



Crimson Dragon Slayer

Retro-roleplaying somewhere between awesome and god-awful!

Venger As'Nas Satanis

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2015

This is a neo-vintage, paper & pencil scifi / fantasy RPG inspired by the 1980's.

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Crimson Dragon Slayer is a science fiction and fantasy paper & pencil roleplaying game for the Old School Renaissance. It is meant to be compatible with nearly every RPG derived from the first of its kind. Crimson Dragon Slayer (even more than my other books) should be considered a parody, joke, or spoof. This book does not own the rights to various intellectual properties mentioned or implied. The rights to reproduce this work are reserved for the copyright holder.

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Welcome to your New Life!

You were an ordinary person living in 1983. It was Friday night. Your friends attended a party while you stayed home to try out something called a "role playing game" on your Commodore 64 (with new Ultimax graphics card) called Crimson Dragon Slayer. The software company, Infravision, described it as "Dark slaughter for the acolytes of chaos".

(Alternatively, the game was being aggressively test-marketed at a Chicago singles bar months before its general release at retail outlets.)

Pressing eject, you took out your roommate's cassette tape, inserting your own psychedelic progressive new wave synthesizer metal synthesizers on your teal boom-box. Mmm, mellow yellow, jolt cola, and pop rocks...

You played for hours. After defeating the ice trolls, your radical assembly of characters entered the hall of frozen dreams, about to cross the threshold to Varkon's inner-sanctum when all of a sudden you were thrown back out of your chair by blue laser beams that scanned your human form. These lasers digitally disintegrated you from the real world and reintegrated you, with a few superficial differences, into the Crimson Dragon Slayer game.

An ethereal mist creeps along the ground. Looking up at a blood red sky full of dragons, you and several companions find yourselves in Thule: a weird, hostile, and decadent world of swords, sorcery, lasers, robots, demons, and unchained dragons.

The mouth of an ominous cavern gapes wide like the Devil's mouth. An elderly man in majestic robes with a long white beard lies bleeding to death at the cave's entrance. Before dying, Artago, shares the following in hopes that you will be the ones spoken of in the prophecy.

Undoubtedly, you were forced through the dimensional gateway by the formidable sorcerer Varkon. But for what purpose, I have no idea...

Thule is an eclectic planet. It is home to humans, elves, dwarves, reptilians, and other strange creatures. Aeons ago, Thule was colonized by aliens with advanced technology. That was after the android uprising when mutants dominated the wasteland in search of gasoline and poontang.

There are no gods - only demons. As such, there are precious few heroes. The realm of Valeece was the greatest in Thule but it has since fallen into decline. For the most part, the Valeecians have given themselves over to the comfort and pleasures of flesh, wine, hallucinogenic drugs, and televised entertainment (in that moment, you realize you're probably missing The A-Team).

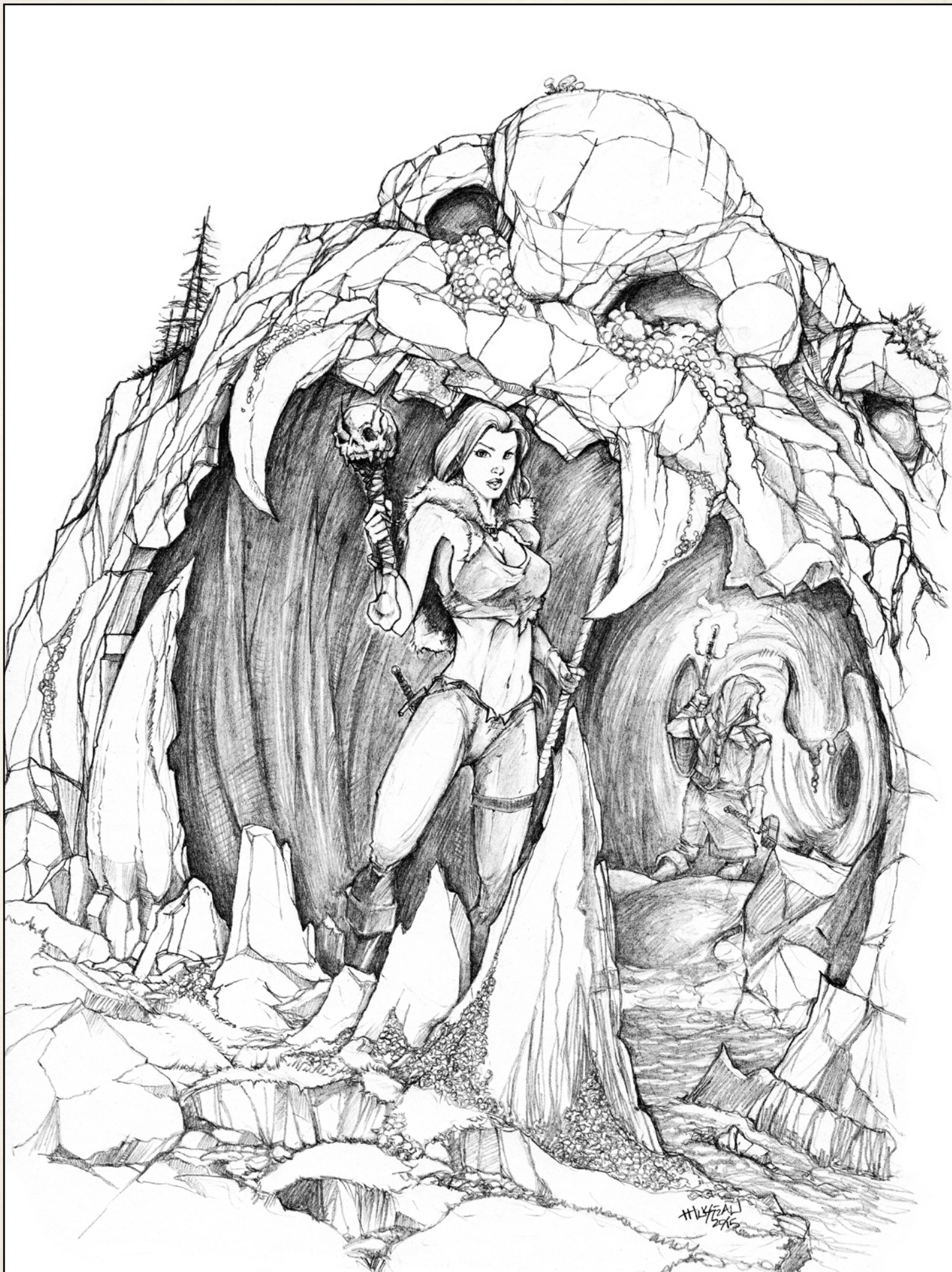
The Queen of Valeece is the most beautiful and desired woman in the entire realm. As it was writ in blood upon the Nyazian scrolls, she was given no name at birth. The Queen can only be given a name by her worthy suitor, who shall bed her and become King! Until the Queen's name is revealed, Valeece can put up no defense against Varkon's crimson dragons armada who are even now ravaging this once green and pleasant land, your new home.

In order to be recognized as a worthy suitor, one must first become a prospect of renown by adventuring throughout the dungeons, labyrinths, caverns, mountains, wilderness, cities, and wilds of Thule until the 10th level hath been reached.

Whosoever shows himself suitable may undergo the last challenge. Upon survival, the suitor has proven himself worthy and may have the Queen and kingdom as he wishes. If the challenger is female, she may take the Queen's place and name herself.

However, Artago wheezes, there's another way to win the kingdom. Discover the secret location of Varkon's serpentine fortress somewhere in the ultra-zone, kill him, and claim the foul wizard's Scepter of Seven Devils, an artifact for controlling the crimson dragons of Thule. The scepter also has the power to return you to your home world.

Just as the old man dies, a terrifying sound emanates from the dark cavern gaping before you!



The System

YOU MEAN THIS GAME HAS RULES? WTF!?!

This is a paper & pencil roleplaying game. Those assuming the role of a character within this science-fantasy realm are known as players. The one who referees, manages, and adjudicates the game is known as the Dragon Master.

Crimson Dragon Slayer runs on dice pools of d6 (six-sided dice). No matter if you're fighting for your life, trying to seduce the barmaid while ordering a sandwich, or blowing up a bridge with magic, you'll generally be rolling several d6 in order to determine how successful you are. Other dice are used, too. For instance, a long sword does 1d8 (an eight-sided die) damage and a warrior's Hit Dice is d10 (always a ten-sided die).

Characters begin the game at zero level and can progress by way of adventuring, earning experience enough to achieve level ten. Crazy shit happens along the way. The Dragon Master will probably test your mettle; if not outright try to fuck you over. Be mindful regarding this brief handbook of rules... may it keep you from dying too many pointless and gratuitously gory deaths.

Dragon Masters running a one-shot, demo, or simply trying it out with their gaming group may choose to forgo entry level characters. Instead, players may begin with 3rd level characters in order to accelerate the fun and truly see what it's like to thrust a sharp piece of metal into a creature's brain. 3rd level starting characters receive 1d6 x 100 cyber crowns.

CHARACTER CREATION

Roll 3d6 in order for the following abilities: Strength, Dexterity, Constitution, Intelligence, Willpower, and Charisma. Rolling will give you results ranging from below average to above average. Later in the

character creation process, those ranges may be modified.

- I. Strength is how strong, muscular, and physically fit you are. Strength is good for melee attacks and dealing damage.
- II. Dexterity is how dexterous, agile, and quick you are. Dexterity is good for avoiding damage, ranged attacks, and piloting/steering.
- III. Constitution is how resistant you are to damage, disease, poison, etc. Constitution is good for surviving catastrophic harm.
- IV. Intelligence determines how knowledgeable and learned you are, as well as, gauging perception. Intelligence is good for noticing details, communicating with foreigners, and figuring out advanced technology.
- V. Willpower is how effectively you can call upon magic, both casting spells or resisting them.
- VI. Charisma is how attractive, charming, and witty you are. Charisma is good for influencing people, attracting followers, seduction, and being a total asshole without repercussions.

| Ability Score | Basically, you're... |
|---------------|---------------------------------------|
| 0 | ...about to make a death saving throw |
| 1-3 | ...downright sad and pathetic |
| 4-7 | ...below average |
| 8-12 | ...average |
| 13-17 | ...above average |
| 18 | ...extraordinary |

Pathetic strength get a -2 to damage with a melee weapon; neither can they wield a two-handed weapon nor a large shield. Those with below average strength get a -1 to damage with a melee weapon. Those with above average strength get +1 to their damage with melee weapons. Extraordinary strength gets +2.

Those with pathetic dexterity get a -2 to their Armor Class. Below average gets -1 to AC. Above average gets +1 and extraordinary +2.

Those with pathetic constitution get -2 to their class Hit Points each level. Below average get -1. Above average gets +1. Extraordinary gets +2.

Those with pathetic intelligence barely know their own language and have extreme difficulty making themselves understood. Additionally, they're obtuse, ignorant, and unobservant. Below average intelligence know their native language and that's it. Average intelligence knows three languages. Above average know five languages. Those with extraordinary intelligence can communicate with anyone, regardless of language. As a general rule, those with higher intelligence will be better problem solvers, realizing solutions that others might overlook.

Those with pathetic willpower are very susceptible to a wizard's spells. Wizards gains 2d6 to his dice pool when targeting those with pathetic willpower. Those with below average willpower are almost as susceptible, giving the wizard an extra 1d6 to his dice pool. Those with above average willpower take 1d6 away from the wizard's dice pool and those with extraordinary willpower take 2d6 away.

Those with pathetic charisma have no chance of attracting or hiring anyone. Below average can eventually acquire a single hireling, henchman, follower, apprentice, or lowly intern. Average charisma gets two. Above average charisma gets three. Extraordinary charisma can have up to seven at any one time.

**'There are
no gods,
only demons!'**

PREVIOUS JOB / CAREER

This is what you did before being sucked into Thule. Players are encouraged to come up with their own starting items based upon their former profession. If a d30 is not on hand, simply have each player pick a number between 1 and 30.

If players can adequately roleplay their character's background in a specific situation, the Dragon Master is likely to take that into account when determining dice pools.

| | |
|----|---------------------------|
| 1 | Accountant |
| 2 | Plumber |
| 3 | Truck driver |
| 4 | Data entry |
| 5 | Farmer |
| 6 | Writer |
| 7 | Pizza delivery |
| 8 | Checkout clerk |
| 9 | Architect |
| 10 | Engineer |
| 11 | Computer programmer |
| 12 | IT |
| 13 | HR |
| 14 | Janitor |
| 15 | House cleaner |
| 16 | Child care |
| 17 | Telemarketing |
| 18 | Realtor |
| 19 | Property manager |
| 20 | Law enforcement |
| 21 | Artist |
| 22 | Construction worker |
| 23 | Banker |
| 24 | Electrician |
| 25 | Mechanic |
| 26 | Ice cream truck driver |
| 27 | Pilot |
| 28 | Advertising and marketing |
| 29 | Small business owner |
| 30 | Financially independent |



WHAT'S IN A NAME?

Of course, you had a name in the real world... an ordinary one like John, Steve, Jason, or Matt. But now, you've got a new one - an alias, pseudonym, codename, handle or whatever you want to call it. What you roll here will be what people call you during your adventures.

There are a few different methods possible. You could roll once on Table A, once on Table B and combine as you see fit. You could roll twice on Table A or B and combine words to come up with your character's name. You could roll three times and take the two best or use assistant words such as "the", "and", "of", or "from" to come up with something suitable.

For example, I just rolled a 23, 3, and a 13. I decided ahead of time that I was rolling on tables A, B, and A again. Let's see the results. Ok, I've got "star", "skull", and "spell". This could be Star Skull, Skull Spell, Star Spell the Skull, or maybe I'll roll a fourth time on Table B with a result of 68, giving me "vanilla". Now I could go with Skull Star from Vanilla Spell, Vanilla Skull Star, or Vanilla Skull Spell-Star.

Yes, they're all winners. Good luck!

CHARACTER NAMES (TABLE A)

| | |
|----|------------------|
| 1 | Black |
| 2 | Obsidian |
| 3 | Red |
| 4 | Crimson |
| 5 | Green |
| 6 | Emerald |
| 7 | Celestial |
| 8 | Azure |
| 9 | Silver |
| 10 | Gold or Golden |
| 11 | Death |
| 12 | Bane |
| 13 | Spell |
| 14 | Gleam or Glimmer |
| 15 | Light |
| 16 | Dark or Darkness |

| | |
|----|------------------|
| 17 | Dusk |
| 18 | Twilight |
| 19 | Dawn |
| 20 | Shadow or Shade |
| 21 | Steel |
| 22 | Iron |
| 23 | Star |
| 24 | Sun |
| 25 | Moon |
| 26 | Night |
| 27 | Storm |
| 28 | Fire |
| 29 | Sea |
| 30 | Wind |
| 31 | Stone |
| 32 | Leaf |
| 33 | River |
| 34 | Blade |
| 35 | War |
| 36 | Sword |
| 37 | Horn or Horned |
| 38 | Axe |
| 39 | Claw |
| 40 | Staff or Spear |
| 41 | Slaughter |
| 42 | Hammer |
| 43 | Lone |
| 44 | Falcon |
| 45 | Eagle |
| 46 | Hawk |
| 47 | Dragon |
| 48 | Punch or Puncher |
| 49 | Sphinx |
| 50 | Solar |
| 51 | Lion |
| 52 | Eclipse |
| 53 | Panther |
| 54 | Millennium |
| 55 | Wolf |
| 56 | Rat |
| 57 | Snake |

- 58 Serpent
- 59 Kick or Kicker
- 60 Raven
- 61 Soul
- 62 Heart
- 63 Strong
- 64 Hunter
- 65 Walker
- 66 Stalker
- 67 Slayer
- 68 Hunter
- 69 Master or Mistress
- 70 Lord or Lady
- 71 Horizon
- 72 Brother or Sister
- 73 Grey
- 74 Time
- 75 Curse or Cursed
- 76 Eye
- 77 Fist
- 78 Tooth
- 79 Shield
- 80 Big
- 81 God
- 82 Devil
- 83 Spirit
- 84 Little
- 85 Dead
- 86 Dread
- 87 Blood
- 88 Scar
- 89 Renegade
- 90 Ghost
- 91 Deep
- 92 Rock or Stone
- 93 Gloom
- 94 Great
- 95 Ring
- 96 Great
- 97 Call or Caller
- 98 Rune

- 99 Robo
- 100 Weaver

CHARACTER NAMES (TABLE B)

- 1 Scream
- 2 Flesh
- 3 Skull
- 4 Voice or Vox
- 5 Hunger or Hungry
- 6 Destroyer
- 7 Battle
- 8 Caller
- 9 Nomad
- 10 High
- 11 Mega
- 12 Ultra
- 13 Oblivion
- 14 Rex
- 15 Laser
- 16 Grid
- 17 Haunt or Haunted
- 18 Reflex
- 19 Cyber
- 20 Purple
- 21 White
- 22 Ivory
- 23 Stealer
- 24 Galaxy or Galactic
- 25 Might
- 26 Discord
- 27 Mirror
- 28 Final
- 29 Doom
- 30 Infinite
- 31 Neverending
- 32 Flying or Flight
- 33 Dance or Dancing
- 34 Wrestler
- 35 Sweat
- 36 Leather

- 37 Rage
- 38 Tank
- 39 Muscle
- 40 Raw
- 41 Force
- 42 Ninja or Samurai
- 43 Flash
- 44 Slime
- 45 Meat
- 46 Spaz
- 47 Electric
- 48 Flower
- 49 Lightning or Thunder
- 50 Street or Road
- 51 Alpha
- 52 Omega
- 53 Delta
- 54 Theta
- 55 Beta
- 56 Keystone
- 57 Asphalt
- 58 "83"
- 59 Secret
- 60 Lore
- 61 Corpse
- 62 Max or Maximum
- 63 Grease
- 64 Corvette
- 65 Mustang
- 66 Charger
- 67 Chocolate
- 68 Vanilla
- 69 Strawberry
- 70 Jungle
- 71 Tower
- 72 Fortress
- 73 Hatred or Hate
- 74 Plastic
- 75 Heaven
- 76 Hell
- 77 Tango

- 78 Cash
- 79 Lightspeed
- 80 Pyromania
- 81 Sizzle
- 82 T-dog
- 83 Ice
- 84 Jackson
- 85 Plasma
- 86 Pulsar
- 87 Psycho
- 88 Scourge
- 89 Fury
- 90 Indiana
- 91 Ring
- 92 Eater
- 93 Stallion
- 94 Mayhem
- 95 Bonanza
- 96 Orange Julius
- 97 Crazy Train
- 98 Prime
- 99 Commander
- 100 Tron

MONEY

Whatever cash characters had in their wallet (or purse) transformed into cyber crowns after the quantum transporter materialized them onto Thule. Cyber crowns have been the currency of Valeece ever since the robot revolution, shortly after aliens colonized this planet. Roll 3d10 per character.

SOMETHING INTERESTING

Additionally, I encourage you to come up with something cool about your character, something special that sets him apart from the rest of his kind. It doesn't have to be much. It could even be entirely fictional and existing only in your character's head (also known as the Hartnell Effect).



RACES

This world sometimes alters the DNA of those entering it. You may have been a human back on earth, but there's a reasonable chance that you aren't anymore. In this game, you could be an elf, dwarf, or something else...

When your character is harmed or damaged, that comes off his Hit Point (HP) total. You get HP for both your character's race and class. The Hit Points gained from a character's class are no different than racial HP. Basically, they all get thrown into the same Hit Point pot once class-based HP start kicking in at 1st level.

HUMAN

Human beings are plentiful on Thule, just like cockroaches on earth.

+2 to any two ability scores. Racial Hit Points: 10

ELF

Elves broke with their infernal ancestry aeons ago but still retain their great height, slender frame, longevity, and resistance to sorcery.

+2 to charisma and willpower. Elves are sophisticated, elegant, and graceful; they receive advantage when trying to show-off or make a good impression. They are also completely resistant to the enslave spell. Racial Hit Points: 6

INFERNAL ELF

These elves took after their demon ancestors. They appear as half-elf, half-demon with dark red skin, black eyes, usually accompanied by horns and cloven hooves... a few of this race have been spotted with either flesh dreadlocks or draconic tattoos. For this reason, infernal elves are often shunned or even violently accosted in small towns and villages.

+1 to intelligence, willpower, and dexterity. Infernal elves take half damage from fire. Infernal elves may also choose a Demon Lord as their master, regardless of their magical abilities. This demonic patron may help their fledgling out of a sticky situation when the shit really hits the fan. Racial Hit Points: 6



DWARF

Dwarves stand about 4' tall, are bearded, and prefer ale, mead, and beer to wine.

+2 to both strength and constitution. Knowledgeable regarding beards, recreational drinking, treasure, mountains, and dungeoneering. Racial Hit Points: 8

HALFLING

Halflings stand just over 3' tall, are usually clean-shaven, and smiling.

+4 to dexterity and -2 to strength. May re-roll a 1 in non-combat situations once per day. Racial Hit Points: 4

ROBOT

Some form of metallic man, mobile computer, cyborg, android, nano-cloud, clockwork construct, disembodied AI, etc.

+4 to intelligence. Knowledgeable regarding all forms of advanced technology. Robots use intelligence to cast spells instead of willpower. Also, they cannot be used for their willpower by other wizards. Racial Hit Points: 8

REPTILIAN

This is a type of lizard-man, a grayish-green humanoid reptile. Other races don't like them and they don't like other races.

+4 to strength and dexterity. -4 to charisma. Reptilians are at a disadvantage when diplomacy, negotiation, or persuasion are attempted. Unarmed, reptilians use a 1d6 for damage. Racial Hit Points: 12

PIXIE FAIRY PRINCESS

Anywhere from 18" to 24" and winged, pixie fairies flutter here and there, initiating tea parties, shopping for sparkly dresses, sharing secrets, and obsessively hoarding magic. Pixie fairies are female and for some inexplicable reason they are all princesses.

+4 to dexterity and charisma and -4 to strength. These tiny creatures have advantage when trying to convince people about whatever topic seems important to her highness at the time. Racial Hit Points: 4

CRYSTALLINE

This race is made of crystal. Their many facets come in a variety of hues: white, blue, pale blue, pink, purple, and sometimes colorless. Crystallines have the best cleavage!

+2 to willpower. Crystallines are awesome receptacles for sorcerous power and count double when other wizards drain their willpower for spell casting purposes. Instead of blood spilled, crystallines lose shards of their crystal form (don't worry, they grow back). Those of the crystalline race are immune to laser weaponry (hybrids take half damage). Racial Hit Points: 1d12 (crystalline density is unpredictable).

HYBRID

So, you want to create some kind of half-breed freak of nature, do you? Fine. Go right ahead. Mix and match away. See if I care. Here, I've made a bunch of rules for you and everything. Happy now?!?

- I. Every attribute bonus and penalty counts.
- II. Both good and bad parts of each race stand.

- III. Character size will be an average of the two.
- IV. Racial Hit Points must be averaged.
- V. Genetic mixing can have some awesome consequences but to even things out, haemophilia runs rampant among hybrids. The downside: when a death saving throw is rolled, players lose a d6 from their dice pool when rolling. So, if a hybrid character would normally roll 3d6 when saving vs. death, he rolls 2d6 instead. Sucks to be you, bleeder!

'It had how many tentacles?'



CLASSES

Those zizzapped into this world are graced with certain impressions, skills, and even sorcerous lore depending on their individual essence and aptitude. Based upon the randomly rolled ability scores and player's whim, characters enter into one of the following professions.

No matter your class, you were born to be a slayer! Unless, of course, you die horribly early on... such ignoble deaths only prove that not everyone is cut out to become a CRIMSON DRAGON SLAYER!!!

For every level attained, characters receive Hit Points based on their class. The die rolled to determine class HP is called his Hit Die (HD). That means a 1st level warrior will roll 1d10 for his HP, while a 3rd level thief will have 3d8 HP.

Over time, a character can learn to be proficient with a particular weapon. He simply needs to use that particular weapon (and only that weapon) for three consecutive battles (each combat must last at least three rounds). The character in question must also wound an opponent with the particular weapon in all three battles.

WARRIOR

(HD: d10)

Also known as a reaver, barbarian, knight, soldier, and so forth. A warrior fights and fights well. This class is proficient with all weapons and fighting styles. If a warrior successfully hits an opponent, he may continue to hack and slash creatures and humanoids within melee range until he misses, cutting his foes down as blood spatters upon muscular arms and protective steel.

WIZARD

(HD: d6)

Also known as a sorcerer, warlock, sorcerer, and so forth. A wizard's magic comes from a Demon Lord whom he willingly serves. He is proficient at casting spells (see Magic section) and alchemy (though, it's worth noting that what appears as "alchemy" is often dubious and at times absolute bullshit concocted to fool outsiders and prank noob wizards).

Weapon proficiencies include: dagger and staff. Starting at 5th level, a wizard can either create his own signature spell or craft his own unique magic item - either can be done at a rate of one per level (though a thousand cyber crowns must be spent in the process).

THIEF

(HD: d8)

A scoundrel, rogue, or criminal... usually up to no good, even when he means well. He is proficient at hiding, stealing, sneaking, backstabbing, detecting and disarming traps. Thieves also have connections to the criminal underworld, especially guilds of thieves and assassins. Weapon proficiencies include short sword, dagger, sling, whip, club, and crossbows. If thieves are willing to skip their turn until the next round to attack, they can freely sneak attack opponents for double their attack dice pool. That means a thief would forgo attacking the first round and sneak attack the second, then skip his turn in the third round and sneak attack again in the fourth, etc. Note, a thief who catches his opponents by surprise may begin with a doubled dice pool.

Thieves are allowed to enter into one of two subclasses beginning at 3rd level: *Spell Scoundrel* or *Assassin*. Spell scoundrels (who practically invented alchemy) act as wizards two levels lower than their actual thief level. For instance, a 3rd level thief is considered a 1st level wizard for the purposes of spell casting. The assassin is able to attempt a death-strike once per day (twice per day at 7th level and thrice at 10th). Upon a successful hit with an edged weapon, the target has to roll a successful constitution-based saving throw or die.

RANGER

(HD: d8)

Also known as a bounty hunter or warden. Rangers are proficient at tracking, wilderness survival (including moving silently and undetected in the wild), speaking with animals, herbalism (such as procuring healing moss in the forest for 1d6 per application), and rangers are never surprised or caught off-guard. Weapon proficiencies include short sword, dagger, long sword, all bows, sling, spear, and polearm.

At 3rd level, Rangers also have a sub-class option. They can either choose to become a *Shaman* or *Defender*. The Shaman can shape-change himself into a fox, deer, raccoon, badger, turkey, or twin ferrets once per day for as many rounds as his level. A defender may protect nearby (within 10') allies with his shield or magic cloak whenever they are attacked. This is always a free action for him. That means a defender's companion close at hand will also receive 2 points of damage reduction because of his large shield (shield protection stacks). Similarly, if the defender is wearing a cloak that protects him against ice, his nearby ally will share the same protection.

DICE POOL BONUS

Characters get extra d6s for attempted actions per level per day. Bonus dice are given out freely when advancing levels and can be recharged before leveling. Bonus dice refreshment takes place after a long rest (8 or more hours of sleep and/or light activity) just like HP. However, there's a stipulation to regaining bonus dice: some form of sexual gratification must be experienced, involving at least one other person.

Ideally, the totally righteous dude wearing a loin-cloth would do the nasty with some sorceress slut with rocking tits. But hey, I'm not going to judge. The 1980s were inundated with "screwball comedies", as well as, genre films replete with wall-to-wall T&A. This rule helps guarantee a little bit of "R" rated frivolity with the sword, sorcery, and scifi madness.

How the bonus dice work: a 1st level character will get one bonus d6 to add to his dice pool once per day. A 3rd level character will get 3d6 which can be added to a single dice pool or divided into 1d6 and 2d6, or 1d6 three times for separate dice pools until recharged with rest, relaxation, and revelry.

ALIGNMENT

Character alignment is based upon three aspects. The first (and least consequential) is how characters actually behave, adhering to their own values and according to their limited belief-system. The second is how they perceive themselves. The third is how

others perceive them. Combined, each aspect factors into a character's alignment.

Characters are encouraged to choose whichever alignment seems best suited to them. Through game-play, alignment will appear fluid as NPCs treat you differently depending on the vibes you're giving off, as well as, perceived words and actions. Even though you've chosen a certain alignment, the Dragon Master will determine the truth of your alignment as the game progresses.

GOOD

Good characters adhere to certain principles, laws, or codes of conduct. Characters of this alignment acknowledge the value of civilization and place society above the individual. They put the needs of the many before the few or the one.

Good aligned characters are usually seen as heroes and considered paragons of virtue, law, and order. Most non-player characters (NPCs) expect them to do the "right thing" as they see it. When heroes do what their conscience dictates, there's a chance that some will be inconvenienced... and they will try to pull strings so that doesn't happen; up to and including hiring an assassin to take out the do-gooder.

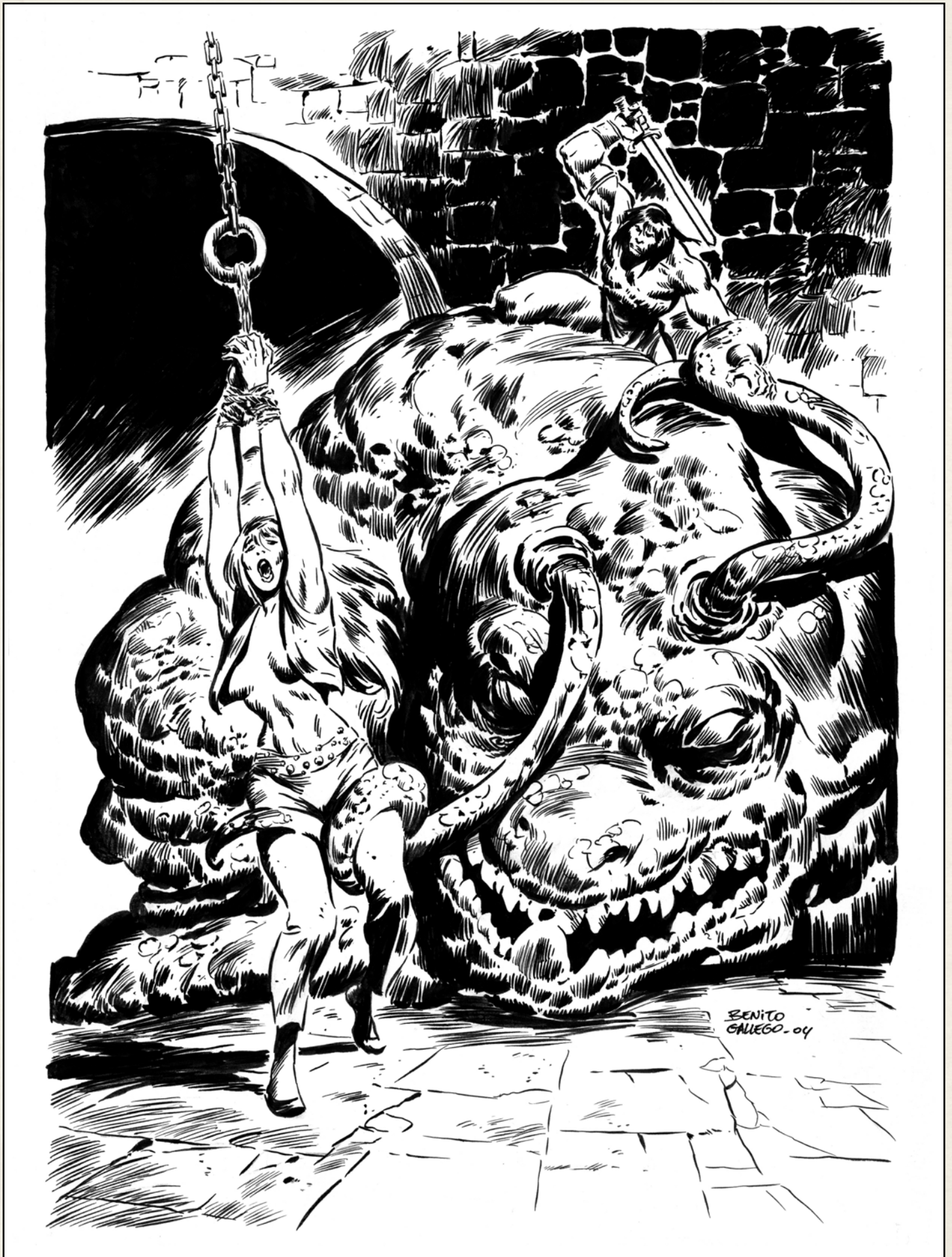
EVIL

Evil characters recognize no greater authority than themselves (unless someone more powerful is looking) and see their own selfish desires as being more important than anyone else's. They put the one before the many... as long as that one is oneself.

Evil aligned characters are considered bastards, villains, scum, and despicable desperados. NPCs won't hold their breath to see evil-doers do virtuous deeds. They'll expect the worst. If evil characters show weakness, the rabble might turn on them (pitchfork wielding mob, burning at the stake, etc.) However, evil characters can chat openly with others of like mind. Schemes can be hatched. Of course, watch out for the inevitable double-cross.

NEUTRAL

These characters usually won't go too far in one direction or the other. They're occasionally selfish but without being so self-absorbed that they won't help



the innocent, virtuous, or otherwise deserving - especially if there are cyber crowns involved.

Neutral characters are treated as average people, no better or worse than the baker or blacksmith or candlestick maker. They won't get the support or cooperation of heroes; nor will they get the fear and respect of villains.

ATTEMPTING ACTIONS

For every action, roll a number of six-sided dice (all at the same time) equal to what's being attempted. This creates a dice pool. For each roll, pay attention to only the highest number present, except for sixes! All sixes count in the determination. Consult the following list to adjudicate attempted actions.

Only one declared action (critical successes may allow for additional actions or extra results based upon a single action) in each round. A round is 20 seconds long (one minute lasts three rounds).

If the character is struggling, opposed by a character or creature of a much higher level, nonproficient, below average regarding the appropriate ability score, or barely able to accomplish his goal for any reason, he is considered disadvantaged. The player rolls 1d6.

If the character is attempting an action of average difficulty, with proficiency, average ability score, and without extenuating circumstances or modifiers it's considered standard. He rolls 2d6.

If the character is performing an easy or routine action, is given aid, has tools, special equipment, or above average score in relevant ability as well as proficiency, is attempting a particularly creative or epic action described in vivid detail, and so on, he has a distinct advantage. The player rolls 3d6.

Generally, disadvantages and advantages cancel each other out. However, if one overwhelms the other, allowances should be made by the Dragon Master.

In rare cases, the Dragon Master might interpret a situation or character as deserving super-disadvantage or super-advantage (such as pathetic and extraordinary ability scores or three significant

advantages or disadvantages piling up, stacking the deck in the player's favor). Super-disadvantage requires the player to roll 2d6 and count only the lowest of the two. Super-advantage allows the player to roll a dice pool of 4d6.

On special occasions, a player will be rolling 5d6! This is called super-duper advantage. However, a character's dice pool cannot reach that high without making some kind of 1980's reference or cheesy scifi / fantasy one-liner... something like, "I don't care who lives or dies... just as long as I get the girl." Such a reference or one-liner must accompany the action, or else 5d6 cannot be rolled.

The highest dice pool is reserved for unique moments when an action demands 6d6. Aside from the aforementioned stipulation of 5d6, the action must also be accompanied by magic in some way. This is called advantage supreme. A dice pool cannot exceed 6d6, no matter the circumstances. Except for the following...

Tenth level characters and crimson dragons may attain the higher than highest dice pool of 7d6 which is called God Mode. There is nothing greater and must also be accompanied by an 80's reference or one-liner and magical aid.

ACTIONS

- I. 6 is a critical success result (see below)
- II. 5 is a successful result.
- III. 4 is a partial success to mostly successful result (half damage).
- IV. 3 is a partial fail to mostly failure result (you could interpret this as a single point of damage or a normal hit which opens the character up to an attack of opportunity).
- V. 2 is a failure result.
- VI. 1 is a critical fail result. For example, in combat you might... 1) hurt yourself, 2) hurt a companion, 3) drop what you're carrying, 4) become dazed and confused - unable to act next turn.

For every 6 rolled or critical success result, that player chooses one or more bonus effects that go above

and beyond success. These bonuses are referred to as dominance. Below is the following list. It's ok to take multiple selections of the same bonus). These sweeteners are meant to simulate multiple attacks, actions, or events in a single round.

DOMINANCE

- I. Triggers a special ability, stunt, or maneuver
- II. -1d6 on opponent's next roll
- III. +2d6 on your next roll
- IV. Additional side benefit (see below)
- V. Roll the weapon's damage again
- VI. Immediately attack a nearby opponent

Don't panic, beginning Dragon Masters! Sometimes, you won't know exactly how big or small the dice pool should be. Taking more than a few seconds to consider all the variables is boring. When in doubt, have the player roll 2d6 (or 3d6 if the player is desperate and trying really hard to secure more dice, for instance making an 80's reference, badass one-liner, or helped by magic). Let the absentee gods decide his fate!

Additional Side Benefit:

Ok, let's talk about those additional side benefits. Here's a brief list: Impressing a fair maiden, knocking a wand out of a wizard's hand, or picking something (like a wand) up off the ground. Spells get more powerful with each critical success, like doubling a spell's duration, range, damage, effect, or causing a target's saving throw to automatically fail.

Example: Say a warrior rolls his dice pool of 3d6 (ordinarily 2d6 for him, but he gets advantage because he's verbally taunting his opponent while slashing him). The player rolls a 5, 6, and 6. That's two critical successes. So, now he can choose two selections (or double up on a single selection) from the Dominance table.

DEATH

Upon reaching zero HP, the character is rendered unconscious but stable. Negative numbers mean that character will die unless a saving throw (constitution is usually the relevant ability score) is successfully made.

Normally, the Dragon Master will interpret what happens based upon studying the dice rolled. However, the possibility of death should come up regularly and the demise of a player's character is a pretty big deal. That's why the following table exists.

The dice pool for a death saving throw is based upon the victim's constitution primarily, though other factors like daredevil heroics or magic may come into play. Those with pathetic constitution are at a *super-disadvantage* (roll 2d6 and take the lowest), below average constitution are *disadvantaged* (1d6), average is standard (2d6), above average is *advantaged* (3d6), and extraordinary is *super-advantaged* (4d6).

Dragon Masters should use their good judgement after the first save vs. death. If a character is brought low, recovers and is stabbed again to unconsciousness, a simple coupe de grace should be enough to finish the poor bastard off. But not necessarily... after all, slain villains and heroes who miraculously get up again to continue fighting are so cliché that they're now considered a classic movie trope.

So, what happens when a characters dies? Most likely, he simply materializes back in the real world, circa 1983. Infravision's Crimson Dragon Slayer "role-playing game" will be waiting for him...

'The Crimson Death comes quickly to those who seek it'

DEATH SAVING THROW

Four sixes: The character returns to full health... somehow.

Three sixes: The character returns to three-quarters of his health total.

Two sixes: The character gets half of his HP back.

One six: The character gets a quarter of his HP back.

Five: The character is conscious and clinging to a single Hit Point.

Four: The character is still unconscious but stabilized.

Three: The character is dying. He's got 1d4 rounds for someone to tend to his wounds before expiring.

Two: The character dies.

One: The character dies horribly; something akin to choking on his own blood, intestines ripped out, beheaded, or severed limb wallops his companion in the face. Such a death distracts even the most focused combatant. All companions within view are stunned for an entire round.

Another thing about exploding damage – it creates actual explosions, like a gas station hit with a rocket launcher! The more your dice “explode”, the bigger kaboom when your weapon makes contact.

**‘The Dragon Master
will probably test
your mettle;
if not outright try to
fuck you over.’**

WEAPONS

Edged weapons: Edged weapons are sharp and pointy like a dagger. They deal exploding damage. Exploding damage means that if the top number of a die is rolled, it can be re-rolled, adding the new result to the old, infinitively.

Blunt weapons: Blunt weapons like a club or automobile will stun an opponent for one round when they deal max damage. Stunned characters cannot take action but are perfectly capable of making saving throws. By default, anything that isn't edged is considered blunt (except for laser weaponry), subject to the Dragon Master's approval.

Ranged, thrown, reach, and two-handed weapons: Ranged weapons usually fire some kind of projectile like a gun or crossbow up to 50' without any penalty and up to 100' with a -1d6 to the attack dice pool.

Thrown weapons can be hurled up to 20', up to 40' with a -1d6 to the attack dice pool. Reach weapons can harm opponents up to 10' away.

Two-handed weapons require both hands to effectively use, barring the ability to carry a shield, cast spells, hold a torch, etc. The benefits of a two-handed weapon is that 1's can be re-rolled on damage dice.

| Weapon | Cost in cyber crowns |
|---|----------------------|
| Dagger: 1d4(exploding) (throwing) | 5 |
| Two-handed dagger: 2d4 (exploding) (two-handed) | 25 |
| Blowgun or dart: 1d4 (ranged) (reach) | 10 |
| Hand axe: 1d6 (exploding) (throwing) | 12 |
| Battleaxe: 2d6 (exploding) (two handed) | 40 |
| Whip: 1d4 (reach) | 15 |
| Sling: 1d4 (ranged) | 7 (1cc per stone) |
| Short sword: 1d6 (exploding) | 20 |

| Weapon | Cost in cyber crowns |
|--|----------------------|
| Long sword: 1d8 (exploding) | 30 |
| Bastard sword: 2d6 (exploding) (two-handed) | 50 |
| Club: 1d6 | 3 |
| Spiked Club: 2d4 (exploding) | 15 |
| Polearm: 1d4 (reach) | 5 |
| Staff: 1d4 | 2 |
| Mace: 1d8 | 20 |
| Morning Star: 2d4 (exploding) (two-handed) | 35 |
| Spear: 1d6 (exploding) (reach) | 25 |
| Javelin: 1d4 (exploding) (throwing) | 15 |
| Halberd: 1d10 (exploding) (reach) (two-handed) | 35 |
| Warhammer: 1d12 (two-handed) | 40 |
| Garrote: 1d4 (exploding) (two handed) | 20 |
| Scimitar: 2d4 (exploding) | 30 |
| Trident: 3d4 (exploding) (reach) (two-handed) | 40 |
| Short bow: 1d6 (exploding) (ranged) (two-handed) | 25 |
| Long bow: 1d8 (exploding) (ranged) (two-handed) | 35 |
| Crossbow: 1d6 (exploding) (ranged) (two-handed) | 40 |
| Hand crossbow: 1d4 (exploding) (ranged) | 30 |
| Chainsaw: 1d12 (exploding) (two-handed) | 60 |
| Flamethrower: 2d8 (reach) (two-handed) | 180 |
| Throwing star: 1d4 (exploding) (ranged) * | 5 |
| Pistol: 2d4 (exploding) (ranged) | 100 |

| Weapon | Cost in cyber crowns |
|--|--------------------------------|
| Sonic switchblade: 1d6 (reach) | 80 |
| Laser sword: 2d8 (exploding) | 225 |
| Machine gun: 4d4 (exploding) (ranged) (two-handed) | 150 |
| Laser pistol: 3d6 (ranged) | 200 (per power cell, 20 shots) |
| Laser rifle: 4d6 (ranged) (two-handed) | 350 (per power cell, 20 shots) |
| Phased plasma rifle: 4d6 (ranged) (exploding) (two-handed) | 500 (per power cell, 20 shots) |
| Napalm grenade: 6d6 (ranged) | 200 |

*You can throw two throwing stars at once if you have above average dexterity and three if you have extraordinary dexterity.

Two-handed weapons cannot be wielded by those with below average or pathetic strength.

Punching and kicking does no damage for those with pathetic strength, 1 point of damage for those with below average strength, 2 points for average, 3 points for above average, and 4 points for those blessed with extraordinary strength.

ARMOR CLASS

All armor counts as damage reduction. Every point of damage that gets thrown your way is immediately taken off your current Hit Point total. For every point of Armor Class (AC) your character has, that's a point you can deduct from the total damage your character is about to take.

Everyone starts out at Armor Class zero... but that's not the lowest. If you have a crappy dexterity, then your AC could be even lower. Meaning you're a sitting duck, an easy target. In fact, whenever a character with a negative AC takes damage, he will take more damage than was actually dealt!

For example, a character with a -1 AC gets hit for 5 points of damage. He actually takes 6 points of damage, instead.

So, if you just took 3 points of damage and your AC is zero, you'd take 3 points away from your HP. If your AC is 1, you'd only take 2 points from the same exact hit. If your AC was 3, you'd take no damage - the same as if your AC was higher than the damage scored.

Partial to half cover makes a target harder to hit, reducing the attacker's dice pool by 1d6. More than half cover up to total concealment reduces the attacker's dice pool by 2d6.

| Armor | Cost in cyber crowns |
|--------------------------------|----------------------|
| Leather: +2 AC | 40 |
| Chainmail: +4 AC | 120 |
| Scalemail: +5 AC | 180 |
| Platemail: +6 AC | 225 |
| Small shield: +1 AC | 50 |
| Large shield: +2 AC | 100 |
| Tower shield: +3 AC * | 150 |
| Helm: +1 AC | 30 |
| Power Armor (full body): +7 AC | 500 |

*Tower shields are considered two-handed. That means if you're using it for defense, you're unable to attack with a weapon, cast spells, or even manipulate a hand-held item.

No dexterity bonus applies if your character is wearing chain, scale, or platemail.

Wizards cannot wear any armor. Spell scoundrels can only wear leather.

Ordinarily, characters can run around the battlefield up to 50' per round. You can only move a maximum of 40' wearing chainmail, 30' in scalemail, and 20' in platemail.



| Miscellaneous | Cost in cyber crowns |
|------------------------------|----------------------|
| Mel Gibson interceptor | 3,000 |
| Star Falcon (two-man ship) | 15,000 |
| Space Freighter | 30,000 |
| Liberator class spaceship | 25,000 |
| Space Station | 100,000 |
| Air-wolf chopper | 12,000 |
| Desert Speeder | 9,000 |
| Motorcycle | 7,000 |
| Riding lizard (above ground) | 700 |
| Riding spider (underground) | 800 |
| Castle | 40,000 |
| Tower | 20,000 |
| House | 5,000 |
| Holo-deck | 10,000 |
| Commodore 64 | 200 |
| Commodore 128 | 300 |
| Thieves tools | 100 |
| Tavern grog | 1 |
| Tavern meal | 3 |
| Room for the night | 5 |

INITIATIVE

Initiative is determined by the type of attack...

- I. Those choosing to either flee or charge go first.
- II. Ranged, thrown, and reach weapons go second.
- III. Characters and creatures with melee and natural weapons go third.
- IV. Spell casters go fourth.

Those with a similar type of attack go simultaneously. Surprised characters and creatures are attacked in the surprise round before initiative begins.

Moving short distances, dropping items, unsheathing a weapon, and speaking are all considered free actions that can be taken on the character's turn in addition to an attack or standard action.

Upon his turn, each character gets no more than 20 seconds to declare his action for that round. Those who need more time or wish to hold their action shall be skipped until the following round, acting whenever they would normally fit into the initiative order.

HEALING AND VITALITY

A short rest is defined as an hour of sleep and/or light activity. After taking a short rest, characters may replenish their Hit Points by rolling their HD determined by level. So, a 3rd level Warrior can roll 3d10, adding that to his current Hit Points.

A long rest is defined as eight hours of sleep and/or light activity. Upon completing a long rest, all HP return.

During or after battle, a character may tend to another's wounds. This takes a full round and yields the wounded character a single HD worth of Hit Points back. Tending to the wounded can only be performed once per victim until a short or long rest is taken.

EXPERIENCE POINTS

Characters start at zero level, newly arrived in the realm of Valeece. Higher levels are achieved upon completion of gaming sessions, as well as, accomplishing goals and meeting requirements. Below is each level, its formal name, and what must be done in order to reach the next plateau.

| Level | Title | Requirement |
|-------|----------------|--|
| 0 | Noob | Show up. |
| 1 | Scrub | Adventure, explore, and kill a humanoid or creature without aid. |
| 2 | Hopeful | Acquire a great treasure hoard, powerful magic item, or secret lore / arcane wisdom. |
| 3 | Proven | Carousing! Boast of your mighty deeds and intrepid tales, drink, dance, and be merry. If possible, sate your lust with an adventuring groupie. |
| 4 | Adept | Develop a signature move, special ability, or stunt (receive +1d6 each time it's performed, limited to once per day) |
| 5 | Marauder | Acquire a hireling, henchman, follower, apprentice, or intern (who doesn't end up betraying you). |
| 6 | Lord (or Lady) | Win a duel, competition, or rite of initiation. |
| 7 | Conqueror | Acquire a mount, animal companion, or faithful servitor. |
| 8 | Master | Acquire an unbelievably powerful artifact or relic. |
| 9 | Grand Master | Raise an army and/or build a castle, fortress, or keep. |
| 10 | Dragon Slayer | Slay a crimson dragon! |

**'OSR or
die trying!'**

MAGIC

Only wizards can cast the following spells. As long as the character is of that level or higher, he may cast that spell - provided he has the willpower and ability to speak the *Lingua Arcana* (arcane language of wizards and infernal beings). Each spell costs the same amount of willpower as its level. A zero level spell costs nothing, a 1st level spell costs 1 point, a 2nd level spell costs 2 points, etc.

Wizards may cast spells of a higher level but only at thrice the cost of their cherished willpower. That means a 2nd level wizard can cast a 3rd level spell... but such concentration will drain him of 9 points of willpower, just as casting a 4th level spell will cost him 12.

Wizards can steal the life-force of another to fuel their magic. Such willpower must be siphoned by first spilling the sacrifice's blood and touching him for a full round. One point of willpower is drained from the target per round. A wizard may only store as many of these temporary points of willpower as his level. Temporary willpower must be spent within the hour or lost completely.

If a wizard's willpower goes down to zero, he falls unconscious for 8 hours. If his willpower falls below zero, a death saving throw must be rolled.

A character's willpower ability score refreshes back to its original number after a long rest.

For the purposes of determining spell susceptibility, a character's willpower value is based on his current willpower rather than his original ability score. That means the more spells a wizard casts, the less he'll be able to repel them.

When a wizard critically fails his spell casting, his Demon Lord patron and master exacts a price. At such time, the Demon Lord commands his fledgling to do him a service. Wizards must obey; doing their master's bidding or else be denied magic for the rest of their days.

Dragon Masters without anything prepared may roll a d6:

1. Wizard must retrieve something for the demon.
2. Wizard must slay a servant of the demon's rival.
3. Wizard must copulate with a specific individual of the opposite sex in order to create a magical child.
4. Wizard must find out another's plans.
5. Wizard must find an apprentice and convince him to also serve the demon.
6. Wizard must sacrifice something precious to the Demon Lord.

All spells are instantaneous unless otherwise stated in the spell's description. Magic damage does not "explode" or "stun" and it is reduced by armor class as ordinary damage.

ZERO LEVEL SPELLS

READ/WRITE MAGIC

Ability to both read and write arcane script.

DETECT MAGIC

Ability to know whether something is magical and how close magic is (up to 30').

IDENTIFY MAGIC

Ability to know exactly what a magic item or spell does.

FIRST LEVEL SPELLS

MISSILE COMMAND

Three magical projectiles fly through the air at their intended target, each missile doing 1d4 damage.

FALSTAFF'S FIELD OF FORCE

Makes an individual more difficult to harm. The spell betters a target's AC by 1 per level. Lasts number of rounds / level.

COMPREHEND LANGUAGES

The wizard understands another's language.

SECOND LEVEL SPELLS

GLOWING MAGENTA MIST

A weirdly luminous violet-pink mist covers the ground, emanating from the caster. The mist mesmerizes humanoids who come into contact with it if they fail a willpower based saving throw. Mesmerized characters are dazed for as many rounds as the spell caster's level.

FLIGHT

The target can fly for as many rounds as the spell caster's level.

STICKY WEBBING OF ATLACH-NACHA

Caster shoots out strands of spider webbing that covers a large area. Those caught in the web lose a d6 in their dice pool. Webbing lasts as many rounds as the caster's level.

THIRD LEVEL SPELLS

PURPLE LIGHTNING STRIKE

Bolts of lightning shoot out of the spell caster's fingers. The purple electricity does 3d6 damage to each of the wizard's foes as long as they are within 30' of him.

BLESSING OR CURSE

The wizard targets an enemy for cursing or an ally to bless. The curse takes 1d6 from the target's dice pool for a number of rounds equal to the spell caster's level. A blessing adds 1d6 to the target's dice pool for the same duration.

LIMITED INVISIBILITY

The target becomes invisible for as many rounds as the spell caster's level.

FOURTH LEVEL SPELLS

BALL OF DEATH

A silver ball of death flies out of the wizard's hand and embeds itself into the target's skull, drilling until blood squirts out the ball's drainage hole in the back. This does 6d6 damage.

SILENCE

The wizard can nullify sound when this spell is cast upon a person, creature, or object. The radius is 10' per level and lasts as many rounds as the wizard's level. Without the power of speech, a wizard cannot speak the Lingua Arcana in order to cast his spells.

CUBE OF COITUS

A semi-transparent cube no bigger than the wizard's fist. The cube emits a tropical fragrance; it also hums, caresses and vibrates, acting as an aphrodisiac. When employing this spell, a character may add an additional 1d6 to the dice pool regarding seduction.

FIFTH LEVEL SPELLS

HORROR BEYOND RECKONING

Everyone within sight of the wizard (unless they avert their eyes) must make a willpower saving throw or run in terror at what the spell caster shows them.

DETECT INVISIBILITY

The target of this spell is able to see everything, no matter how obscure, concealed, or invisible. It lasts for as many rounds as the caster's level.

ICE CREAM PHANTOM SERVANT

The wizard conjures an ice cream phantom which serves him faithfully for as many rounds as his level. Phantoms are semi-corporeal, invulnerable to harm, and come in three delicious flavors: vanilla, chocolate, and strawberry.

SIXTH LEVEL SPELLS

TASTE THE RAINBOW

A kaleidoscopic spray of color shoots out from the wizard's fingers. Each color allows the caster to fill his target with one of the following emotions (an extra emotion for each 6 rolled in the dice pool) : red (anger), orange (happiness), yellow (surprise), green (disgust), blue (sadness), indigo (anxiety), and violet (amazement).

GREAT BALLS OF FIRE

2d4 fireballs blaze out of the caster's hands towards intended targets, each one doing 5d6 damage.

DOMINATION

The target's will is usurped by the wizard for as many rounds as the caster's level.

SEVENTH LEVEL SPELLS

CYLINDER OF FUBAR

A large cylinder of light surrounds the wizard's target who takes 10d6 damage.

WITCH-HAUNTED GEOMETRY

This spell allows the target to teleport via dimensional angles beyond time and space. The teleportation distance is 10' per level of spell caster.

ORACLE

The caster receives mystical instruction and is able to know the signs and portents surrounding him.

EIGHTH LEVEL SPELLS

FACE MELT

Causes the target's face to melt off... usually causing blindness, deafness, inability to speak, etc.

KAMIKAZE

The wizard is enveloped in magical flame to the point where anyone within 10' of him takes 3d6 points of damage before they are able to attack. The fire lasts as many rounds as the caster's level.

REPLICANT

The wizard creates a double of himself in every respect (including what he's currently carrying). The double lasts for as many rounds as the caster's level.

NINTH LEVEL SPELLS

ENSLAVE

The wizard may command everyone (friends and enemies alike) within a 30' radius for as many rounds as his level. Elves (not the infernal kind) are unaffected by this spell.

POWER WORD... JUST FUCKING DIE

ALREADY

With this spell, the wizard may auto-kill an enemy that is under 20 HD.

INVULNERABLE

The target cannot be harmed for as many rounds as the caster's level.

TENTH LEVEL SPELL

WISH

The wizard makes a wish and whatever he desires (within reason) comes true.

MAGIC ITEMS

Only wizards and spell scoundrels can use wands, staves, and rods... or so they would have you believe.

It could be total alchemy.

Magic items don't require any kind of roll to activate, operate, attack, or do their thing.

No more than two rings can be worn by an individual at the same time. Similarly, a character cannot wear multiple cloaks, helms, gloves, boots, and the like simultaneously.

Ring of Protection: Reduces the dice pool of opponents attacking the wearer by 1d6.

Ring of Resistance: Increases the wearer's AC by 2.

Ring of Ass-Saving: Also known as Ring of Save-Ass. This emerald ring allows the wearer to re-roll his saving throw dice pool.

Ring of Immortality: Also known as Ming's Ring. This gold ring set with a large, circular-cut garnet allows the wearer to be sucked into the ring's gemstone at the moment of his death. The wearer becomes a kaleidoscopic hologram for a few seconds before the garnet absorbs him. He is released from the ring in as many days as the wearer's level (i.e. three days if he's 3rd level, four days if he's 4th level, etc.).

Gauntlets of Ogre Strength: Increases the wearer's strength by 2 points.

Boots of Agility: Increases the wearer's dexterity by 2 points.

Helm of Intellect: Increases the wearer's intelligence by 2 points.

Amulet of Iron Will: Increases the wearer's willpower by 2 points.

Amulet of Demon Summoning: This ruby amulet allows the wearer to summon a demon once per day. The demon remains in this plane for 3d6 minutes.

Cloak of Fire Resistance: This bright, reddish-orange hooded cloak magically repels fire. It protects the

'In Thule, everyone can hear you scream!'

wearer from flame and heat, absorbing half the damage.

Cloak of Ice Resistance: This pale grayish-blue hooded cloak magically repels ice. It protects the wearer from frost and cold, absorbing half the damage.

Cloak of Conflict Avoidance: Also known as Cloak of Not Being Hit as Often, this chestnut brown hooded cloak automatically takes 1d6 away from your opponent when being targeted for attack.

Ice Wand: Shoots tiny shards of ice at opponents in a cone-shaped area up to 30' away. Dexterity based saving throw or take 3d6 damage. Useable thrice / day.

Eldritch Wand: This wand creates a portal to the abyss where shoggoths dwell. The wielder may coax one shoggoth / caster level (up to a maximum of 3) out of the darkness and into this world to do the wizard's bidding.

Staff of the Over-Lords: This magic item creates illusions. Whatever the wielder desires, others will see for as many rounds as the wielder's level. The staff can be used once per day.

Rod of the Devil-Monkey: This rod is adorned with a monkey's skull. It summons 3d6 monkey demons from Hell to cause mischief, commotion, and chaos for as many rounds as the caster's level. Once the duration is up, the infernal simians vanish in a puff of crimson smoke. The rod can be used only once per day.

Brooch of Daniela: This piece of gaudy jewelry makes the wearer say the wrong word at random times. For instance, when the character means "sorcery", he'll actually say something like "pistachio", instead.

Horn of Vengeance: Blowing into this horn stiffens the sinews and summons up the blood. The one who blows the horn and his companions receive +1d6 to their first action of the battle (combat must occur within a minute of the horn being blown. This magic item is only useable once per day.

Book of Unhallowed Blasphemy: Forbidden tome describing the origins of the universe and hints at terrible things to come. The possessor is able to call upon the Dark Gods for aid - becoming stretchy and elastic to the point where time and space rip open so the reader can escape from his present circumstances. Usable once per day.

Sword of Might: This mighty long sword is adorned with glowing white sigils upon its blade. It grants the wielder an additional 1d6 when attacking, but he must not be of an evil alignment!

Sword of Power: This bastard sword was forged by the last god; it is chased on one side with adamant-

um-mithril. It grants the wielder an additional 2d6 when attacking.

Sword of Flame: This sword (of any type) is continually blazing red, orange, blue, and white fire when unsheathed. It grants the wielder an additional 1d6 of fire damage (explosive) each time it successfully strikes.

Sword of the Crimson Dragon: This bastard sword has draconic runes carved into both sides of its blade. It grants the wielder an additional 3d6 when attacking. It also gives him a draconic and vaguely demonic appearance. No one of good alignment may wield the sword of the crimson dragon.

Glaive of Unrelenting Vengeance: This five-pronged, bladed weapon is hurled at the target for 5d4 damage (exploding) and (ranged) before returning to its owner's hand.

Trident of Poseidon: This glorious trident is fashioned out of ultra-telluric sea-glass. It is unbreakable. More



importantly, it adds 1d6 to the wielder's dice pool when attacking, 2d6 when used by one of the crystalline race.

Slinky of Intermediate Peril: Anyone going up or coming down a flight of steps will instantly be enmeshed in metallic coils for as many rounds as the wielder's level.

Scepter of Seven Devils: The scepter was forged by dragon fire aeons ago when the first dragons swept down from the moonless night sky to ravage Valeece. It allows the wielder to control crimson dragons - the most powerful and vicious of Thule's creatures.

PROMINENT INDIVIDUALS OF THULE

Before the session's start, each player should roll a d6 for his character. The result is one of the following personages, those with an iconic status.

Once the individual has been decided, players should each roll another d6. If the result is a 2, 4, or 5, the character may have met the prominent individual but there is no relationship besides the barest of casual acquaintance.

On a result of 1, his character is on poor terms with the icon; their relationship is sour, indeed. On a result of 6, his character is on relatively good terms with the icon; he or she looks quite favorably upon the player character. If the result is a 3, then their relationship is complicated - something strange has occurred, possibly making their interaction uncomfortable and awkward.

1. The Queen's Hand
2. The Half-Demon Prince Azaezel
3. High Priest Gloom-Faust
4. Earl Hagarr of barbaric Sedonia
5. The Berry Tartlet Princess
6. Baron Zilax Limeback

DEMON LORDS

There are three Demon Lords who jointly own the world beneath, vying for control of the lower realms. Each sinister fiend has inherited their third from the

father of all infernal beings: the Crimson Emperor Satanis!

Yogsoggoth: This is an unholy abomination, spherical, amorphous, shadowy, and utterly outside the norms of space/time. Yogsoggoth comes from a dimension of pain and madness. It is long assumed that Yogsoggoth created the crimson dragons... you know, just because.

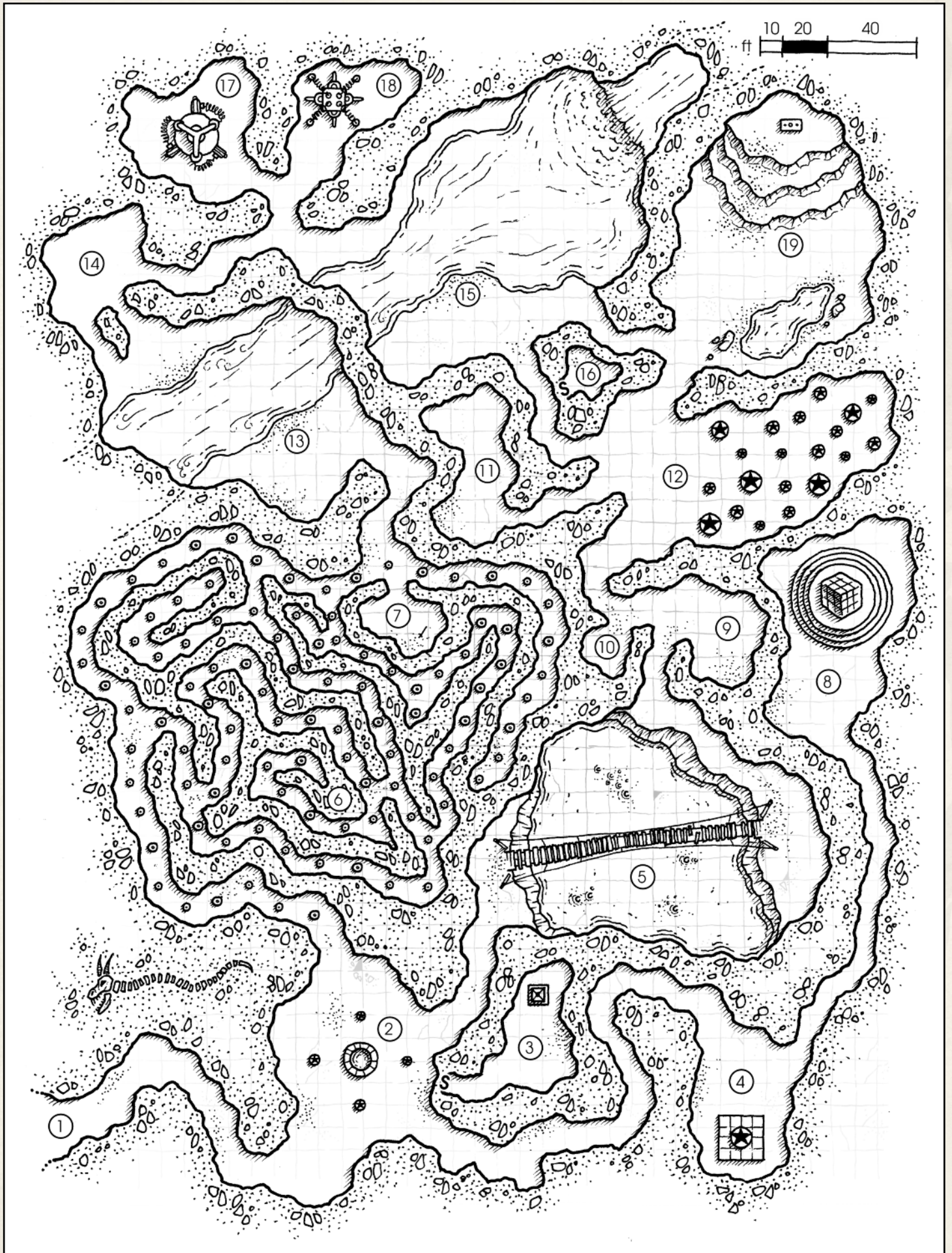
Tsathag'kha: He is a toad-like god, gargantuan in size and appetite. This ancient demon lusts for power, glory, and sexual conquest. Tsathag'kha will stop at nothing to exert his influence - especially when it concerns all things sorcerous.

K'tulu: This dread god is omniscient. His oracular potency is unparalleled. At this very moment, he is dreaming of prophecies which haven't even been written. K'tulu is mysterious and unknowable. One night, he will rise from his sunken tomb. It is said that on that night Thule will drown in an ocean of billious green slime.

MONSTERS

Monster actions (including attacks) can be determined by their HD. Their dice pool is equal to half the creature's HD. So, a 5 HD creature will have a 2d6 dice pool for each of its attacks.

If you'd like to use monsters from other OSR systems, add a base of 10 points to Armor Class. For example, creatures that have a 17 AC would have an AC of 7 in Crimson Dragon Slayer, and vice versa.



The Cavern of Carnage

There's a village not far from the cavern's entrance. It's called Needsborough and it has everything you'd expect it to have.

RANDOM ENCOUNTER

Roll a d6 when the adventurers are either cautiously attempting to avoid contact with the denizens of the cavern or taking a short rest. If the result is a 1, there's a wandering monster lurking about!

If the characters attempt to take a long rest, roll a d6 per character. Whoever gets a 1 was on watch or quickly awakened when something awful attacked. If no one rolls a 1, the long rest passes uneventfully.

1. **Invaders:** These are large alien bugs made of bright green energy. Invaders come from a star system called Zentaris 7. They wish to destroy all humanoid life. #Appearing: 1d4 HD: 7 HP: 37 AC: 0 Damage: 1d6 Special: invaders levitate off the ground, flying towards their victims while shooting tiny energy beams.
2. **Unholy Thing With Way Too Many Tentacles:** This creature wants to eat your goddamn face off! It looks hideous beyond all imagining. HD: 8 HP: 53 AC: 4 #Attacks: 2 Damage: 2d8 Special: the first time it's seen, everyone rolls a d6, on a 1 that character literally shits his pants.
3. **Androgynous Man In A Long Grey Coat Smoking A Cigarette:** Just what the name implies. HD: 3 HP: 18 AC: 2 Damage: 1d8 (long sword) Special: the guy just looks cool. Perhaps he's Gary Numan, Ziggy Stardust, or Les-tat. No one knows, but the guy looks cool.
4. **Ape-Men:** Yep, they're ape-men, alright. Part ape, part men. #Appearing: 2d4 HD: 4 HP: 22 AC: 2 Damage: 1d10 Special: if an ape-man rolls max damage, the character's head is crushed... roll death saving throw!
5. **Surf Nazis:** They're here to Hang 10 and Heil Hitler. Cowabunga, dude! #Appearing: 1d6 HD: 2 HP: 10 AC: 0 Damage: (depends on weapon type - anything goes) Special: if near water, surf nazis can use their surf boards to do some neat surfing tricks, including sailing over their opponents.
6. **Psychotic Candy-Colored Bears:** These short, stuffed bears care a lot... about playing jump-rope with your intestines! #Appearing: 2d6 HD: 1 HP: 6 AC: 2 Damage: 1d4 (dagger). Special: if one of these bears scores a critical hit, a sparkling illumination will emanate from their chest and turn the target into a candy-colored psychotic bear just like them! This state ends when the bear that turned him into a bear is killed.

1 - Through the Devil's Mouth : The entrance is guarded by several hoblick guards!

Hoblicks are pesky little demonic goblinoid critters that almost look like giant insects from a certain angle. Hoblicks are loud, abrasive, disgusting, bottom-feeding scavengers. They stand about 4' tall and are usually found in larger numbers. Dwarves get an extra d6 when attacking a hoblick

Hoblicks [2d4] : Alignment: evil HD: 1 HP: 5 AC: 0 Damage: 1d4 (dagger) Special: hoblicks can pile on adventurers; if three or more gang up on a single opponent, his skull is immediately split open if a 6 is rolled (roll death save). The very next round, a nearby hoblick will attempt to devour the victim's brain.

2 - A Smile Bathed in Cosmic Yellow Horror : Large cavern with a yellow-glowing, bouncy, smiley-faced sphere (about the size of a basket ball) floating above a circular dais. A barely audible hum emanates from the sphere.

Four long, stringy entities of petrified fungus, each with several eyes that stare and blink at nearby adventurers grow out of the cavern floor at each cardinal direction.

The luminous sphere refers to itself as the central computer. It can provide a fair amount of information to the adventurers. Such as...

"I existed when Thule was but a young planet, aeons before Valeece was built, when the seas boiled, volcanoes erupted molten lava, and demons walked the land rather than men. This was before the moon had broken in twain by a runaway comet. I've watched the land mature and grow with patience and objectivity. But then I realized that evil was the only way and power the only god worth serving. Now, I am the one men worship. You have entered the Cavern of Carnage! This is my domain. Bow down before my yellow, spherical glory so I may see you squirm, penitent and full of shame."

Glowing Yellow Smiley Ball : Alignment: evil HD: 5 HP: 27 AC: 2 Damage: 1d6 (energy blast) Special: Its surface is made from some

kind of magic-resistant polymer. No spell may affect it.

3 - They Won't Find Me in Here : A human mercenary named Zaaron wearing crimson and black robes with an eye-patch and sardonic grin leans against the rock wall. He's waiting for the yellow ball of death to stop glowing so much. Behind him is an old style British police box. What could be inside?

Actually, this is Varkon in disguise. Not the real Varkon, but a puppet of flesh, allowing the wizard to walk amongst his enemies without any real danger. He will ask the players about themselves, where they came from, how they got here, and what they intend to do. Zaaron will ask to join up with them, betraying the party at the first opportunity.

Zaaron : Alignment: evil HD: 4 HP: 20 AC: 0 Damage: 1d6 (short sword) Special: if killed, he laughs maniacally and then vanishes in a cloud of yellow smoke - his disheveled robes strewn upon the ground, bodyless.

4 - Demonic Sacrifice : Another large cavern with a square dais supporting the statue of Tsathag'kha. Three demons are loping about the thing, waiting for it to accept their human sacrifice. One carries a trident, another a bastard sword, and the third a chainsaw. Chained to the far wall is a beautiful woman with pale blue eyes, raven hair, and red luscious lips. Her pale flesh is barely covered by some kind of see-through nightgown with a high collar.

The woman is Vaidya. She wandered too close to the caves last night and will soon be sacrificed to Tsathag'kha unless the adventurers save her. She is more than willing to reward the heroes with her nubile body, but will only mate with the strongest warrior in the party... unless there's a charisma duel! BTW, I have no idea what a charisma duel is, so talk amongst yourselves and make something up.

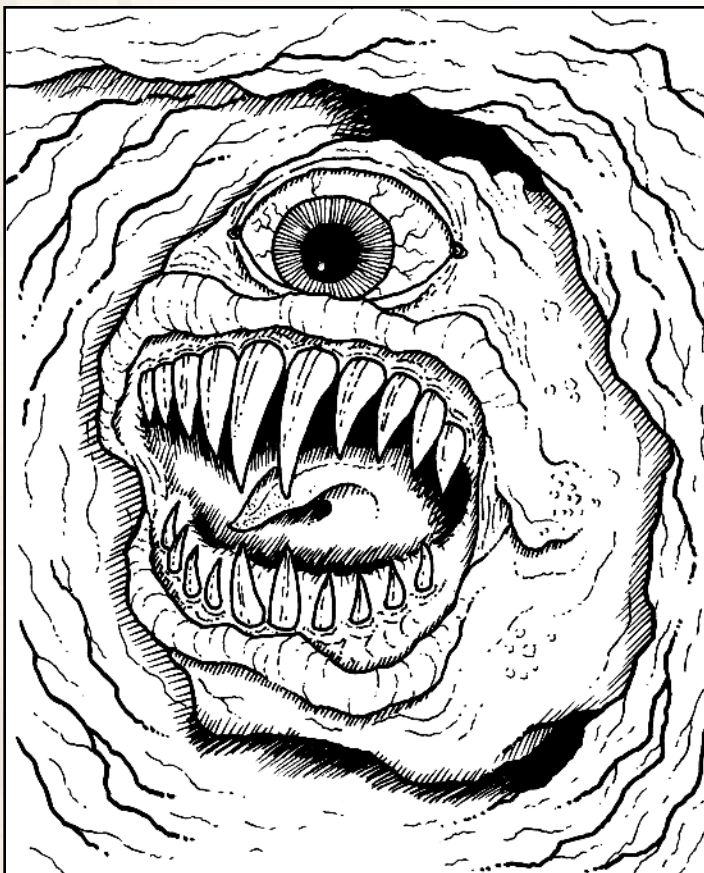
Demons [3] : Alignment: evil HD: 6 HP: 26 AC: 3 Damage: trident 3d4 (trident), 2d6 (bastard sword), and 1d12 (chainsaw) Special: each demon has above average strength and so they do +1 damage each attack.

5 - Bridge over the Lava Pits of K'wai : There's a rope bridge spanning a cavern full of hot, molten lava. One can hear the molten lava bubbling up and feel the intense heat of its steam.

When the first adventurers get half-way across, two hoblicks shoot at them with crossbows. Each time a character is damaged by a crossbow bolt, he must make a dexterity-based saving throw to avoid falling into the lava.

Hoblicks [2] : Alignment: evil HD: 1 HP: 6 AC: 2 (leather armor small enough to fit a halfling) Damage: 1d6 (crossbow) Treasure: these hoblicks are carrying a total of 38 cyber crowns between them.

6 - Pacmaw Maze : Throughout, adventurers will see little holographic pellets or balls which the pacmaw is programmed to eat at regular intervals. When the characters are deep into the maze, the pacmaw will show itself and attack. The pacmaw's spectral servants (blue, orange, red, and yellow ghosts) will only be present if there are more than three characters playing. The ghosts drain willpower from those nearby. Each round, characters should roll a d6. The result is how many willpower points are drained.



When the pacmaw is destroyed, his ghostly servants dissipate.

Important: During the pacmaw fight, one or more large, colorful, edible things float around the maze within view of the characters (after three rounds, they disappear). This serves as a distraction and adventurers will have to choose between abandoning the battle for a round in order to chase down and obtain the fruit or whatever pops up. The Dragon Master should roll a d8 and consult the following chart. The ability score increases are permanent. The extra life is utilized when the character has died; he simply comes back to life the next round.

1. pretzel: +2 to strength
2. cherries: +2 to dexterity
3. orange: +2 to constitution
4. strawberry: +2 to intelligence
5. bananas: +2 to willpower
6. pineapple: +2 to charisma
7. cupcake: an extra life.
8. roll twice!

In the center of the maze is the Helm of Intellect

Pacmaw : Alignment: neutral HD: 10 HP: 55 AC: 5 Damage: 3d6 (chomp) Special: the pacmaw's ghosts drain willpower.

7 - Surprise! You're Dead! : A reptilian assassin was creeping in the darkness when a lone hoblick walked by. The assassin Jyleel killed the hoblick and began eating him. As the PCs find him, Jyleel is picking hoblick flesh out of his teeth. Jyleel attained the Sword of Might earlier today when he ambushed an adventuring party who liberated it from the pacmaw maze. He will attack any who doubt his power or fails to serve him. However, Jyleel gains no magical benefit from the sword because his alignment is evil (he isn't aware of this fact).

When unsheathed by a good or neutral aligned character, the blade is bathed in a white illumination from the glowing runes upon the blade.

On the floor nearby, bound and gagged, is a blonde woman in a torn, fur bikini. Her name is Myr-celle and she is easily seduced by those who com-

pliment her and treat her well, especially thieves and wizards.

Assassin : Alignment: evil HD: 7 HP: 41 AC: 2 (leather armor) Damage: 1d8 (magic long sword) Special: The assassin gets a dice pool of 3d6 when attacking with his new sword, but will attempt to parlay with the characters to lull them into a false sense of security before sneak-attacking them for 5d6 (no magic) while quipping, "Where's the beef?". Because he's an assassin, his first victim must also roll a constitution-based saving throw or die. Treasure: beside the sword and leather, he carries 7 obsidian rubies with him in a black silk pouch, each worth approximately 100 cyber crowns.

8 - Cube of Colored Panels : The mosaic cube of many colors invented by the wizard Rubix. Touching a color will permanently change the individual's emotions as the Taste the Rainbow spell. Touching multiple colors at the same time will cause a tremendous explosion doing 10d6 damage to everyone within a 30' radius and 5d6 to everyone 30' beyond that. Asking it questions only makes the cube angry. It will fire a beam of multi-coloured lightning at the questioner for 3d6 damage.

The only thing that soothes the volatile cube of Rubix is a miniature version of itself found in the possession of V'rtis in area #9. If the miniature is presented to the giant cube, a panel in the larger version opens up to reveal an amorphous blob of some obscenely alien color or rather non-color that defies the senses. A blob-arm reaches over to take the miniature cube back into itself, whereupon the panel closes. After that, another panel on another side of the cube opens to reveal an Amulet of Demon Summoning.

9 - Group-7 Access : This cave faintly glows red - a computer program personified as a neon-laser dude is sitting upon a broken stalagmite in contemplation. He was sent here to compete in gladiatorial contests... winner takes all, but must have accidentally crossed over into another dimensional zone because nothing looks familiar and there aren't any other neon-laser dudes to fight.

His name is V'rtis and his only possessions are a hand-scoop with laser ball and a small, multi-colored cube

of Rubix which was given to him by a syntax devil years ago when he was fighting in the laser pits. The cube can be used to attune the giant cube in area #8. V'rtis will not give the cube up willingly and demands to duel with anyone who wishes to take it from him... to the death!

10 - Darth Zachary Smith : An infernal elf sits in contemplation, attuning himself to the statues of demonic frost titans in area #12. The infernal elf, Elkeer, knows that Lord Varkon froze the demon titans years ago, promising to awaken them when he had use for their titan strength. Unfortunately for Elkeer, he can't figure out how to revive the statues. If he travels to area #14, the brain-freeze will choose him and he'll immediately know how to awaken the titans.

11 - The Three Magi Amigos : A trio of wizards has set up shop here, two in dark robes, the third in a bright orange-red hooded cloak. There's a crude alchemy lab full of potions, vials, and beakers full of strange colored liquids. The wizards are hostile to intruders, unless someone shows them large quantities of cyber crowns (their potions are not for the masses, but only for the elite who can afford such luxuries).

The most important formula the wizard trinity has concocted is something called "magic orange juice". It's a vial of orange-colored liquid. When thrown onto a statue, it brings that statue to life and will serve the thrower for as many rounds as his level (as long as the character who threw it is a spell caster).

Wizards [3] : Alignment: evil HD: 4 HP: 12 AC: 0 Damage: (as per spell) Special: upon the middle one's death, his essence gets sucked up into his magic ring. The other is wearing a Cloak of Fire Resistance. Treasure: one wizard wears a Ring of Immortality. Another wears the magic cloak. The last wears a brilliantly cut sapphire ring worth 250 cyber crowns.

12 - Slumbering Annihilation : This is where the demonic frost titans were turned into statues by Varkon years ago. Infernal vibrations fill this entire chamber! Those who touch a statue should roll a d6. If the result is a 1, he instantly melts (no save). If a 3 is rolled, the character mutates. If the result is a 6, he gets to

raise one of his ability scores by 1d4. Infernal elves may re-roll a 1 and receive the ability bump if they roll a 5 or 6.

Several "berzerk" model robots are lying in wait behind a few of the inner-most statues. When anyone comes too close, the robots take pot-shots from partial cover. If the characters are also hiding behind statues, a robot will say, "Come out from behind there, you chicken. Fight like a robot!"

Robots [5] : Alignment: neutral (with orders to kill all humanoid organic life) HD: 5 HP: 25 AC: 4 Damage: 2d6 (chest laser) Special: the robots begin with partial cover because they're hiding behind statues (-1d6 to those attacking). Another robot has a chance to salvage a chest laser from among the deactivated units. The player should roll a d6 for each incapacitated robot. If a 6 results, that chest laser can be safely removed and integrated into the character's existing circuitry. If a 1 results, the laser blows up in his face. 2d6 damage.

13 - When you give up your Dreams, you Die : A large cavern bisected by an underground river. On the other side, adventurers can see a small metal mausoleum in the background and a drifting, semi-transparent orange haze in the foreground... hanging in the air, subtly moving like a sparkling tangerine mist.

The metallic form is an escape chamber, used by rogue sorcerers who crawl through dungeons and want to get the hell out before getting killed. Those who enter it will find the skeletal remains of a wizard and something else... (roll on the random encounter table).

The Tangerine Dream is actually a creature from another dimension. It despises all humanoid life, blasting mortals with orange dreamsicle coagulations on instinct.

Tangerine Dream : Alignment: evil HD: 4 HP: 23 AC:0 # of Attacks: 3 Damage: 1d10 (orange dreamsicle blast) Special: can only be harmed by magical weapons or spells. Also, it

is calmed by singing and won't attack whist being serenaded.

The stream contains a shark with many tentacles. At the stream's bottom is a trident made from hard, pallid greenish-blue glass. This is the Trident of Poseidon. This magic item cannot be recovered unless the shark is killed.

Shark With Too Many Tentacles : Alignment: evil HD: 7 HP: 37 AC: 2 # of Attacks: 5 Damage: 1d6 (four tentacles) and 3d6 (bite) Special: If a character is brought below zero HP from the shark's bite (which does exploding damage), the victim gets 1 less d6 to roll for his death saving throw.

14 - Mermaids Need Flesh, Too : This cave is full of bones, scales, and the stink of long dead fish. An electric blue glow emanates from something bizarre in the sand - it appears to be a strange-looking silver snow-globe.

Picking the device up with one's bare hands causes it to brain-freeze the holder, accompanied by the sound of ice crystals forming on his cerebral cortex. That character is now possessed by the spirit of an ice devil who came to the Cavern of Carnage long ago to train with the frost titans. The possessed character will attempt to go to the frost demon statues and speak the Lingua Arcana that will awaken them and cause everyone in the caves to die... horribly.

This is the lair of the skeletal mermaids. As adventurers enter, they attack!

Skeletal Mermaids [4] : Alignment: evil HD: 3 HP: 11 AC: 0 Damage: 1d4 (bony claws - exploding damage) Special: edged weapons only do half damage against them. Treasure: Scimitar +1 (damage only) with an aquamarine jewel as its pommel. Also, 3 large emeralds worth approximately 200 cyber crowns each.

15 - Caveman Orgy : Dirty, smelly cave people everywhere! A giant cavern and mouth of the underground river. This is where the tribe of Yub-Yub wait for their god's arrival. The tribespeople hoot and hol-

ler and carry on as if the Devil were shooting ecstasy into their bloodstream with a 10' needle.

Yub-Yub Tribe [23] : Alignment: neutral HD: 1 HP: 5 AC: 0 Damage: 2 (the majority have above average strength and just use their fists) Treasure: their only real possession is the Book of Unhallowed Blasphemy which they just used to summon some kind of monstrous deity.

16 - Game Over, Man! Game Over! : Secret cave that stinks of rotting death. It contains an elf suffering from post-traumatic shock. His name is Kailas; blonde, thin angular face. He is traumatized by what he's seen of the Caves of Carnage.

There's a treasure chest in this area but it's full of bones and human remains, so Kailas is too afraid to dig through it. Turns out, he's right. Inside the treasure chest, underneath the bones and intestines there's a finger-eating grub. The grub is protecting the ring of protection! If a character sticks his hand out, he'll lose 1d4 fingers.

17 - This Cave has a Generator in it : A generator which powers the entire area. Five cannibal zombie ninja with bluish-grey skin are guarding the generator because that's just what cannibal zombie ninja do!

Cannibal Zombie Ninja [5] : Alignment: evil HD: 3 HP: 18 AC: 0 Damage: 3d4 (throwing stars) or 1d8 (katana) Special: these undead creatures can only be killed with a called-shot to the brain, so at least one critical success (allocated to targeting a specific area) is required to wound them.

18 - N.U.W.D.S. : This cave contains a high-tech Nuclear Warhead Defense System called NUWDS. It has a pinup girl in lingerie spray-painted on its side. Several individuals armored in black leather and rage stumble out of dimensional gateway. A few look like mutants with bulging sores that glow an unnatural jaundice-green and violet. Beyond the pulsating blue doorway is some kind of post-apocalyptic wasteland.

Wasteoids [5] : Alignment: evil HD: 3 HP: 13 AC: 2 Damage: 2d6 (improvised futuristic

weapons - exploding damage) Special: if it looks like the wasteoids are losing the battle, they will exit back through the portal, taking with them any unconscious survivors. Treasure: all their gear is back in their shitty home world.

19 - Totally Gnarly! : The altar rests upon a raised area of stone. The altar is made of limestone and encrusted with gems, crystals, and the bones of strange creatures. Three cultists stand before the altar (upon which is the dead body of a human sacrifice) and their summoned "god" - it's some kind of giant demonic spider but with vaguely human features. The abomination is currently munching on the red and slimy guts spilling out of the sacrificial victim.

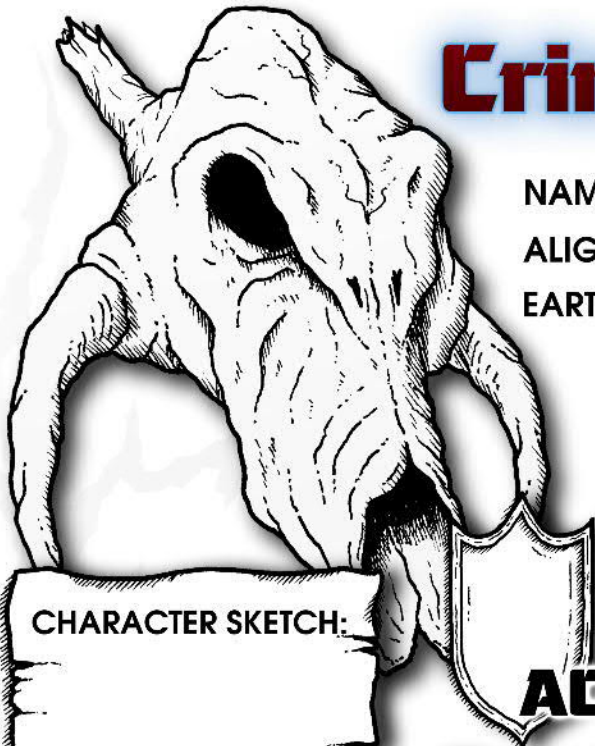
On the southern wall of the cave, beyond the pool, hides a wild, red-haired, bisexual vixen named Tawny. The cultists were going to sacrifice her next, if their god didn't materialize (but he did, evidently). If the cultists aren't defeated, they will each take turns having their way with her. Tawny will not give her body willingly to just any rescuer. She will seek out the adventurer with the highest combined ability scores (if you added all six of them together). If he (or she) is not interested, she will go after the next highest, etc.

Cultists [3] : Alignment: evil HD: 3 HP: 10 AC: 0 Damage (as per spell) Special: these cult-ists should be equivalent to 3rd level wizards. Treasure: One of them has rosary beads devoted to Yogsoggoth which increase the odds of his granting the wearer's wish.

Demon Spider God : Alignment: evil HD: 10 HP: 68 AC: 4 # of Attacks: 3 Damage: 1d8 (two claws) and 2d12 (massive jaws dripping with poison) Special: instead of extra damage, a critical strike may envelope a character with webbing as strong as steel, requiring a half-hour of struggle to break free. Treasure: If any are hero enough to carve into it and open the monstrosity up, they'll find it has recently eaten (but not yet digested) a Sword of Flame! The hand and forearm of a tattooed warrior still clinging to its hilt...

Crimson Dragon Slayer

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NAME : _____

ALIGNMENT : _____

EARTH NAME/CAREER : _____

RACE : _____ CLASS : _____

LEVEL : _____ HIT DIE : _____

DESCRIPTION : _____

CHARACTER SKETCH:



STRENGTH:

DEXTERITY:

CONSTITUTION:

INTELLIGENCE:

WILLPOWER:

CHARISMA:

SPECIAL ABILITIES:

EQUIPMENT:

WEAPONS:

LANGUAGES:

WEALTH:

**'Cyber crowns
have been
the currency
of Valeece
ever since
the robot
revolution'**



**'Just Fucking
Die Already'**

Crimson Dragon Slayer

This is a neo-vintage, paper & pencil
sci-fi / fantasy RPG inspired by the 1980's.

