about gaining XP, which are awarded for gaining treasure and defeating (though not necessarily killing) monsters. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (player) was in getting them. The gold pieces aren't the source of the experience; they are the measurable product of it. Solving puzzles and finding traps are all already rewarded though this "gold standard," and shouldn't ordinarily be the source of bonus XP. However, if the treasure from an adventure isn't the best measurement of the effort, as in missions the players undertake without expectation of reward, the GM will have to provide an alternative source of XP. This can be done by awarding XP bonuses for finding and avoiding traps, for solving puzzles, and for turning potential enemies into allies with smart decision-making or fast talking. Overall success with a mission is another method of awarding XP when the adventure is going to be short on gold. Smart decision-making by the players is the key to awarding XP properly; avoid giving rewards for situations that were actually determined by the dice.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combats or looking for traps to spring, for example—you might consider adjusting your system. This is true for the "official" system of awarding experience, too. Remember, the GM is the ultimate judge of what works best for the game, and any rule can be changed to fit the gaming group.



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.

Armour Class: (AC) is explained in the rules for combat. The AC might be higher for faster, more nimble creatures or for those well-muscled beasts with thick fur and tough hides. The listed AC is the AC of the monster in no armour. If the monster often wears some form of armour, it will be mentioned in the description.

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.

Saving Throws: means the target number (on a D6) the monster needs to meet or beat in order to make a successful saving throw, against its 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. XP tells you how many experience points the adventuring party gains for defeating the creature. In CRIMSON BLADES you should always award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Here are the details, broken down into types of monster; that is People, Animals, Monsters and Undead.

PEOPLE

Bandit

Dex: 10

Armor Class: 3 (leather)

Hit Dice: 1 (+1)

Damage: By weapon

Saving Throws: Fort 4+, Reflex 4+,
Will 6+

Special: Ambush

Move: 12

Challenge Level/XP: 1/5

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

Armor Class: 4 (leather/shield)

Hit Dice: 2 (+1)

Damage: By weapon

Saving Throws: Fort 4+, Reflex 4+,
Will 5+

Special: Ambush, Strength Feat 5+

Move: 12

Challenge Level/XP: 2/10

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

Armor Class: 3 (DEX mod)

Hit Dice: 2 (+2)

Damage: By weapon

Saving Throw: Fort 4+, Reflex 4+,
Will 5+

Special: Rage 6+, Strength Feat 5+

Move: 12

Challenge Level/XP: 2/10



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

Armor Class: 2 (no armour)

Hit Dice: ½

Damage: D3 dagger

Saving Throw: Fort 6+, Reflex 6+, Will 5+

Special: Summoning 6+

Move: 12

Challenge Level/XP: A/3 (if there are 6, then 1/4)

Cultists are mysterious followers of the dark gods.

Individually, they are not able to summon demons but, if there are 6 or more of them, they can act together to try to summon a demon.



Charlatan

Dex: 12

Armor Class: 2 (no armour)

Hit Dice: 1 (-1)

Damage: By weapon

Saving Throws: Fort 6+, Reflex 4+, Will 4+

Special: Trickery 5+

Move: 12

Challenge Level/XP: 1/6

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.



Enchantress

Dex: 14

Armor Class: 3 (DEX mod)

Hit Dice: 2 (-1)

Damage: D3 dagger

Saving Throws: Fort 5+, Reflex 4+, Will 3+

Special: Spells of Enchantment

Move: 12

Challenge Level/XP: 3/14

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: 13

Armor Class: 4 (leather, DEX mod)

Hit Dice: 1

Damage: By weapon

Saving Throws: Fort 4+, Reflex 4+, Will 6+

Special: +1 to hit with choice of missile weapon, survival, track

Move: 12

Challenge Level/XP: 1/6

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.

Mercenary

Dex: 11

Armor Class: 4 (chain mail)

Hit Dice: 1 (+1)

Damage: By weapon

Saving Throws: Fort 5+, Reflex 5+, Will 5+

Special: Warrior Stunt

Move: 9

Challenge Level/XP: 1/6

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: 13

Armor Class: 5 (chain mail, DEX mod)

Hit Dice: 2 (+2)

Damage: By weapon

Saving Throw: Fort 4+, Reflex 5+, Will 5+

Special: Warrior Stunt, Favoured Weapon

Move: 9

Challenge Level/XP: 2/12

This represents a grizzled leader of a small force of a dozen or so mercenaries.

Favoured weapon gives him an extra HD for attacks made with that weapon.

Dendrellyssi Quester

Dex: 13

Armor Class: 6 (plate, DEX mod)

Hit Dice: 3

Damage: By weapon

Saving Throws: Fort 4+, Reflex 4+, Will 4+

Special: 1st level spells, Summoning 5+

Move: 9

Challenge Level/XP: 5/32

Young Dendrellyssi 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

Armor Class: 2

Hit Dice: ½

Damage: 1 or by weapon

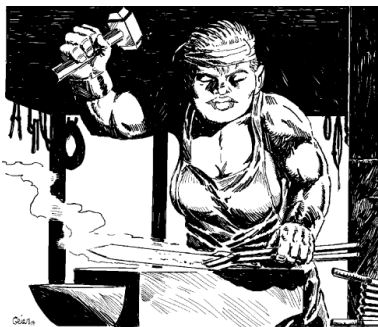
Saving Throw: Fort 6+, Reflex 6+, Will 6+

Special: Craft or profession 4+

Move: 12

Challenge Level/XP: A/2

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

Armor Class: 2

Hit Dice: 2 (-1)

Damage: D6-1 staff

Saving Throws: Fort 4+, Reflex 6+, Will 4+

Special: Summon (Undead) 5+

Move: 12

Challenge Level/XP: 3/14

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: 2

Hit Dice: 1 (-1)

Damage: D3 dagger

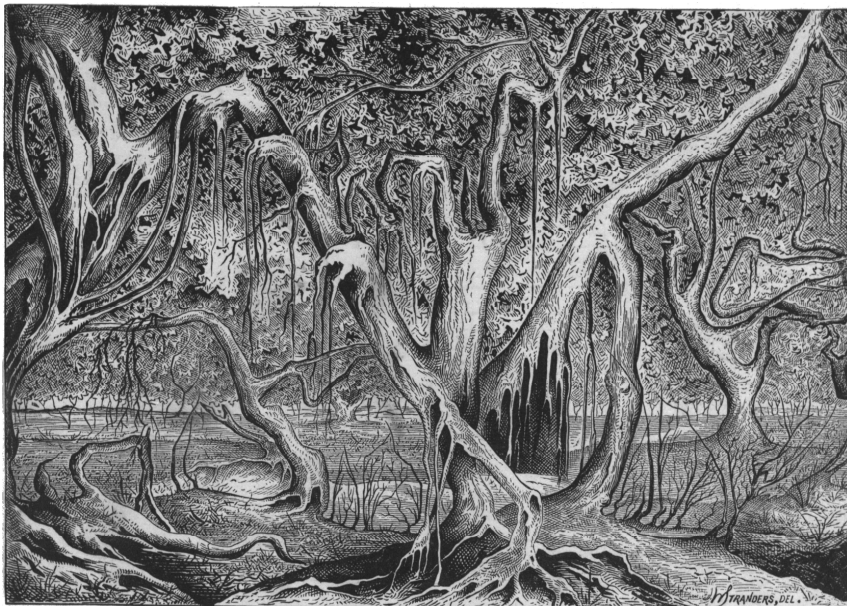
Saving Throws: Fort 6+, Reflex 5+, Will 4+

Special: Healing 2+, charms 4+, potions 3+ or soothsaying 5+

Move: 12

Challenge Level/XP: 1/6

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

Bear

Dex: 13

Armor Class: 4

Hit Dice: 4 (+15)

Damage Claws D6

Saving Throws: Fort 3+, Reflex 5+, Will 5+

Special: Can pick up (and crush)

Move: 12

Challenge Level/XP: 8/74

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

Armor Class: 2

Hit Dice: 1 HP

Damage: Bite (special)

Saving Throws: Fort 6+, Reflex 5+, Will 6+

Special: Poison bite

Move: 12

Challenge Level/XP: 2/8

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

Armor Class: 4

Hit Dice: 1 (+5)

Damage: Bite D3 (+special)

Saving Throws: Fort 5+, Reflex 5+, Will 6+

Special: Poison bite

Move: 12

Challenge Level/XP: 4/22

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

Armor Class: 6

Hit Dice: 2 (+10)

Damage: Bite D6 (+special)

Saving Throws: Fort 5+, Reflex 5+, Will 6+

Special: Poison bite

Move: 12

Challenge Level/XP: 6/44

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

Armor Class: 4

Hit Dice: 2 (+8)

Damage: Bite D6

Saving Throw: Fort 4+, Reflex 5+, Will 5+

Special: Ambush

Move: 9/12 (in water)

Challenge Level/XP: 3/21

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

Armor Class: 4

Hit Dice: 1

Damage: Talons D3

Saving Throws: Fort 5+, Reflex 4+, Will 6+

Special: Fly, notice +1

Move: 3/30 (when flying)

Challenge Level/XP: 1/4

Eagles are great winged beasts that hunt smaller animals and carry them off to their nests.

Hawk

Dex: 16

Armor Class: 4

Hit Dice: ½

Damage: Talons D3-1

Saving Throws: Fort 6+, Reflex 4+, Will 6+

Special: Fly, notice +1

Move: 3/30 (when flying)

Challenge Level/XP: A/2

Hawks are winged hunters with superb eyesight.

Hunting Dog, Tiranos

Dex: 13

Armor Class: 6
Hit Dice: 2 (+6)
Damage: Bite D6
Saving Throw: Fort 3+, Reflex 3+, Will 4+
Special: Track
Move: 12

Challenge Level/XP: 3/18

Sometimes called "Demon-Dogs" the hunting dogs of Tiranos were bred using sorcery by the Dendrellyssi 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
Armor Class: 4
Hit Dice: 2 (+4)
Damage: Claws D6-1
Saving Throw: Fort 5+, Reflex 4+, Will 6+
Special: Track
Move: 12

Challenge Level/XP: 2/10

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
Armor Class: 3
Hit Dice: ½
Attacks: Bite D2
Saving Throws: Fort 5+, Reflex 5+, Will 6+
Special: Disease
Move: 12

Challenge Level/XP: A/3

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.

Snake, poisonous

Dex: 15
Armor Class: 4
Hit Dice: ½ to 1
Damage: Bite D3 (+special)

Saving Throw: Fort 6+, Reflex 5+, Will 6+

Special: Poison bite

Move: 6

Challenge Level/XP: 2/8 to 3/14

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).

Snake, Giant Constrictor

Dex: 10

Armor Class: 5

Hit Dice: 4 (+20)

Damage: Bite D6

Saving Throw: Fort 5+, Reflex 4+, Will 6+

Special: Constriction

Move: 6

Challenge Level/XP: 9/90

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.

Shark

Dex: 14

Armor Class: 4

Hit Dice: 2 (+2) to 4 (+10)

Damage: Bite D6+1

Saving Throw: Fort 3+, Reflex 5+, Will 6+

Special: Track

Move: 15 (swimming)

Challenge Level/XP: 2/8 to 6/44

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

Armor Class: 3

Hit Dice: 1 (+2)

Damage: Bite D6-1

Saving Throw: Fort 5+, Reflex 5+, Will 6+

Special: Track

Move: 12

Challenge Level/XP: 1/5

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.

MONSTERS

Beastman

Dex: 11

Armor Class: 4

Hit Dice: 2 (+2)

Damage: Claw D3 or by weapon

Saving Throw: Fort 3+, Reflex 4+, Will 5+

Special: Rage 5+

Move: 9

Challenge Level/XP: 3/14

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, Beastmen 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* gives Beastmen +1 damage in combat 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.

Brain-Ripper

Dex:13

Armor Class: 4

Hit Dice: 3 (+10)

Damage: Tentacle (special)

Saving Throws: Fort 4+, Reflex 4+, Will 2+

Special: INT drain, charm

Move: 9

Challenge Level/XP: 6/50



Brain-rippers are a super-intelligent, evil, man-shaped race (that may pre-date the Dendrellyssii 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

Armor Class: 5

Hit Dice: 4 (+40)

Damage: D6

Saving Throw: Fort 2+, Reflex 6+, Will 2+

Special: Acidic surface, immune to cold, half damage from blunt weapons

Move: 6

Challenge Level/XP: 14/200

Dark Globbs 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

Armor Class: 5

Hit Dice: 3 (+40)

Damage: D6

Saving Throw: Fort 2+, Reflex 6+, Will 2+

Special: Half damage from blunt weapons, STR drain

Move: 6

Challenge Level/XP: 13/180

Blood Globbs 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

Armor Class: 6

Hit Dice: 4 (+30)

Damage: Bite/Claw D6

Saving Throws: Fort 5+, Reflex 5+, Will 5+

Special: None

Move: 9

Challenge Level/XP: 10/110

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: 11

Armor Class: 7

Hit Dice: 5 (+40)

Damage: Bite/Claw D6

Saving Throws: Fort 3+, Reflex 4+, Will 4+

Special: Breathe fire

Move: 6/15 (when flying)

Challenge Level/XP: 15/220

Drakes are like wyrms, but they are winged, tend to be reddish in colour and breathe fire. These were the dragons mastered by the Dendrellyssi 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: 12

Armor Class: 8

Hit Dice: 6 (+50)

Damage: Bite/Claw D6

Saving Throws: Fort 2+, Reflex 4+, Will 3+

Special: Breathe fire, spells, magic resistance

Move: 6/15 (when flying)

Challenge Level/XP: 22/360

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: 13

Armor Class: 5

Hit Dice: 2 (+6)

Damage: Claws D3+1

Saving Throw: Fort 4+, Reflex 4+, Will 4+

Special: Fly

Move: 9/15 (when flying)

Challenge Level/XP: 3/14

Gargoyles are winged beings resembling the craven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators.

Goblins

Dex: 13

Armor Class: 3

Hit Dice: ½

Damage: By weapon

Saving Throws: Fort 6+, Reflex 5+, Will 6+

Special: attack at -1 to hit in sunlight

Move: 12

Challenge Level/XP: A/2

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, shortwords, javelins and slings. Individually they aren't brave but like to gang up on their victims. They attack at -1 in the full sunlight.

Harpy

Dex: 12

Armor Class: 3

Hit Dice: 2 (+1)

Damage: Talons D3

Saving Throws: Fort 5+, Reflex 5+, Will 5+

Special: Fly, siren-song

Move: 6/18 (when flying)

Challenge Level/XP: 3/14

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

Armor Class: 5

Hit Dice: 2 (+5)

Damage: Bite D6

Saving Throws: Fort 4+, Reflex 4+, Will 4+

Special: Breathe fire

Move: 12

Challenge Level/XP: 4/22

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

Armor Class: 6

Hit Dice: 1 per head (+20)

Damage: Bite D6

Saving Throws: Fort 3+, Reflex 5+, Will 4+

Special: Poison breath, regenerate

Move: 9/12 (swimming)

Challenge Level/XP: 9/90 to 18/280

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

Armor Class: 6

Hit Dice: 6 (+20)

Damage: Claws/Bite D6

Saving Throws: Fort 2+, Reflex 3+, Will 3+

Special: Lycanthropy

Move: 9

Challenge Level/XP: 11/130

Werebears are often found in temperate forests.

Lycanthrope, Wereboar

Dex: 8

Armor Class: 5

Hit Dice: 4 (+12)
Damage: Bite D6
Saving Throws: Fort 4+, Reflex 4+, Will 4+
Special: Lycanthropy
Move: 12
Challenge Level/XP: 6/44
Wereboars are often found in the remote wilderness.

Lycanthrope, Wererat

Dex: 15
Armor Class: 3
Hit Dice: 2 (+4)
Damage: D3 or by weapon
Saving Throw: Fort 5+, Reflex 4+, Will 5+
Special: Control rats, Lycanthropy
Move: 12
Challenge Level/XP: 3/20
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
Armor Class: 6
Hit Dice: 5 (+16)
Damage: D6
Saving Throws: Fort 3+, Reflex 3+, Will 4+
Special: Lycanthropy
Move: 12
Challenge Level/XP: 8/74
Weretigers are often found in tropical cities and ancient jungle ruins.

Lycanthrope, Werewolf

Dex: 13
Armor Class: 4
Hit Dice: 3 (+8)
Damage: Bite D6
Saving Throws: Fort 4+, Reflex 4+, Will 5+
Special: Lycanthropy
Move: 12
Challenge Level/XP: 4/25
Werewolves are the traditional Lycanthropes seen in horror movies.

Ogre

Dex: 7

Armor Class: 4

Hit Dice: 2 (+20)

Damage: By weapon

Saving Throws: Fort 3+, Reflex 5+, Will 6+

Special: +1 to damage

Move: 9

Challenge Level/XP: 6/44

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. They use clubs or mauls (count as shod quarterstaff) and receive at least +1 to weapon damage due to formidable strength. They like to eat human flesh.



Toadmen

Dex: 12

Armor Class: 3

Hit Dice: 1 (-1)

Damage: By weapon

Saving Throws: Fort 5+, Reflex 4+, Will 5+

Special: Camouflage

Move: 6/12 (swimming)

Challenge Level/XP: 1/5

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 Dendrellyssi, whilst the world was young.



THE 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

Armor Class: 4

Hit Dice: 3 (+8)

Damage: Claw D3 + special

Saving Throw: Fort 4+, Reflex 5+, Will 4+

Special: Fear, strangulation

Move: 6

Challenge Level/XP: 5/38

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

Armor Class: 3

Hit Dice: 2 (+5)

Damage: Claw/Bite D3

Saving Throw: Fort 5+, Reflex 4+, Will 5+

Special: Paralysis

Move: 9

Challenge Level/XP: 4/22

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 attacks cause mild paralysis (unable to move for D6 turns). A Fort saving throw is allowed against this effect.

Lich

Dex: 13

Armor Class: 5

Hit Dice: 5 (+15)

Damage: Claw D3 + special

Saving Throw: Fort 3+, Reflex 3+, Will 3+

Special: Fear, touch causes paralysis, spells per sorcerer, ½ damage from normal weapons

Move: 9

Challenge Level/XP: 13/180

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

Armor Class: 5

Hit Dice: 4 (+10)

Damage: D6 (+ special)

Saving Throw: Fort 3+, Reflex 5+, Will 3+

Special: Fear, mummy rot, ½ damage from normal weapons

Move: 6

Challenge Level/XP: 9/90

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

Armor Class: 2 (3 with shield)

Hit Dice: 1

Damage: D3 claw or by weapon
Saving Throw: Fort 6+, Reflex 5+, Will 6+
Special: ½ damage from non-smashing weapons
Move: 12
Challenge Level/XP: 1/5

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
Armor Class: 2
Hit Dice: 1 (+3)
Damage: D3 or by weapon
Saving Throw: Fort 4+, Reflex 6+, Will 6+
Special: Hard to destroy
Move: 6
Challenge Level/XP: 1/6

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
Armor Class: 8
Hit Dice: 6 (-4)
Damage: Touch (special)
Saving Throw: Fort *, Reflex 2+, Will 2+

Special: Appearance causes paralytic fear, touch causes level drain, magic weapons required to hit, death shriek.

Move: 12

Challenge Level/XP: 14/200

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

Armor Class: 7

Hit Dice: 5 (-3)

Damage: Touch (special)

Saving Throw: Fort * Reflex 3+, Will 3+

Special: Appearance causes paralytic fear, touch causes paralysis and level drain, silvered or magic weapons required to hit

Move: 9

Challenge Level/XP: 10/110

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

Armor Class: 5

Hit Dice: 1 (-1)

Damage: Touch (special)

Saving Throw: Fort *, Reflex 3+, Will 3+

Special: Touch causes D3 STR drain, silvered or magic weapons required to hit

Move: 12

Challenge Level/XP: 3/14

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

Armor Class: 6

Hit Dice: 2 (-1)

Damage: Touch (special)

Saving Throw: Fort*, Reflex 2+, Will 2+

Special: Touch causes D3 DEX drain, silvered or magic weapons required to hit

Move: 12

Challenge Level/XP: 4/22

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

Armor Class: 5

Hit Dice: ½

Damage: None

Saving Throw: Fort *, Reflex 4+, Will 4+

Special: Trickery, silvered or magic weapons required to hit

Move: 12

Challenge Level/XP: 1/6

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

Armor Class: 6

Hit Dice: 3 (-2)

Damage: Touch (special)

Saving Throw: Fort *, Reflex 3+, Will 3+

Special: Appearance causes fear, touch causes level drain, silvered or magic weapons required to hit

Move: 12

Challenge Level/XP: 6/44

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

Armor Class: 7

Hit Dice: 7 (+25)

Damage: Bite (1D3 + level drain) or by weapon

Saving Throw: Fort 2+, Reflex 2+, Will 2+

Special: Appearance causes fear, bite causes level drain, silvered (at half damage) or magic weapons required to hit, regeneration, charm

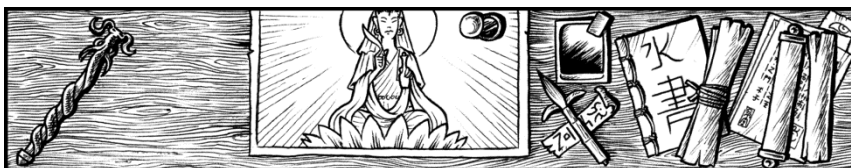
Move: 12

Challenge Level/XP: 17/270

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

Armor Class: 7

Hit Dice: 6 (+25)

Damage: Claw (1D3 + level drain) or by weapon

Saving Throw: Fort 2+, Reflex 3+, Will 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/XP: 18/300

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.

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

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. To determine a monster's challenge level, take its HD as the base and for every +5 in brackets add 1 to the Challenge level 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 Levels table shows the XP values for challenge levels. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a beast's hit dice, 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 AC 3) wearing chain and shield (AC 5) 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..

The Challenge levels also rate loosely to the character levels – so a creature of Challenge Level 1 would probably be a fair match for a player-character of challenge level 1. A party of 6 level 1 player-characters may be able to handle a single enemy of challenge level 6 (but expect them to take some severe injuries!).

Table 32: Challenge Levels

Challenge Level	XP Value
A (Less than 1HD)	2
1	4
2	8
3	14
4	22
5	32
6	44
7	58
8	74
9	90
10	110
11	130
12	150
13	180
Etc.	+30

Table 33: Challenge Level Modifications

Modifications	Add to Challenge Level
AC 7	+1 HD
AC 8+	+2 HD
Disease, Lycanthropy	+1 HD
Drains level	+2 HD
Drains attribute	+1 HD
Immune or half damage to blunt/piercing	+1 HD
Immune to non-magic weapons	+1 HD
Death effect (poison, shriek etc)	+2 HD
Paralysis, immobilizes enemies (web, etc.)	+1 HD
Undead (immune to sleep, charm, hold)	+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

THE CRIMSON LANDS

The Dendrellyssi 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 Dendrellyssi sea power and for thousands of years it grew rich on tributes collected from many nations. However, whilst the Dendrellyssi bathed in their past glories, newer nations were rising far to the west.

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

The Dendrellyssi 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, Dendrellyssi 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 Dendrellyss itself.

The Dendrellyssi 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 Dendrellyssi were victorious utterly destroying every last one of the enemy ships, only forty-four Dendrellyssi warships managed to limp home to lick their wounds. The Dendrellyssi were no longer a threat and The Crimson Lands were now in the hands of mankind.

DENDRELYSS

The Dendrellyssi have lived here for thousands of years and have all but lost their curiosity about the world. Very few Dendrellyssi 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 Dendrellyssi 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 Dendrellyssi wizards of old that have escaped and thrive in the mountain and forest regions. Most Dendrellyssi live in the once great city of Necrolorn and a few still live in Mnenthaynal. The ruins of other Dendrellyssi 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 Dendrellyssi 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 Adeeshudugaat, 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 (Niiquulamuusu), sit at the entrance of the bay, where the remains of the Dendrellyssi 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, herdsman 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 Dendrellyssi. 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 Dendrellyssi. 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 Dendrellyssi 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 Dendrellyssi or sorcery and stamp it out for good. There are numerous sites across Krand that testify to Dendrellyssi rule. Many were destroyed and wiped off the face of the land; others were left to moulder and have been completely untouched since the Dendrellyssi 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 Dendrellyssi 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 Dendrellyssi 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 Dendrellyssi some time back in the primordial past. As worshippers of Chaos, the people of Mortylla claim to be heirs to the sorceries of the Dendrellyssi but they don't have the proper mentality of the Dendrellyssi and are ruled by Chaos rather than taming it as the Dendrellyssi 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.



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 Dendrellyssi.

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 Dendrellyssi. 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 Dendrellyssi 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 Dendrellyssi left.

TORQUENDOR

Torquendyans have a stately, noble and honourable society. They are also arrogant. They see the fall of the Dendrellyssi 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 Dendrellyssi 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-spined city, in constant state of rebuilding. Over many years the city has been rebuilt and transformed into the Torquendyan Kings' image of the ultimate Dendrellyssi 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.

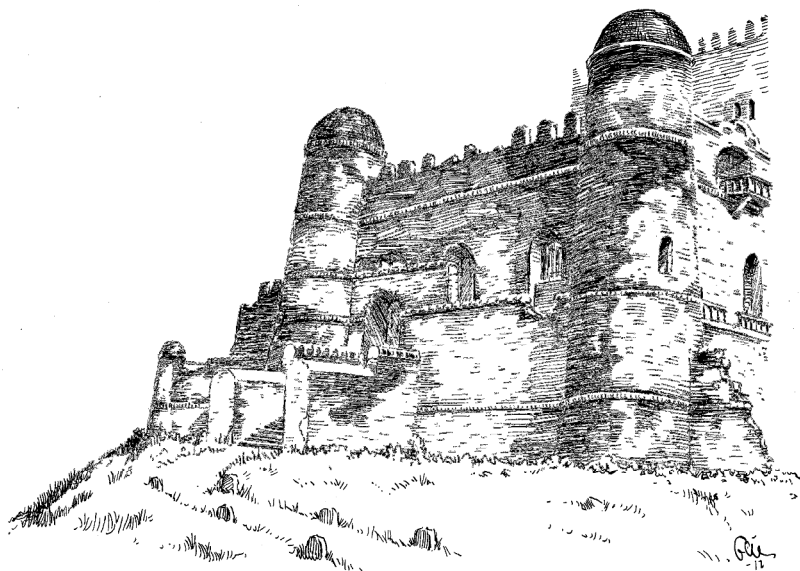
UTHUUM

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 Dendrellyssi 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 Dendrellyssi 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 Dendrellyssi-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 Dendrellyssi (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.

NPC CLASS

ROYAL 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 Dendrellyssi they discover. These powers have lately extended to destroying Dendrellyssi, 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. If WIS is 13+, you gain +5% to XP earned

Primary Save: Will

Hit Dice: 1d6 (+1) at 1st level. Then per the Redeemer Advancement table.

Armour/Shield Permitted: Any

Weapons Permitted: Medium or light weapons only

Table 34: Royal Redeemer Advancement

<i>Level</i>	<i>Hit Dice</i>	<i>Primary</i>	<i>Secondary</i>	<i>Tertiary</i>
1	1(+1)	3+	4+	5+
2	1(+2)	3+	4+	4+
3	2	2+	3+	4+
4	2(+1)	2+	3+	3+
5	2(+2)	2+	3+	3+
6	3	1+	2+	3+
7	3(+1)	1+	2+	3+
8	3(+2)	1+	2+	2+
9	4	1+	2+	2+
10	4(+1)	1+	1+	2+

Redeemer Class Abilities

Diplomatic Protection: 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: 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: Redeemers are trained to notice the tricks and stratagems of other sorcerers, enchantresses and demons and to detect magical illusions. Against any illusory spell, the redeemer gets a roll to see if he sees through the illusion (in addition to any save he would normally get).

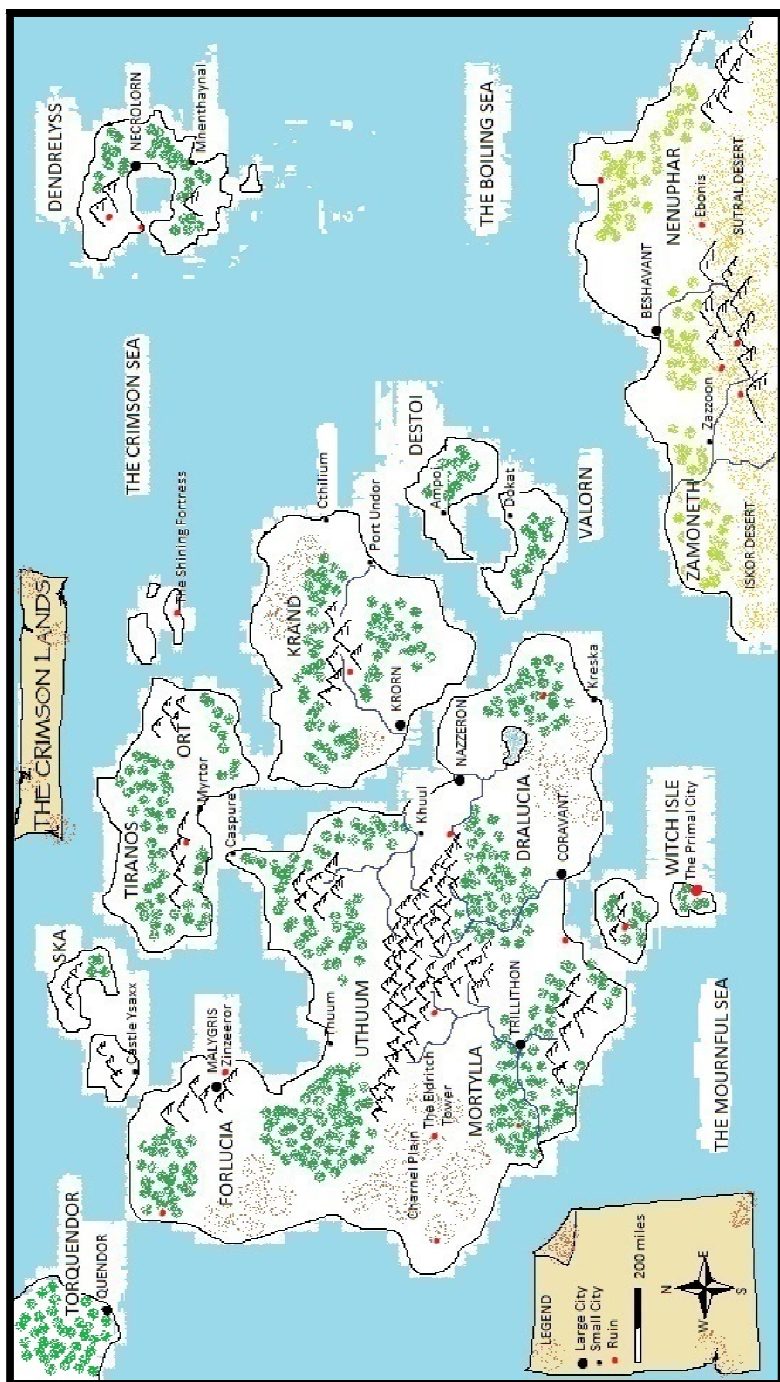
Disciplined Mind: A redeemer is particularly resistant to enchantment (charm) spells and those effects that make him do things he'd rather not do, like fear, possession and enchantment. He gets this second roll per the above table if his normal Will save is unsuccessful.

Force Shapechange: A Royal 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.

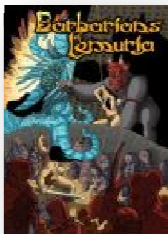
Gather Information: Redeemers obtain information by greasing palms, subtlety, force or fear. With a successful die roll, they can get a general idea of a city's major news items or more specific information as required. The higher the result, the better the information they can obtain.

Learn the Truth: By touching a person or creature that has lied to him, a Royal 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.



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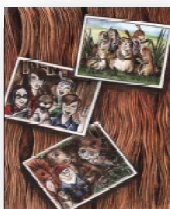
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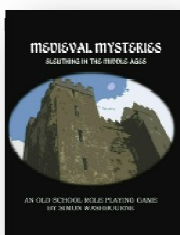


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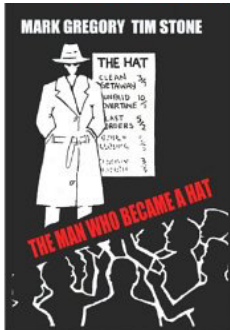
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