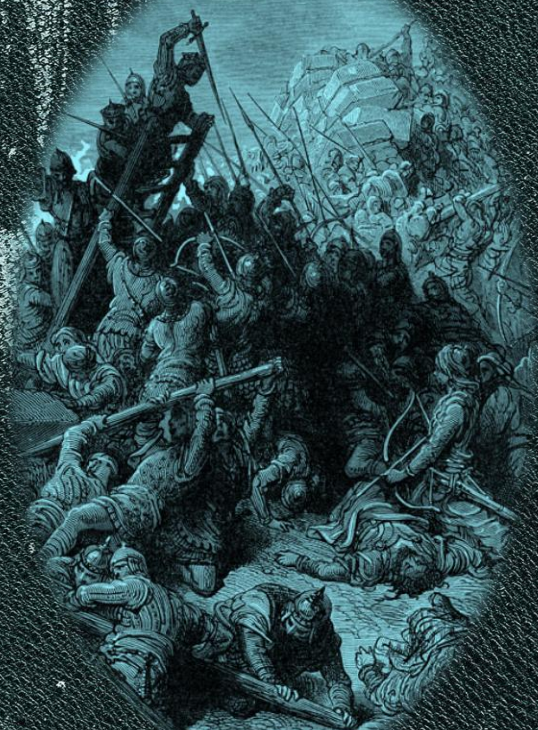


CRIMSON LORDS

DARK FANTASY RPG SUPPLEMENT



BEYOND BELIEF GAMES

CRIMSON LORDS

DARK FANTASY ROLE PLAYING GAME SUPPLEMENT
FOR CRIMSON BLADES

Based on the rules first found in the WOODLAND WARRIORS RPG

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BEYOND BELIEF GAMES™



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INTRODUCTION

When I first started writing the Crimson Blades RPG, the rules for what characters do at 10th level, as well as stronghold and battle rules, were all going to be included. However, once I thought about rules for sea battles, some new character classes, additional summoning rules as well as more info about The Crimson Lands, I decided I'd be better off putting all that into a supplement, else I'd never get the main rulebook out.

Now Crimson Blades is out and I can concentrate on Crimson Lords (this book). So, what you'll find in here is a selection of ideas, extra bits, information and odds and ends that were cut from Crimson Blades or that have come about since. This book should be considered a selection of ideas that can help as GM with his or her campaign rather than a set of hard and fast rules that must be adhered to. As such, feel free to use those ideas you like, discard those you don't or change them to suit your own style. This book can be looked at as sort of a GMs guide as it mainly contains information to help the GM run the game, although there is a bit of stuff for players too. Hopefully you'll find it useful!

Simon W



NEW CHARACTER CLASSES

To open up, here are two new PC classes, Griot and Wayfarer and two NPC classes, the Merchant and Fleshcrafter.

GRIOT

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

Ngoni: A kind of long, narrow banjo-like instrument

Balafon: A kind of wooden xylophone which plays melodic tunes.

Kora: A 21-string lute which sounds like a melodic harp

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

Primary Save: Will

Hit Dice: 1D6 at 1st level, then as the Griot Advancement table

Armour/Shield Permitted: Quilted, leather or barbarian armour only

Weapons Permitted: Light and medium only

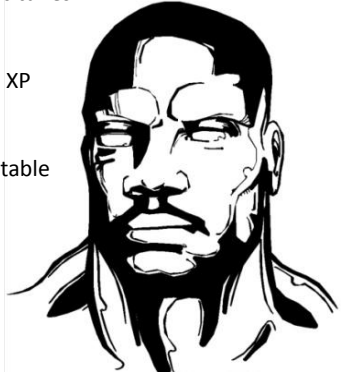


Table 1: Griot Advancement

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

Griot Class Abilities

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

At 1st level, the griot chooses which of the following 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 griot is carrying out the task at some speed or under a degree of pressure. If the griot has time, the GM could give a small bonus; say +1 to the roll. Some skills benefit from good equipment. These abilities are generally unavailable to other classes.

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

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

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

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

Trained Memory: A griot forgets little of what he or she knows. If he or she takes the time to memorize something, he or she can recite it perfectly at any later date with a successful roll. The time taken depends on the thing to be memorized, but as a rule of

thumb it takes three times as long to memorize a piece of text as it takes to simply look over it.

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

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

WAYFARER

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



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

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

Primary Save: Ref

Hit Dice: 1D6 (+1) at 1st level, then as the Wayfarer Advancement table

Armour/Shield Permitted: None

Weapons Permitted: Staff

Table 2: Wayfarer Advancement

Level	Hit Dice	AC Bonus	Unarmed Damage	Primary	Secondary	Tertiary
1	1(+1)	+1	D3	3+	4+	5+
2	1(+2)	+1	D3	3+	4+	4+
3	2	+1	D3+1	2+	3+	4+
4	2(+1)	+2	D3+1	2+	3+	3+
5	2(+2)	+2	D3+2	2+	3+	3+
6	3	+2	D3+2	1+	2+	3+
7	3(+1)	+3	D3+3	1+	2+	3+
8	3(+2)	+3	D3+3	1+	2+	2+
9	4	+3	D3+4	1+	2+	2+
10	4(+1)	+4	D3+4	1+	1+	2+

Wayfarer Class Abilities

Awareness: Wayfarers are always alert to danger and are never surprised (even if the rest of the party is). They can also detect paths, gates, portals or other ways to alternate planes in the Multiverse, as if a tertiary ability.

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

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

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

Unarmed Damage: Wayfarers don't carry weapons (except maybe a walking staff). However, they are quite capable of bringing down any attackers with their unarmed prowess and their unarmed damage increases as they go up in level.

At 1st level, the Wayfarer chooses which one of the following skills will be his or her primary (best), which one will be secondary and the remaining two, which will be their tertiary (least good). Most of these skills assume the Wayfarer is carrying out the task at some speed or under a degree of pressure. If the Wayfarer has time, the GM could

give a small bonus; say +1 to the roll. Some skills benefit from good quality equipment. GMs may allow characters of other classes to attempt these skills on a roll of 6+.

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

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



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

Wayfarer Stunt: If you want your character to attempt a special manoeuvre in combat that isn't a direct attack, like disarming an opponent with a kick, knock an opponent off her feet with a leg sweep or catch arrows out of the air, you need to make this roll or higher. The roll is modified by the HD of your opponent over your own; so a 2nd

level Wayfarer (1HD) attempting to disarm a 2nd level fighter (2HD) receives -1 to his or her roll. Other modifiers are at the GMs discretion.

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

MERCHANT

Merchant is the short form for Merchant-Adventurer; these are explorers and adventurers for trade and profit. They travel far and wide, opening trade routes and peddling exotic items, even acting as diplomats and spies from time to time. They excel at gathering information, bartering and negotiating their way out of all but the direst of situations. Usually, they resort to bribery should it further their agenda, and have an uncanny ability to make even the most strict individuals take these "gifts" (often without their knowing it). A merchant adventures for the possibility of obtaining wealth, which in turn may be used to establish his business empire. Merchants have no shame in admitting to this, and while they would never willingly risk their lives for the usual "causes", their lust for gold tends to make them take more risks than they should. For a merchant it is never a bad idea to check out the dragon's lair to see if there's an interesting bargain to be had.



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

Primary Save: Will

Hit Dice: 1D6 (+1) at 1st level, then as the Merchant Advancement table

Armour/Shield Permitted: Any. They don't often use shields.

Weapons Permitted: Any

Table 3: Merchant Advancement

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

*Dendrellyssi only

Merchant Class Abilities

Money (1st): Merchants start with twice the money of other starting characters (3D6 x 20gp).

Haggle (1st): A merchant character can haggle down the price of an item. With a successful persuade roll, the item is purchased for a 10%-60% discount (roll D6x10). Other classes can attempt this but only receive a 10%-20% (Roll D2x10) discount.

Trade Route (1st): Starting at 1st level, the merchant begins to designate a trade route. This route comprises one city per two levels attained (round up). The merchant rolls two dice (taking the best result) for lore rolls regarding geography, history, culture and so on from these cities and surrounding areas. Once every year, the merchant must visit these cities (to oversee their business and generally keep up to date with current affairs) or lose the bonus.

At 1st level, the merchant chooses which of the following abilities will be his primary (best), which will be secondary and which will be tertiary (least good). He chooses one ability for each category. Most of these abilities assume the merchant is carrying out the task at some speed or under a degree of pressure. If the merchant has time, the GM could give a small bonus; say +1 to the roll.

Contacts: Merchants have access to a wide network of people with whom they do business. Some of these would readily help the merchant out of a tight spot. Make this roll to know someone who might help – they might still need to be persuaded, especially if what is required will be costly or dangerous.

Lingo: Having travelled widely and negotiated deals with many different peoples, even if a merchant doesn't know a particular language he or she can get by with common phrases, sign language, gestures and so forth – sufficiently to understand and to make him or herself understood.

Numismatics: A merchant has a great interest in coins and other trade items that aren't coins, like shells, beads, gems, tokens and so on. You cannot fool a canny merchant. They can spot shaved coins, forged notes (if your campaign has notes), separate real silver and gold coins from fake metals. The merchant can immediately work out the value of such items and, even if given a bag of coins, can work out its worth by feel and weight without even having to open it.

Establish Guildhall (10th): At 10th level, the merchant becomes a merchant prince and can establish a guildhall. It attracts other merchants who pay a fee to use the facilities of the guildhall and the trade routes established by the guild. It's also a place to hire ship captains, caravan guards and to seek information.

Dendrellyssi Merchants are also summoners who specialize in summoning and binding Demons of Travel. At 1st level they roll 5+ to summon and advance per the primary Dendrellyssi summoning ability.

NPC CLASS: FLESHCRAFTER (DENDRELYSSI)

Fleshcrafters are Dendrellyssi surgeon-torturers who can also summon a specific type of demon. Dendrellyssi surgeons were far advanced in their craft; primarily because they left no stone unturned in their quest to learn new surgical techniques, to the extent that practicing surgery on living slaves became commonplace. Because of their particular set of skills, Dendrellyssi surgeons more and more were turned to for the interrogation of prisoners – their tortures became more and more elaborate and gradually became an entertainment for bored nobles rather than merely to illicit information from captives. Fleshcrafters are vicious, ruthless and unmerciful. They are cruel to others to an extent that few can match. Fleshcrafters are well and truly evil. INT is their Prime Attribute and CON and DEX should both be 9 or more.



Prime Attribute: INT. As Dendrellyssi, Fleshcrafters receive no bonus to XP.

Primary Save: Will

Hit Dice: 1D6 at 1st level, then as the Fleshcrafter Advancement table

Armour/Shield Permitted: Any. They rarely use shields.

Weapons Permitted: Daggers, shortswords, longswords and cutlasses only

Table 4: Fleshcrafter Advancement

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

Fleshcrafter Class Abilities

Summoning: Fleshcrafters are able to summon a particular kind of demon called *Demons of Pain*. Full details of these demons and how to summon them are set out on page 13.

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

Amputation: When a character has “died” as a result of injuries received in combat (see damage and death in the main rulebook), a Fleshcrafter has a chance of saving him by amputation (for the purposes of this rule, it is assumed the character is actually still alive and immediate and drastic surgery might actually save him). The Fleshcrafter declares “I can save him!” and whips out his bone-saw (or some other equally nasty implement). The player of the Fleshcrafter chooses which body part to remove from his victim and a grisly scene ensues (which we won’t elaborate on here). With a successful roll, the “operation” is a success and the character still lives (minus the body part).

Bleeder: After hitting his unaware target (that is by surprise or from behind) and with a successful ability roll, a Fleshcrafter may choose to strike a vein or artery in any enemy that has one, to cause it to bleed for 1D6 rounds, causing level divided by three (rounded up) in damage each round afterwards up to the number rolled.

Grafting: A Fleshcrafter can perform face and body remodeling – cutting inches off a person’s height, or pounds off a person’s weight or even making them appear like someone else who is of a similar look and build. In addition, where someone has lost a limb a Fleshcrafter can replace the missing part with the part of another person or even with that of an animal (if from a dead subject, no more than one day dead). The more extreme the graft the more difficult it is and the GM may apply appropriate modifiers. So, grafting an animal (rather than human) limb to a person would be a -1 modifier. The player and GM should work together to determine the effects of grafting. When grafting doesn’t work, the recipient often dies or becomes badly disfigured. Grafting normally takes 1D6 hours to perform.

Heal Wounds: The Fleshcrafter can stitch up wounds and prevent infection using alcohol or similar, healing 1-3 HP (roll 1D3). It takes 5 minutes (turns) to do a decent patch-up job (usually leaving horrible scars in the process). It can only be carried out once on each new set of wounds.

Interrogation: Fleshcrafter’s are skilled at extracting the truth from their victims. With a successful roll, the Fleshcrafter can receive an answer to a direct question provided that the victim knows the answer. With another successful roll, he can obtain another answer. He can keep doing this until he fails a roll. With a failed roll, the victim dies

from the torture. This takes 1-3 hours (roll 1D3) per question. PCs receive a Fort or Will save (their choice).

Poisons: Dendrellyssi Fleshcrafters have made the study of poisons and drugs and their effects on the body into a fine art as part of their tortures and experiments. This ability allows them to concoct a poison that has the effects they wish (with agreement of the GM). A failed roll has means it doesn't work as planned, not at all, or is obvious if they wished it to be subtle – other failed results at the GMs discretion.



Table 5: Additional equipment

Type	Cost
Balafon*	5gp
Clothes, Average	3gp
Clothes, Good	6gp
Clothes, Noble	25+gp
Clothes, Poor	1gp
Demon Summoning Paraphernalia	50gp
Fleshcrafter's Surgical Tools	30gp
Flute	5gp
Kora*	6gp
Lute	10gp
Lyre	25gp
Ngoni*	6gp
<i>*Normally hand-made by the individual for their own use, they are rarely sold</i>	

LANGUAGES

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

Dendrellyssi, Low

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



Dendrellyssi, High

This is the language of the nobility of Dendrellyss and is the language of magic, summoning and dragons. It's heavily borrowed from the language of an ancient race that preceded the Dendrellyssi, which itself seems to have its roots in some sort of demonic tongue.

Demonic

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

Dralucian/Forlucian

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

Krandian

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

Mortyllan

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

Mortyllan, High

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

Ortish

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

Ska

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

Uthuumian

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

Valornish

This is the language of both Valorn and Destoi.

Witch

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

Zamonish

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



DEMONS AND SUMMONING

In this section you will find some additional information about demons, Demon Lords and Elemental Rulers as well as a new type of demon – Demons of Pain.

Additional Demon Summoning Modifiers

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

Demons of Combat	+1 during a battle of at least several hundred men
Demons of Protection	+1 in a stronghold (fortress or castle)
Demons of Desire	+1 during an orgy with at least 20 participants
Demons of Travel	+1 on board a ship on the open sea
Demons of Knowledge	+1 in a library of 1,000 or more books
Demons of Possession	+1 if there are several or more insane people in the vicinity (Trillithon is a great place to summon these demons)
Demons of Pain	+1 if in a torture chamber where at least 100 mortals have been tortured before and the screams of their torment still resonate in the walls

DEMONS OF PAIN

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

Demons of Pain have the same level (HD) as their summoner. DEX is 8-18 (6+2D6), CHA is 1-11 (2D6-1) and the remaining attributes are 3-18 (3D6). Their AC is 2 - 4 (D3+1). Demons of Pain use weapons shaped from their own flesh and bones, so they are able to form blades from the bones in their arms, or spikes out of their skulls or chests and whips from the flesh of their arms and so on. These bone and skin extrusions take one round to form and cause D6 damage; it looks and sounds especially gruesome.

Demons of Pain are also able to shape the bones of their victims from a range of 30'. They need merely to point at their target, and make hand gestures; this breaks bones or forces bones to push through the skin; this is excruciatingly painful. The victim takes D6 damage immediately (no save) and must make a Fort save or be forced to collapse to the floor, writhing in agony as their bones are cracking and becoming misshapen. Even if the save succeeds, the victim is in such pain that his or her attacks are at -1 to

hit. A second consecutive round of this causes a further D6 damage and requires another Fort save, this time at -1. One of the victim's limbs or ribs becomes broken and useless. This continues in this way round by round unless the demon stops or is distracted. A Demon of Protection of a higher level than the Demon of Pain can negate this attack completely. An equal level Demon of Protection can still give the PC a Fort save to resist the initial damage and negate the -1 to the later saves. A lower level Demon of Protection can provide a one-off Fort save at the start at the cost of its own existence.

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

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



DEMON/CHAOS LORDS

The Demon Lords (also called Chaos Lords) are the rulers of the Netherworld. They were mastered by the Dendrellyssi in distant times, but nowadays they are worshipped as gods by dark cults in the Crimson Lands, especially in Mortylla. Within the Netherworld, Demon Lords take on disgustingly horrible forms that would drive a man mad just to glance upon them. When in the Crimson Lands, this appearance is just a shadow of the true form and even then it is sufficient to cause most men to be rooted to the spot in fear and disgust. When Chaos Lords don't want to have this affect on mortals, they can generally assume any shape they wish. They have no gender, but Tezzameth is commonly considered "female" and the others "male".

All Demon Lords can cause fear, shapechange, regenerate and cast spells as a 10th level sorcerer. They can all summon and bind lesser demons of at least one type (the type they are Lord over) and all are at least 50% (roll 4+) resistant to magic. They have all the powers of the type of demon they are ruler over and they also have D3+1 Demon Special Abilities (Crimson Blades p. 71). Here are some details of the seven most powerful Demon Lords:

Arranock: The Demon Lord of Combat

Dex: 19

Armor Class: 8

Hit Dice: 10 (+50)

Damage: D6+2

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

Special: As above, spit venom x2

Move: 12

Challenge Level/XP: 33/780

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

Bathshalam: The Demon Lord of Protection

Dex: 17

Armor Class: 9

Hit Dice: 9 (+60)

Damage: D6+1

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

Special: As above

Move: 12

Challenge Level/XP: 32/750

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

Tezzameth: The Demon Mistress of Desire

Dex: 17

Armor Class: 7

Hit Dice: 8 (+35)

Damage: D6

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

Special: As above, plus Desirable Appearance

Move: 12

Challenge Level/XP: 26/570

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

Necridion: The Demon Lord of Pain

Dex: 18

Armor Class: 8

Hit Dice: 8 (+40)

Damage: D6+1

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

Special: As above, summon and bind corporeal undead

Move: 12

Challenge Level/XP: 29/660

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

Pazzopeth: The Demon Lord of Travel

Dex: 19

Armor Class: 7

Hit Dice: 8 (+65)

Damage: D6

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

Special: As above

Move: 15

Challenge Level/XP: 31/720

Pazzopeth appears as a dark-skinned naked humanoid with bat-like wings, long thin arms ending in long fingers with suckers on the ends, and an elongated head dominated with a sucker-like mouth containing no teeth. Pazzopeth's long legs (of which there are three) appear to trail away into nothingness. He can summon 1-6 (roll D6) Demons of Travel or 1 Demon of Protection instantaneously (he doesn't have to make any preparations for this), once per hour.

Calcridor: The Demon Lord of Possession.

Dex: 19

Armor Class: 8

Hit Dice: 7 (+35)

Damage: D6

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

Special: As above, summon and bind non-corporeal undead

Move: 12

Challenge Level/XP: 25/540

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

Veraxion: The Demon Lord of Knowledge

Dex: 19

Armor Class: 8

Hit Dice: 7 (+30)

Damage: D6

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

Special: As above, Lore 6+

Move: 12

Challenge Level/XP: 25/540

Veraxion appears as a 15' high, conical limpet-like being, with a base about 30' around. Atop this being are two eyes on snake-like stalks that can swivel around in all directions. The being's mouth is underneath the base and it seems to have no nose. Veraxion uses telekinesis to move and operate objects and moves slowly, leaving a slime-trail that has acidic qualities (burns through shoe soles in one round and then causes D3 damage per round for 3 rounds or until neutralized). Once per hour he can summon a single demon of any type instantaneously (no preparations required) and can continue summoning one each round for up to 6 rounds.

ELEMENTAL DOMAINS

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

The Domain of Water

Ruler: Urlessa, Lady of Water Elementals

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

The Domain of Fire

Ruler: Ashmeloq, Lord of Fire Elementals

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

The Domain of Earth

Ruler: Strokk, Lord of Earth Elementals

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

The Domain of Air

Ruler: Susssuru, Lady of Air Elementals

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

NEW MONSTERS

Here you will find a smattering of new creatures to give your players something of a new challenge.

Gaunt

Dex: 13

Armor Class: 5

Hit Dice: 4 (+2)

Damage: Claw/Tail D6-1

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

Special: Carry away

Move: 9/12 (flying)

Challenge Level/XP: 5/32

Gaunts are 7' tall humanoid creatures with bat-like wings and horrid, rubbery, greyish skin, secreting a greasy fluid. Their paws are animal-like but they can still grasp objects with them and they have a long spiked tail which they attack with. Their heads have no eyes, mouth or nose but they have two short horns on their foreheads. If they hit with at least 2 of their HD, this means they have grasped their prey and they will try to carry it off to their lair. A Ref save or a STR feat roll means the victim can escape the grasp on the Night Gaunt (but this might lead to as long drop to the ground!).



Grug

Dex: 6

Armor Class: 5

Hit Dice: 6 (+20)

Damage: Claw/Bite D6

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

Special:

Move: 9

Challenge Level/XP: 10/110

Grugs are giant monsters – at least 20' tall. They are humanoid, with two arms which separate at the elbow giving the creature two forearms on each arm. Grugs have large barrel-shaped torsos covered in boney protuberances and course black hair. Their mouths, which run from the top to the bottom of their face run horizontally rather than vertically. They appear so alien that they must be the result of some experiment by Dendrellysi wizards and fleshcrafters centuries ago.

Nightglider

Dex: 14

Armor Class: 4

Hit Dice: 2

Damage: Spines D6

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

Special:

Move: 6/12 (gliding)

Challenge Level/XP:

The nightglider is an arboreal predator. It spends the daylight hours pressed against a tree trunk, its brown fur blending in with the bark, and its spines flattened against its chest. When night falls, it awakens and swoops down on its prey, impaling them on the sharp spines that cover the front of its abdomen; whist wrapping its gliding wings around so its prey can't escape.

Striga

Dex: 15

Armor Class: 4

Hit Dice: 1 (+1)

Damage: Claws D3

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

Special:

Move: 6/18 (flying)

Challenge Level/XP: 2/8

The striga is a blood-drinking bird, looking a little like a very large owl with a long proboscis instead of a beak. They can be found in dark tangled forests and some, that look more bat-like, are found in subterranean lairs. They can detect blood up to half a mile away and will wait in the darkness to swoop down on their prey; raking with their claws and seeking to attach their proboscis to suck up their victim's blood. If a striga manages to hit its victim, it means it has got a hold and next round will drain blood each round (D3 CON) until removed – a STR feat is needed to pull it off, or if it can be killed, but this will require careful attacks using daggers and similar “finesse” weapons (crude swings with axes and two-handed swords are just as likely to harm the person to whom the striga is attached).

Sea Serpent

Dex: 10

Armor Class: 6

Hit Dice: 4 (+50)

Damage: Bite D6

Saving Throw: Fort 2+, Reflex 5+, Will 4+

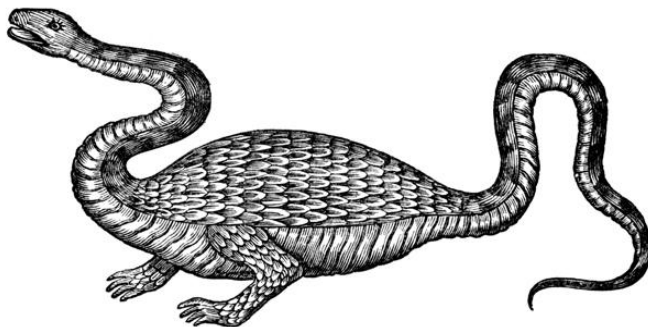
Special: Swallow whole

Move: 12 (swimming)

Challenge Level/XP: 14/210

Sea serpents are massive dragon-like sea dwellers. They are generally grey-green in colour and usually covered in barnacles. They have been known to crush whole ships,

dragging them down to the depths where they dwell. If a sea serpent hits with at least two of its HD, it means it has swallowed its victim whole. A massive sea serpent called Strygantha lives in the Mournful Sea.



Sea Serpent, Strygantha

Dex: 9

Armor Class: 7

Hit Dice: 6 (+70)

Damage: Bite D6

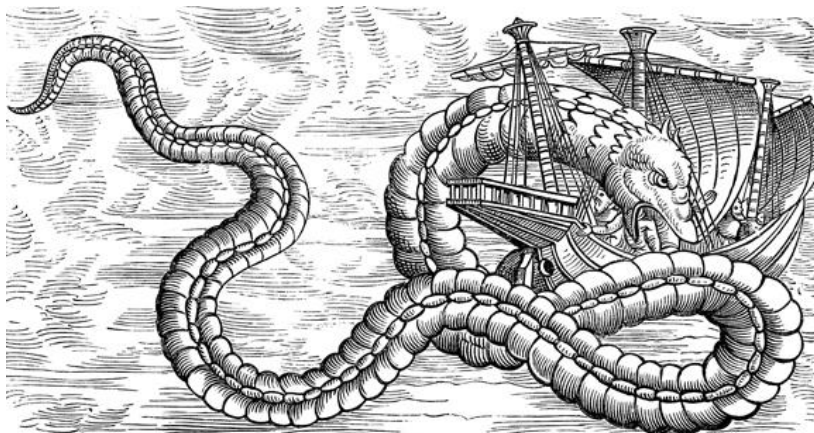
Saving Throw: Fort 1+, Reflex 4+, Will 3+

Special: Swallow whole

Move: 12 (swimming)

Challenge Level/XP: 21/420

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



Slitherslime

Dex: 5

Armor Class: 3

Hit Dice: 0 (+30)

Damage: Special

Saving Throw: Fort 3+, Reflex 6+, Will 4+

Special: Sticky, dissolves flesh,

Move: 3

Challenge Level/XP: 8/74

The slitherslime is a yellowy-green ooze that hangs from trees in dark areas of the forest – dangling a curtain of sticky material that will ensnare unwary passer's by (REF save to avoid). It then secretes a sticky digestive juice that dissolves the flesh at 1 HP per round, to absorb the nutrients inside. A STR feat roll at -1 is needed to break free. Once it has feasted, it slides within the hollow of a tree until it is ready to feast again. Some ancient slitherslimes are so huge they cover an expanse of several trees or more. Slitherslimes do not like heat and will slither away from flames.

Zhoul

Dex: 13

Armor Class: 4

Hit Dice: 2 (+2)

Damage: Claw/Bite D3

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

Special: Leap attack

Move: 12

Challenge Level/XP: 2/8

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



Riding Beasts

Horse, Pony

Dex: 14

Armor Class: 3

Hit Dice: 2

Damage: Hoof D3

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

Special:

Move: 15

Challenge Level/XP: 2/8

These are agile ponies, used by the Forlucian horsemen.



Horse, Courser

Dex: 13

Armor Class: 3

Hit Dice: 2 (+2)

Damage: Hoof D3

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

Special:

Move: 15

Challenge Level/XP: 2/8

These are the standard riding horse used by travelers and cavalymen.



Horse, Destrier

Dex: 12

Armor Class: 3 (or by armour)

Hit Dice: 2 (+6)

Damage: Hoof D3+1

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

Special:

Move: 15

Challenge Level/XP: 3/14

These are great warhorses, of the type ridden by Torquendyan Knights into battle.



Camel, Sutral

Dex: 12

Armor Class: 3

Hit Dice: 2 (+1)

Damage: Hoof D3

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

Special:

Move: 12

Challenge Level/XP: 2/8

ADVICE FOR ADVANCED PLAY

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

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

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

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

STRONGHOLDS

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

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

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

Table 6: Construction Cost

<i>Type</i>	<i>Cost</i>
Barbican, Large	20,000
Barbican, Small	14,000
Bartizan	1,000
Bastion	3,000
Door, Iron	50
Door, Iron, Double	75
Door, reinforced	20
Door, Reinforced, Double	30
Door, Wood	10
Door, Wood, Double	15
Gatehouse & Gate	3,000
Keep	42,000
Portcullis & Drawbridge	2,000
Slit/Window	10
Slit/Window, Double	15
Stairs, Stone 10'	90
Stairs, Wood 10'	30
Tower, Round, Large	10,000
Tower, Round, Small	5,000
Tower, Square, Large	8,000
Tower, Square, Small	4,000
Wall, 120'	2,500
Wayfarer's Rest, Fortified	2,500
Thieves or Merchant's Guildhall	5,000
Sorcerer's Tower*	10,000
Mountebank's Tavern	2,000
Redeemer's Fortified Chapterhouse	20,000
<i>*Sorcerers can cut the costs hugely by summoning elementals and demons to help with the construction and strengthening of the building.</i>	

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

Hiring Assistants

As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the "incidental" cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the GM, but staying in an inn, even in a stable, will cost at least 1 sp per night.

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

Alchemist

Upkeep Cost: 500gp/month

Wage: 200gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.

Initial Equipment: Fully equipped lab costs 150gp.

Armourer

Upkeep Cost: 100gp/month

Wage: None, if the armourer is a follower of a character with a stronghold. If not, wages are 100gp/month, over and above the cost of upkeep.

Initial Equipment: A fully equipped forge costs around 100gp.

Assassin

Upkeep Cost: N/A

Wage: 2,000 gp per mission

Initial Equipment: None.

Blacksmith

Upkeep Cost: 25gp/month

Wage: 25gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.

A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons. A smith is needed for every fifty horses or mules in a character's service.

Man-at-Arms (Battles/War)

Upkeep Cost: 1gp/month in camp or castle. Standard costs of rations if operating in the field (reduced to 10gp/month if the character is fielding an army with adequate wagons to purchase in bulk).

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

Initial Equipment: Determine from equipment list.

Man-at-Arms (Bodyguard/Adventurer)

Upkeep Cost: Cost of food

Wage: 2gp/day or upwards of 5gp/day

Initial Equipment: Determine from equipment list.

Physician

Upkeep Cost: 1,000gp/month

Wage: 100gp/month.

Initial Equipment: Small library costs 2,000 gp.

Physicians are required to keep hirelings and men-at-arms functioning fully.

Sage

Upkeep Cost: 50gp/month

Wage: N/A

Initial Equipment: Small library costs 2,000 gp.

A sage is a true expert in his field. Even if highly specialized, a sage has information way beyond the knowledge of common people. Sages not only have information, they also know where to find it. Obscure information may take days or even weeks of research.

Sailor

Upkeep Cost: 10gp/month

Wage: 2gp/month

Initial Equipment: None.

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

Slave

Upkeep Cost: 2gp/month

Wage: None

Initial Equipment: None.



Slaves can be captured enemy or can be purchased at slave markets. The Dendrellyssi use slaves extensively- most being born into slavery.

Servant (Domestic)

Upkeep Cost: 1gp/month

Wage: 5gp/month

Initial Equipment: None.

Ship Captain

Upkeep Cost: 50gp/month

Wage: 250gp/month

Initial Equipment: A ship.

Apart from sailors, every ship also needs a captain.

Siege or Construction Engineer

Upkeep Cost: 750gp/month

Wage: 750gp/month

Initial Equipment: None.

Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery. Digging tunnels during a siege has to be supervised by an engineer.

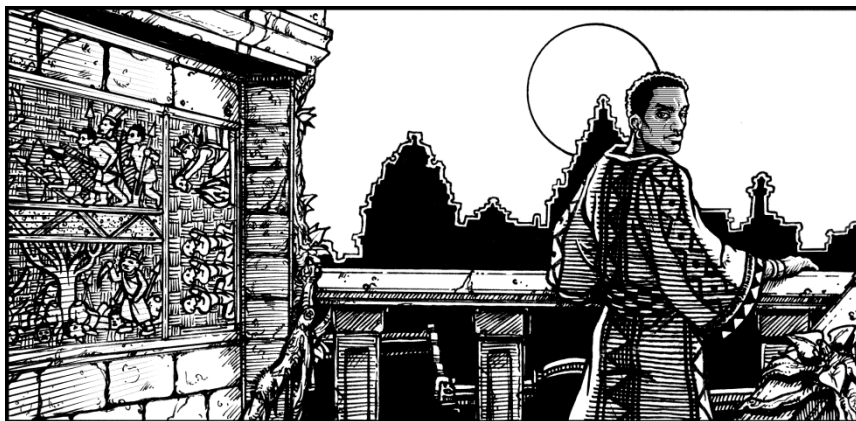
Spy

Upkeep Cost: 10gp/month

Wage: 500 gp per mission

Initial Equipment: None.

The spy is a specialist than know how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines. Spies can also be gained by simply bribing someone working for the enemy.



MAGICAL RESEARCH

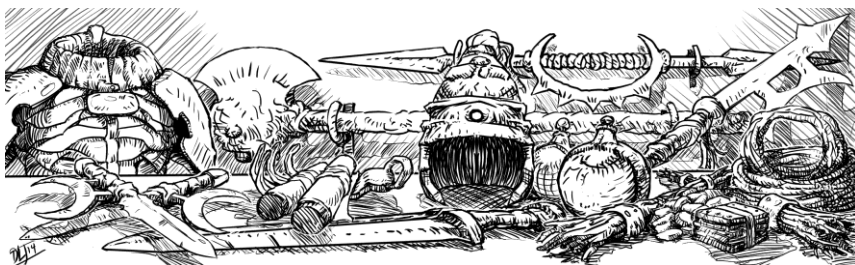
Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level sorcerers and Dendrellyssi may want to develop new spells, and higher-level sorcerers might become involved in all kinds of research from potion formulae to creating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

In general, the details of such projects are left to the GM; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in old vaults and libraries, although perhaps the sorcerer has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage or demon. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the GM's prerogative to protect the game by adjusting the level of the new spell.

Spell Naming

In *Crimson Blades*, I gave spells the familiar names from the old school game these rules have been inspired by, for simplicity. However, to evoke a more colourful dark fantasy feel, you could add a rule for your sorcerer and Dendrellyssi PCs. The rule is that every spell the PC adds to his book must be given its own name, before the PC is capable of impressing it in his memory. This name must be appropriate to his character, the setting and the spell itself.

For example Elkor the sorcerer copies an “Invisibility to Undead” spell into his “Grimoire of Elkor” from a scroll he found in a lost tomb in Zamoneth. At the moment it isn't named, so he can read it from his book but can't memorize it. However, then the PC invents a name for the spell “Veil of Necros” - he can now learn it and cast it as a memorized spell as required.



Magical & Demonbound items

Here are a few legendary artifacts from the Crimson Lands.

Souldrinker

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

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

Hellbringer

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

Eye of Nomcur

Nomcur was a Demon Lord, killed by a Dendrellyssi sorcerer a thousand years ago. His eye is the only thing that remains of the demon – taken by the sorcerer and used to see into the Plane of the Dead, where the viewer can see the last beings he killed. The eye has to be fitted into the eye socket of its user.

The Claw of Cromun

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

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

MASS COMBAT – LAND BATTLES

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

Overall Objective

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

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



Heroic Actions

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

If the PCs' army is attempting to defeat a far larger army, that has the advantage of a stronger position, better troops etc, then you might want the PCs to succeed in say at least three Heroic Actions for their forces to have a chance of winning the battle. On the other hand, if the forces are evenly matched, the PCs might only need to successfully complete one Heroic Action, for their army to gain the edge and defeat the enemy.

Some examples of Heroic Actions:

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

Winning and Losing

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

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

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

MASS COMBAT – SEA BATTLES

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

Overall Objective

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

Heroic Actions

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

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

Types of Ship

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

Longships

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

Snake

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

Wyrms

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

Dragon

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

Turtle

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

Galleys

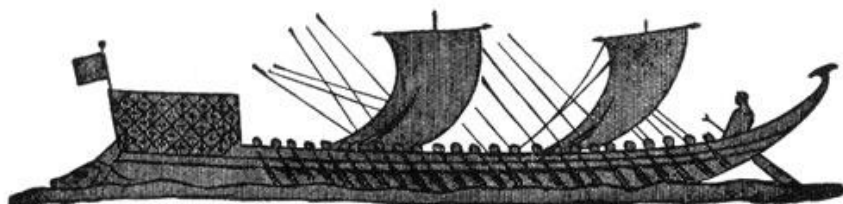
Galleys are used by most nations in the Crimson Lands. Virtually all types have sails that can be used in favorable winds, but human strength is always the primary method of propulsion. This allows galleys freedom to move independently of winds and currents, and with great precision. The Dendrellyssi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

Unireme

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

Bireme

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



Trireme

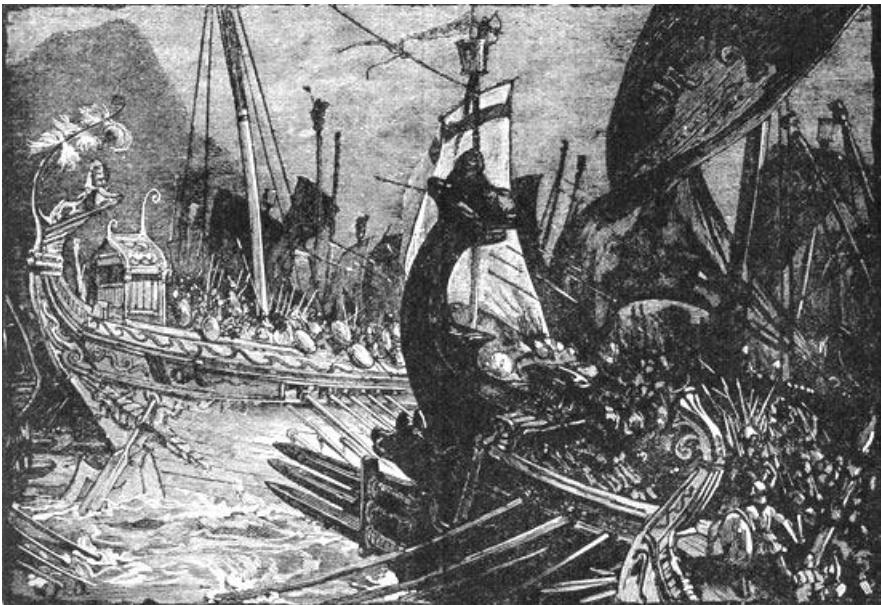
A trireme is about the same length as a bireme, but has an extra tier added to the height, allowing the number of oarsmen to be increased to 180. The trireme usually has about 30 marines on board as well as a pilot and a captain. Triremes are currently the dominant warship in the Crimson Lands.

Dendrellyssi Demonships

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

Land-Sea Battles

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



ADVENTURING IN THE CRIMSON LANDS

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

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

Wilderness Adventures

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

Five Wilderness Adventure Hooks/Ideas

1. The PCs come across a merchant caravan being attacked (or that has already been attacked) by bandits
2. The PCs pass a beggar on a lonely road heading in the opposite direction. When they get to the next village, not too far away, they find everyone dead.
3. Late on the road (after PCs are already wounded or weary, maybe from a previous adventure) a knight invites the PCs to rest at his castle not too far away
4. A strange tower that wasn't there previously has appeared on a hilltop overlooking a major road. Is it a demon of transportation? Has it always been there, just hidden by sorcery?
5. The party comes across an ancient derelict ship, sitting out in the middle of nowhere. It is not clear how the ship got here. If they explore it, they will discover a dried and nearly petrified corpse of the helmsman. The body is not of a species the party has seen before (demonic-looking). In the ship's hold, they find a large array of strange looking oval "jars". They are arranged neatly in rows. One of the "jars" tops is already open.

City Adventures

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

Five City Adventure Hooks/Ideas

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

Adventures at Sea

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

Table 7: Sea Encounters (Coastal)

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Small Merchant Galley	Longship – Wyrn**
2	Large Merchant Galley	Longship, Snake**
3	Unireme-of-War	Longship – Dragon**
4	Bireme-of-War	Longship – Turtle**
5	Trireme-of-War	Harpies
6	Merchant Convoy*	Hit Rocks, damage hull

**Includes D3+1 Merchant Galleys and D2 Uniremes of War*

*** Roll D6: 1-3 = Ska, 4-5 = Tiranos, 6 = Ort.*

Table 8: Sea Encounters (Open Sea)

Die Roll	Encounter (Roll 1-4)	Encounter (Roll 5-6)
1	Storm, blown off course, save 4+	Elementals: 1-3 Air, 4-6 Water
2	Longship, Dragon**	Sea Serpent*
3	Sharks	Sirens
4	Merchant Galley	Uncharted Island
5	Longship, Turtle**	Undead Galley
6	Trireme-of-War	Dendrellyssi Demonship
<i>* if sailing in the Mournful Sea , roll D: 5+ and the serpent encountered is Strygantha</i> <i>** Roll D6: 1-3 = Ska, 4-5 = Tiranos, 6 = Ort.</i>		

Five Sea Adventure Hooks/Ideas

1. A Dendrellyssi Demonship has been sighted near the site of the Battle of the Crimson Sea
2. An expedition is being raised to sail to the Mournful Sea to hunt for the Strygantha
3. A Dendrellyssi (maybe in disguise) is looking for crew members for his expedition to the Primal City, where he is seeking an ancient artifact
4. The PCs believe they are simply transporting goods from one port to another but at a certain spot, the ship drops anchor. The “merchant” has gone below, just asking PCs to keep lookout. He will start performing a summoning ritual – he is intending to raise a sunken ship from the very depths of the ocean.
5. The ship becomes becalmed and oars caught up in seaweed - a fog rolls in. Undead creatures then begin to attack the ship on all sides.

Adventures on Other Planes

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



Five Adventure Hooks/Ideas on Other Planes

- The tower (in the Wilderness Adventure Hooks) is actually a portal to alternative planes. It was built by a Dendrellyssi sorcerer thousands of years ago and invested with a powerful Demon of Transportation. The sorcerer is long since dead, but the demon has never been released. Wherever the tower takes the PCs is unlikely to be hospitable. The only way to return to the Crimson Lands is through negotiation with the demon bound into the tower.
- A whole city that is at the centre of the Multiverse, which is hard to find but where everything can be found. (Maybe this is where Wayfarers are from?)
- The Dendrellyssi fleet has been rebuilt and is approaching. The only way to stop the ships is to make a bargain with Urlessa, Lady of Water Elementals and the only way to do this is to travel to her domain.
- The PCs come into a small village just as there is a disturbance. A young girl is being dragged to a shed to be locked up – she is struggling, hissing and spitting at the villagers who are surrounding her. Her parents (who are present) explain this is their daughter, but she has changed since coming back from the mists. The mists, they say, appeared a few nights ago to the north. Heading through the mists, the PCs find another village just like the one they left. Except this one is opposite – where the tavern was on the right side, it is now on the left. Also, where the other village was ordered and neat, this is disorganized and untidy. All signs are the same, but the words are all written backwards. The villagers are very quick to anger and fights break out all the time. The PCs will find that the girl was taken to the “Lord” for correction, as it was clear she was a demon. In fact, the Lord is the demon.
- The PCs are transported to an alternate plane by Sussuru (or a Chaos Lord of choice) because she wants the PCs to do something for her and because she can.

Specific Locations for Adventure in the Crimson Lands

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

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

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

The Shining Fortress

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

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

Many centuries ago several men and women came together to find a way to resist the Dendrellyssi. They were painfully aware of the shortcomings of their physical might and dared not tap the otherworldly menace in sorcery and thus turned to the power within. In time these few from all walks of life from former slaves to former sovereigns became formidable and eventually built the great Shining Fortress.

As usual the Dendrellyssi scoffed at the idea of humans, especially unarmed ones, as a threat. But, well after over a century of ignoring the Wayfarer threat, the Dendrellyssi attacked.

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



Mnenthaynal

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

Trillithon

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

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

The Eldritch Tower

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

Krand

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

On an uncharted island somewhere in the Boiling Sea ...

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

FRIENDS & FOES (A FEW NPCS)

Name	<i>Eoric</i>	Class	<i>Dendrellyssi</i>	XP 4,500	(Bonus -)
Gender	<i>Male</i>	Level	<i>10th</i>	HD	<i>4(+1) / 6(+1)</i>
Alignment	<i>Law</i>	From	<i>Necrolorn</i>		
STR	<i>8 (10)</i>	To Hit/Dam	<i>+0/+0</i>	Str Feat	<i>5+</i>
DEX	<i>17</i>	To Hit/AC	<i>+1/+1</i>	Ref Save	<i>2+</i>
CON	<i>8 (10)</i>	HP Mod	<i>+0</i>	Fort Save	<i>3+</i>
WIS	<i>18</i>	Notice	<i>2+</i>	Will Save	<i>0+</i>
INT	<i>18</i>	Lore	<i>2+</i>	Languages	<i>5</i>
CHA	<i>14</i>	Persuade	<i>4+</i>	Hirelings	<i>4</i>
HP	<i>18 (26)</i>	Summoning			
AC	<i>6</i>	<i>Demons of Combat</i>		<i>1+</i>	
GP	<i>200</i>	<i>Demons of Protection</i>		<i>2+</i>	
Move		<i>Earth Elementals</i>		<i>3+</i>	
		<i>Water Elementals</i>		<i>4+</i>	
		<i>Demons of Travel</i>		<i>5+</i>	

(*Numbers in brackets take account of Eoric's demon sword, Hellbringer (see p. 32)

Prince of a dying race, Eoric is a sickly albino, dependent on drugs to give him strength. Eoric is intellectually active at a time when most Dendrellyssi prefer to dream of past glories. Curious about the developing civilization of the Crimson Lands, he gives his power-mad cousin Kyroyon a chance to rule in his stead whilst he goes adventuring. His demon blade, Hellbringer, discovered on a quest in the Crimson Lands, supplements his need for energy in battle.

Eoric speaks and reads; Low Dendrellyssi, High Dendrellyssi, Demonic, Krandian and Dralucian

Eoric normally wears an elaborate and expensive suit of Dendrellyssi-made jet-black plate armour (weighing only 3 instead of 4 things), a winged helm and a scarlet cloak with a gold clasp bound with an earth elemental. His mount is actually a Demon of Travel named Scafloc, in the form of an albino-white destrier.

Scafloc: HD 4(+1), HP 18, AC4, STR 18, DEX 14, CON 10, WIS 12, INT 7, CHA 14.
Move 180 mph, can travel up to 10 days non-stop.

Name	<i>Melloc</i>	Class	<i>Royal Redeemer</i>	XP 1,500	Bonus
Gender	<i>Male</i>	Level	<i>6th</i>	HD	<i>3</i>
Alignment	<i>Law</i>	From	<i>Krand</i>		
STR	<i>10</i>	To Hit/Dam	<i>+0/+0</i>	Str Feat	<i>5+</i>
DEX	<i>11</i>	To Hit/AC	<i>+0/+0</i>	Ref Save	<i>5+</i>
CON	<i>9</i>	HP Mod	<i>+0</i>	Fort Save	<i>4+</i>
WIS	<i>12</i>	Notice	<i>5+</i>	Will Save	<i>3+</i>
INT	<i>12</i>	Lore	<i>5+</i>	Languages	<i>2</i>
CHA	<i>10</i>	Persuade	<i>5+</i>	Hirelings	<i>3</i>
HP	<i>16</i>	Class Abilities			
AC	<i>4</i>	<i>Diplomatic Protection,</i>			
GP	<i>50</i>	<i>Disciplined Mind 1+, Assess Person 1+</i>			
Move	<i>12</i>	<i>Detect Illusions 2+, Force Shapechange 2+</i>			
<i>Gather Information 3+, Learn Truth 3+</i>					

Melloc Watthame was born a completely non-descript individual, born into almost complete obscurity, in a small village somewhere west of Cthilium.

What made him suddenly become one of the most feared Royal Redeemers in Krand is unknown, but Melloc certainly pursues his crusade with a single-minded fanaticism.

Melloc speaks and reads Krandish as well as Low Dendrellyssi. Whilst it is outlawed in Krand, he says he needs to know and understand the language so he can root out the evil that spawned it.



Melloc normally wears a chain shirt under his dark clothing and wears a long sword at his hip. He rides a black destrier, with a crossbow strapped to the saddle. He has silver bolts as well as normal ones.

Melloc has two almost constant companions in his pursuit of evil: Zarlom and Jord.

Zarlom: Mountebank, lvl 4. HD 2(+1), HP 10, AC4, STR 9,DEX 14, CON 10, WIS 12, INT 14, CHA 16.

Jord: Fighter, lvl 4. HD 3, HP 14, AC6, STR 15, DEX 12, CON 15, WIS 6, INT 9, CHA 11.

Name	<i>Moondour</i>	Class	<i>Barbarian</i>	XP 1,000	(Bonus 5%)
Gender	<i>Female</i>	Level	<i>5th</i>	HD	<i>3(+2)</i>
Alignment	<i>Neutral</i>	From	<i>Charnel Plain</i>		
STR	<i>10</i>	To Hit/Dam	<i>+0/+0</i>	Str Feat	<i>5+</i>
DEX	<i>13</i>	To Hit/AC	<i>+0/+1</i>	Ref Save	<i>4+</i>
CON	<i>17</i>	HP Mod	<i>+2</i>	Fort Save	<i>1+</i>
WIS	<i>11</i>	Notice	<i>5+</i>	Will Save	<i>4+</i>
INT	<i>11</i>	Lore	<i>5+</i>	Languages	<i>2</i>
CHA	<i>13</i>	Persuade	<i>4+</i>	Hirelings	<i>4</i>
HP	<i>21</i>	Class Abilities			
AC	<i>6</i>	<i>Rage</i>			
GP	<i>2</i>	<i>Climb 2+, Survival 2+, Stealth 3+</i>			
Move	<i>9</i>	<i>6th Sense 3+, Track 3+, Beast Master 3+</i>			

Moondour is from a nomadic tribe that roams the northern bounds of the Charnel Plain. She is a sometime companion to Eoric in his adventures and has saved his life several times.

Moondour speaks Mortyllan, Low Dendrellyssi and Forlucian. She can't read or write.

Moondour normally wears plant fibre armour woven with wood and bone and carries a small wooden shield. Her weapon of choice is a scimitar and she also uses a short bow and has a couple of throwing axes.

Moondour also has two animal companions - a shaggy brown pony she calls Una and a large wolf called Chal.



Una: Pony, DEX 14, HD 2, HP 9, AC3, Damage D3, Move15

Chal: Wolf, DEX 13, HD 1(+2), HP 8, AC3, Damage D6-1, Move 12, Track

Name	<i>Jangreer</i>	Class	<i>Sorcerer</i>	XP 2,100	(Bonus 10%)
Gender	<i>Male</i>	Level	<i>7th</i>	HD	<i>2 (+2)</i>
Alignment	<i>Chaos</i>	From	<i>Mortylla</i>		
STR	<i>13</i>	To Hit/Dam	<i>+0/+1</i>	Str Feat	<i>4+</i>
DEX	<i>10</i>	To Hit/AC	<i>+0/+1</i>	Ref Save	<i>4+</i>
CON	<i>10</i>	HP Mod	<i>+2</i>	Fort Save	<i>4+</i>
WIS	<i>15</i>	Notice	<i>4+</i>	Will Save	<i>2+</i>
INT	<i>17</i>	Lore	<i>3+</i>	Languages	<i>4</i>
CHA	<i>7</i>	Persuade	<i>6+</i>	Hirelings	<i>2</i>
HP	<i>12</i>	Summoning			
AC	<i>3 (5)</i>	<i>Corporeal Undead 5+</i>			
GP	<i>100</i>	<i>Non-Corporeal Undead 6+</i>			
Move	<i>12</i>				

Jangreer Lorn is a High Priest of Chaos in Trillithon and is an enemy of Eoric, whose betrothed he kidnapped and sacrificed in his temple.

Jangreer has suffered for his craft; his face has become disfigured and unsettling to look upon. He is now almost completely nocturnal, preferring the dead of night to carry out his nefarious activities.

Jangreer has bound a shadow into his sword (which he also calls "Shadow") that causes a D3 STR drain when it hits (Fort save allowed).



He speaks and reads Mortyllan, Demonic, Low Dendrellyssi and Uthuumian.

He normally wears a blood-red robe which has a wisp bound into it (only silver or magic can hit him), but sometimes he will don a suit of ornate bronzed plate with a demonic-looking helm.

Jangreer normally hides his Grimoire in his chambers at his temple in Mortylla, so he'll only be able to cast his memorized spells at any time he is away from his temple.

Memorized spells: Command, Light, Spider Climb, Cause Fear, Change Self, Mirror Image, Phantasmal Creature, Detect Demon, Hold Person, Wizard Eye, Shadow Monsters, Feeblemind

Name	<i>Rain</i>	Class	<i>Wayfarer</i>	XP 600	(Bonus 15%)
Gender	<i>Female</i>	Level	<i>4th</i>	HD	<i>2(+1)</i>
Alignment	<i>Law</i>	From	<i>Unknown</i>		
STR	<i>13</i>	To Hit/Dam	<i>+0/+1</i>	Str Feat	<i>4+</i>
DEX	<i>15</i>	To Hit/AC	<i>+0/+1</i>	Ref Save	<i>3+</i>
CON	<i>15</i>	HP Mod	<i>+1</i>	Fort Save	<i>4+</i>
WIS	<i>14</i>	Notice	<i>4+</i>	Will Save	<i>4+</i>
INT	<i>10</i>	Lore	<i>5+</i>	Languages	<i>2</i>
CHA	<i>13</i>	Persuade	<i>4+</i>	Hirelings	<i>4</i>
HP	<i>12</i>	Class Abilities			
AC	<i>5</i>	<i>HTH Damage D3+1 , Flurry +4HD/Day</i>			
GP	<i>2</i>	<i>Awareness (portals 5+), Stunts 2+</i>			
Move	<i>16</i>	<i>Acrobatics 3+, Lingo 3+, Healing 3+</i>			

Typically for a Wayfarer, nothing much is known about Rain. She is young-looking, fair haired, green eyed and not unattractive.

She is scouring the land looking for her sister, Snow, who was taken from her by slavers, but has since (Rain has learned) escaped.

Although it is her intention to avoid notice, Rain's training and sense of social responsibility repeatedly forces her out into the open, to fight for justice or protect the underdog. After each such encounter she must move on.

Rain can speak and read Low Dendrellyssi and Krandish. She appears to be able to speak other languages too – but these are unknown to anyone who hears her, although she is good at making herself understood whatever she speaks.



Rain has the clothes she stands in, a blanket she uses to wrap up her travelling gear, a flute and a walking staff she seems proficient with. She often goes barefoot.

Name	<i>Giorgan</i>	Class	<i>Merchant</i>	XP 4,500	(Bonus 15%)
Gender	<i>Male</i>	Level	<i>10th</i>	HD	<i>4(+1)</i>
Alignment	<i>Neutral</i>	From	<i>Krand</i>		
STR	<i>10</i>	To Hit/Dam	<i>+0/+0</i>	Str Feat	<i>5+</i>
DEX	<i>9</i>	To Hit/AC	<i>+0/+0</i>	Ref Save	<i>3+</i>
CON	<i>14</i>	HP Mod	<i>+1</i>	Fort Save	<i>3+</i>
WIS	<i>11</i>	Notice	<i>5+</i>	Will Save	<i>3+</i>
INT	<i>13</i>	Lore	<i>4+</i>	Languages	<i>3</i>
CHA	<i>17</i>	Persuade	<i>3+</i>	Hirelings	<i>5</i>
HP	<i>20</i>	Class Abilities			
AC	<i>5</i>	<i>Trade Route: Beshavant, Quendor,</i>			
GP	<i>10,000</i>	<i>Necrolorn, Nazzeron, Malygris</i>			
Move	<i>9</i>	<i>Contacts 1+, Lingo 1+ Numismatics 1+</i>			

(*Numbers in brackets take account of Giorgan's demon axe, Gore (see p. 32)

Earl Giorgan Shark-Nose of Krorn is one of the most important trader's in Krand and, as a merchant, his actions are frequently motivated by his need to make a profit. He has the ear of the royal court and is the head of his own merchant guild. He frequently trades with Beshavant and Torquendor and it is believed, though not confirmed, that he has trade links with Necrolorn.

Whilst Giorgan has immediate access to 10,000 gp more or less on demand, he can access far more than this given a few days. His total wealth, adding lands, properties, his fleet and so forth runs into millions.



Giorgan can speak and read Krandish, Low Dendrelyssi and Zamonish.

He normally wears fine attire and his signature tricorne hat he purchased from a strange outlander some years ago. It has a water elemental bound into it. He always carries at least a dagger for self-protection. However, if needed to, he can turn his hand to combat and wears plate armour and uses his trusty axe, he calls "Gore". It is a combat demon-bound blade, giving Giorgan +1 to hit and damage, +1 to AC (if parrying), +1 weapon save vs. breaking, and +2 persuade (intimidate).

Name	<i>Sir Kalgrefor</i>	Class	<i>Fighter</i>	XP 4,500	(Bonus 5%)
Gender	<i>Male</i>	Level	<i>10th</i>	HD	6
Alignment	<i>Law</i>	From	<i>Krand</i>		
STR	<i>16</i>	To Hit/Dam	<i>+1/+1</i>	Str Feat	<i>3+</i>
DEX	<i>10</i>	To Hit/AC	<i>+0/+0</i>	Ref Save	<i>3+</i>
CON	<i>16</i>	HP Mod	<i>+2</i>	Fort Save	<i>1+</i>
WIS	<i>8</i>	Notice	<i>6+</i>	Will Save	<i>5+</i>
INT	<i>9</i>	Lore	<i>5+</i>	Languages	<i>2</i>
CHA	<i>13</i>	Persuade	<i>4+</i>	Hirelings	<i>4</i>
HP	<i>28</i>	Class Abilities			
AC	<i>6</i>	<i>Favoured Weapon - bastard sword</i>			
GP	<i>10,000</i>	<i>Fighter Stunt 1+</i>			
Move	<i>9</i>				

Sir Kalgrefor is a veteran knight of the Torquendyan Royal Household. He has his own castle and lands about 100 miles from Quendor, but spends nearly half a year carrying out duties for the King. Sometimes these duties see Kalgrefor sent overseas.

Like many Torquendyans, Sir Kalgrefor has been to see a Dendrellyssi Fleshcrafter that lives in Quendor and has had his ears sculpted to resemble Dendrellyssi ears. He is pleased when he is mistaken for a Dendrellyssi.

Kalgrefor wears the traditional burnished gold armour with a bound 3rd level Demon of Protection (absorbing 9 points of damage) with 12 HP and uses his preferred weapon of a bastard sword, with a mace and a dagger as back-up weapons. He rides a chestnut destrier, with a spear and a bow in place on the saddle.



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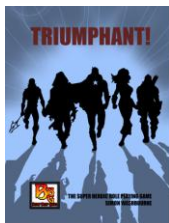
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