

An alternate setting for Dread : the First Book of Pandemonium



SHADOW CRUSADE

Warriors of Pandemonium

written by Kobayashi

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After a war in the Heavens, the essence of the dead gods fell upon the earth and gave birth to abominations that now stalk the land. The characters are members of an order dedicated to find and kill these demons.

Characters are monster trackers, trying to save the innocent from the scourge of these foul creatures named the *Fallen ones*. To be able to fight them, the characters were infused with their blood.

As a result, most of the population fear the characters as much as they do the monsters. They call them *Shadows*.

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Inspirations : Claymore, Berserk, Ninja scroll, D&D, Barbarians of Lemuria, Earthdawn

You will need Dread : First Book of Pandemonium to use this document.

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CHARACTER CREATION

CHARACTERS

Shadows were people whose life was ruined by a Fallen one. They were saved by the Brotherhood, an organisation that offered them the opportunity to join their ranks. After a long and gruesome training they became Shadows, mortals infused with the blood of the Fallen Ones.

ATTRIBUTES

The player has 9 points to divide among them, at least one must be 5.

Brawn : represents the raw strength and endurance of the character as well as his agility and dexterity.

Wits : stands for the character's intellect and alertness

Soul : a measure of the character's willpower and charisma.

PATH

The Shadow's path depends on their highest attribute :

With a Brawn of 5 or more, the Shadow has taken the path of the **Warrior**. The warrior can divide his combat dice amongst his enemies.

With Wits at 5 or more the Shadow has taken the path of the **Tracker**.

With a Soul score at 5 or more the Shadow has taken the path of the **Exorcist**. The Exorcist has access to blood powers affecting Fallen Ones.

BLOOD

This represent the Strength of the Demon blood flowing in the Shadow's veins. It's value is equal to the Shadow's best attribute (+1 for the Exorcist)

COMBAT

The fighting prowess of the Shadow. Equals to the Shadow's Brawn (+1 for the Warrior)

PAST CAREERS

Before he became a Shadow, the character had an occupation. You have (Wits X2) points to divide among your past careers.

Bard

You're good at finding information, getting along with people, tell good stories (or good lies) and play at least one musical instrument.

Blacksmith

Whenever something needs to be constructed, repaired or modified, you're the one to do it.

Criminal

You know where to find or sell contraband, informations or drugs. Picking pockets and locks are a part of your trade as well.

Herbalist

The character knows a lot about herbs and their use. He's able to cure diseases or make some poison if he finds the right ingredients.

Woodsmen

The Shadow knows how to track a prey, survive in the wilderness, set and disarm traps.

Rider

You know how to handle a horse in extreme situations (battles, fires...). You also now how to pack a mule and tend cattle and horses.

Student

You've studied algebra, history, geography and everything the sciences of your time has to offer (and it isn't much).

Soldier

You know a few things about tactics, military ranks, siege, training recruits, beer and whores.

Traveler

You know (Wits score) languages and how to fit rapidly in a new environment.

FINISHING TOUCHES

Fury

Every Shadow has 12 Fury points.

Life

Your character starts with 10 + Brawn Life points.

Gold

Each character starts with 1 gold. Use the cash rules from Dread.

Drive : a one word description of the Shadow's main motivation to survive and keep on fighting the Fallen Ones.

Hunger

Each time you use a power or Fury, you unleash the power of the demon blood that flows in your veins. This makes you gain a Hunger point. At ten points you must make a Soul check (no Power or Fury uses allowed) with a difficulty of 10. If you fail, you become a Fallen One . Add three to all of your attributes and try immediatly to kill your friends and eat their guts. If you succeed you 'll still have to do the Soul check again if you gain another Hunger point. Hunger goes back to zero after the Fallen One's takedown.

Fury uses

As in Dread except *Middle Wayne* is now called *Butcher's bill* and *BOHICA* is now called *Requiem*

EQUIPMENT

The Shadow's blade

Each Shadow owns a weapon he designed and forged himself with the help of his brotherhood teachers. Each as the following stats : Range : 1, Damage : 1. The player has 3 points to distribute among those stats. The word « blade » is a misnomer though, the weapon can be a blunt weapon or even a bow if the player so wishes. Additionally the blade does +1 damage to Trackers *or* Stalkers *or* Defilers (player's choice).

Melee Weapons	Cost	Range	Damage	# Fights
Knife	1	1	1	-
Club	1	1	2	-
Hatchet (range 2 if thrown)	2	1	2	-
Axe, sword	3	1	2	-
Battle axe, pike	4	2	3	-
Two handed sword	5	2	4	-

Bows	Cost	Range	Damage	# Fights
Crossbow	6	3	3	2
Short Bow	6	2	2	2
Long Bow	6	3	2	2

Armor	Cost	Protection
Leather	2	3
Studded leather	4	5
Chainmail	6	7
Plate armor	8	9
Shield	4	+3

Vehicle	Body	Swerve	Recover	Ram
Carriage	20	2	2	2
Fishing boat	30	1	2	3
Horse	10	4	1	1

Gear	Cost
Fake documents	9
Camping gear	3
Rations, rope, torch...	1
Lantern	3
Musical instrument	1 to 6
Caltrops, trap	2
Paper + ink	5
Tools	1 to 4

Clothes	Cost
Peasants rags	2
Traveler's garb	4
Rich merchant clothes	7
Noblewoman robe	10

Vehicles	Cost
Horse	9
Carriage	11
Boat	12

BLOOD POWERS

Being infused with the blood of Fallen Ones allows the Shadows to exhibit strange and gruesome powers. This is one of the reason why most of the Kingdom population fears them.

Each Shadow starts with 4 Blood powers. A « N » near the power's name means it's ineffective against Fallen ones.

You have no limitations on how many times you can use your powers. Although the more you use them the more chance you have to become a Demon (see Hunger).

The powers of a Shadow indicate what type of blood he was infused with. Warrior powers come from Hunter blood, Tracker powers come from Stalker blood and Exorcist powers come from the blood of a Defiler.

WARRIOR POWERS

Quicksilver

Duration : Immediate

The Warrior's legs turn into horse's rear legs and allow him to move so fast that he seems to appear behind his opponent in mid-strike regardless of his position as long as he's no more than 100 feet away from him.

Stoneskin

Duration : until the armor is destroyed, or the end of the combat.

This power turns the Warrior's skin into stone granting him 5 points of armor.

Rage

Duration : Immediate

Get six more dice to your next Brawn roll necessitating great strength. When used in combat you add 4 to the damage you make. But if any dice comes as a 12 you break the weapon you're using (even if it's your Shadow blade).

Scissorhands

Duration : One combat

Your hands turn to blades with a +2 bonus to damage. You cannot hold anything in

your hands though.

Hell's hog

Duration : One combat

The Warrior's body is covered with thick bony spikes. Anyone touching or striking him suffers 1 point of damage. Attacking with bare hands gives +1 to the warrior's damage as well.

Warstorm

Duration : Immediate

The Warrior can attack up to six opponents with his normal combat score but he sustains two points of damage per opponents.

Mouth of Madness N

Duration : Immediate

Range : 2

The Warrior's face turns into the face of a Fallen One. This power affects (warrior's Blood score) targets. They make a Soul check against the warrior's Blood check. If they fail they run away screaming...

Bonfire of the vanities N

Duration : Immediate

Range : 1

The Warrior's Body is surrounded by flames, costing him 2 Life but causing 5 points of damage to anyone near him.

Payback

Duration : Immediate

Once per combat the Warrior can inflict additional damage with one attack equal to (Maximum Life – Current Life) points. More pain, more gain.

Fortitude

Duration : Immediate

Once per combat you can make a Brawn roll, successes are subtracted from the damage received from one attack.

TRACKER POWERS

Bloodhound

Duration : 10 minutes

The Tracker's ears elongate and his pupils become yellow. He is now able to track a prey through any terrain.

The Beast within

Duration : 3 rounds

The Tracker's teeth becomes a maw, his nails become claws that inflicts 1 point of damage and his eyes become catlike. His Woodsman past has now a score of 2 (or +1 if already possessed). Additionally he can detect a human heartbeat 50 feet away and see in the dark (though not complete darkness).

Snakebody

Duration : 2 rounds

The Tracker's body seems to be boneless and his tongue becomes forked. He can now escape any bonds and can seize an enemy in it's « coils », causing 5 points of damage if he decides to squeeze it's victim.

Catwalk

Duration : Until cancelled by the caster
This power enables the Tracker to move silently. No one will be able to hear him.

Ghost

Duration : 2 rounds (10 seconds)

The Tracker becomes incorporeal (leaving his clothes and equipment) and is able to walk, climb or descend through solid objects.

Frog

Duration : 4 rounds (20 seconds)

The tracker's legs become deformed and look like frog legs. He can jump as far 40 feet across (60 feet if running jump) and as high as 30 feet straight up for the duration of the spell.

Black Hawk

Duration : 4 rounds (20 seconds)

Range : 1

Black feathered wings grow on the Tracker's is now able to fly as fast as a running horse or fast enough to catch someone falling from a great height.

Shadow melt

Duration : 5 minutes

As long as there are shadows, the Tracker cannot be spotted. He still can be seen when he moves between them.

Serpent stare N

Duration : 6 rounds

Range : 1

The Exorcist eyes turn into serpent's eyes. Make a Blood check against a Soul check. If the Exorcist is successful, the target is paralyzed.

Demon Bones

Duration : 2 rounds (10 seconds)

Range : 2

This power allow the Tracker arms to extend up to 30 feet, allowing him to strike enemies or catch something from afar.

EXORCIST POWERS

Casus Belli

Duration : Immediate

Range : 2

Blood vs Soul. If the Exorcist wins, the difference between the rolls is subtracted to the Fallen One's wrath. If the Exorcist fails, the difference between the rolls is subtracted from his Life.

Mirrormask N

Duration : 12 rounds (1 minute)

This power allows the Exorcist to take the appearance of a familiar (and friendly) face to anyone who sees him.

Exorcism

Duration : Immediate

Range : 1

The Exorcist can force a Defiler to quit a body if he beats the Fallen One's soul check with his Blood check.

Cage

Duration : 3 rounds (15 seconds)

A Fallen One touched by an Exorcist using this power cannot move for the duration of the power. The caster must beat the demon Brawn check with his Blood check.

Lullaby N

Duration : 12 rounds (1 minute)

Range : 2

The Exorcist release a cloud of yellow smoke from his mouth that affects (Exorcist's Soul score) targets. They make a Brawn check against the Exorcist Blood check. If they fail their roll, they fall asleep.

Denial

Duration : 3 rounds

Range : 1

The Exorcist writes a rune on his forehead with his own blood. He's now immune to all magical and supernatural effects for the duration of the power.

Bleeding heart

Duration : 1 round

Range : 1

Tendrils grow from the Exorcist hands and wrap around the wounded, restoring 3 Life per Life sacrificed by the Shadow. The Exorcist cannot use this power on himself.

Inquisitor N

Duration : 3 questions

Range : 2

The Exorcist eyes turn into serpent's eyes, mesmerizing the target who answers truthfully to three question.

I see you

Duration : 12 rounds (1 minute)

Range : special

The Exorcist's eyes become totally white while he touches an object belonging to the target. He can see through her eyes for a brief moment, without the target realizing it. He can then learn about the target's locations and physical condition (healthy, sick or wounded).

Ghost hands

Duration : until one object is used by the caster

Range : 2

The Exorcist can manipulate objects at a distance. The objects cannot be greater than a sword. They can be used as projectiles.

FALLEN ONES

Use the Demons from *Dread : the First Book of Pandemonium*.

MINIONS

Minions are humans or animals that a Fallen One has imbued with his own blood. Minions have 5 points of wrath they can use as the Fallen Ones that created them (the minion of a Hunter can use Wrath as a

Hunter, etc.)

Hunter minion

Used as cannon fodder by their master.

Brawn : 4, Wits : 2, Soul : 2

Careers : as you see fit.

Life : 12

Wrath : 5

Stalker Minion

Mostly used as stewards by the Fallen Ones.

Brawn : 2, Wits : 4, Soul : 2

Careers : as you see fit.

Life : 10

Wrath : 5

Defiler Minion

Some Defilers consider these minions as soul mates and companions.

Brawn : 2, Wits : 2, Soul : 4

Careers : as you see fit.

Life : 10

Wrath : 5

HOSTILES

Bandits

Petty criminals looking for gold and trouble.

Brawn : 2, Wits : 2, Soul : 2

Careers : Criminal 2

Life : 5

Weapons : knives (1) and swords (2)

Town Militia

Sometimes as bad as the criminals they're supposed to keep at bay.

Brawn : 2, Wits : 2, Soul : 2

Careers : Criminal 2

Life : 5

Weapons : clubs (2), pikes (3)

Men of Arms

Soldiers of the Kingdom army or mercenaries.

Brawn : 2, Wits : 2, Soul : 2

Careers : Soldier 2

Life : 5

Weapons : swords (2), BIG swords (4)

Elite

Dedicated knights, shadowy assassins of the merchant's guild. Well armed and organised.

Brawn : 3, Wits : 2, Soul : 2

Careers : Soldier 3, any other relevant career at 3 (Riding for a knight, Criminal for an assassin...)

Life : 6

Weapons : usually swords (2)

BACKGROUND

The world of *Shadow Crusade* is a medieval one, full of superstition and violence, similar to late medieval europe circa 1350.

The Shadows adventures takes place in a place know as The Kingdom. The land and it's people are just recovering from a long religious war followed by a devastating plague which killed a third of the population. Former soldiers roam the land, attacking isolated villages, traveling is hazardous and communications are unreliable.

The Kingdom's population is divided between...

Those who work

80% of the population works in the fields. Superstition is rampant and you can be burned at the stake at the slightest suspicion of sorcerous activity.

Those who pray

Even if the Clergymen know about Demons, they cannot do squat about them. At least it

let's them instill fear in the heart of the people and gather gold against the promise of protection. Many religious orders live in secluded monasteries.

Those who rule

The nobles are the stewards of God's land, and they don't forget to collect the rent in His name. They are organised in Houses. The actual King comes from the Dunblane family, the House of the Bear. Their people count of them for protection. Justice is harsh and carried out by each town's militia. The nobility see the Shadows as useful tools but are weary of the Brotherhood long term goals.

The guilds

The newly open roads to faraway lands have allowed some merchants to become quite rich. Some of them regrouped in guilds that would allow them to negotiate prices and rights with the nobility. They don't really care about the Fallen Ones as long as they're not disrupting commerce.

The Brotherhood

A centuries-old organisation who find suitable recruits to be trained as Shadows. The Brotherhood was founded by the immortal guards of the Gods. Those who weren't slain during the conflict lost their immortality and fell to earth. They're last duty being to protect mankind as their masters did. Unknown to everyone except the Brotherhood's highest members is the fact that maybe one god has survived. They suppose he (she ?) was driven mad by the fall of the heavens and is now hiding somewhere in the Kingdom. Once he awakens, no one knows what he'll do...

The Brotherhood headquarters is located in the kingdom's capital : Ys.

Shadows are dispatched throughout the Kingdom. Their rank inside the order progresses as they eliminate Fallen Ones.

Ranks

Fallen Ones killed	Rank
0	Novice
1-4	Journeyman
5-9	Brother
10+	Magister

Each rank above Novice you gain one Gold dice to use at the beginning of the adventure and one additional Contact.

The Fallen Ones

Their existence is well known among the population even if only a handful of people have actually seen one. Stories about them abound and many people ended burning at the stake because their neighbours thought they were Fallen Ones in disguise.

Magic

There is no « magic » in the Shadow Crusade world. No magicians or wizards guilds. The only things out of the ordinary are the Fallen Ones and the Shadows.

Religion

The main religion of the Kingdom is monotheistic. I'll probably use the Christian religion in my own game. Crosses, inquisitors and templars, secluded monasteries and biggots... What's not to love ?

Mortagne

This city, built in the only pass of the mountains never fell during the War against the Kingdom's neighbour : the Empire. Built inside a huge fortress circled by seven walls, this place has resisted all of the Empire's assaults. It is said that the red coloration of the city walls comes from the blood spilled by the city defenders and their enemies.

Locmine

Occupied several years by the Empire and recently « freed » by the Kingdom's armies, the town of Locmine has become a trading place where the more influent guilds are located.

Banelec

The largest port of the Kingdom. Boats go from here to other ports in the Empire down to the Mahanjani lands in the far south.

Faulque

Home of the opposition to the King, the city of Faulque plans to become the new capital of the Kingdom.

Forbach

The martyr city, siege of the Church. The Knights templar protected the City during a long siege. Thirteen of them are said to have fled with some of the Church's treasures.

Ys

The Kingdom's capital, whose white walls are barely capable of hiding the political maneuvering between the noble houses.

The White Mountains

A natural frontier between the Kingdom and the Godhlani Empire. The mountains are treacherous and are said to be the refuge of foul creatures and tribes of savages feeding on the flesh of men.

Northbane Forest

It is believed that this forest once covered all the lands from the White mountains to the Western ocean.

The East

A arid land, home to the sacred city of Gheru, said to be the birthing place of the Church's Messiah. It's ruler, the Godhlani empire was at war with the Kingdom for thirty years.

Languages

There are four main tongues in the world of Shadow Crusade :

Aldareen : the tongue of the Kingdom.

Arameen : an ancient language still used by the Church and the Nobility.

Godhlani : tongue of the Godhlani empire

Mahanjani : tongue of the Mahanjani lands.

PROTAGONISTS

Theseus, concerned Brotherhood head

This man is troubled by the recent surge of Fallen Ones in the Kingdom. He fears that some of the Brotherhood members want to join the last God to recover their immortality and rule the land once again.

Jehan of Faulque, ambitious noble

The new head of the House of the Salamander hopes to unite other Houses around him to overthrow the King. He needs the Church support and is ready to outlaw the Brotherhood if necessary.

Dahlia, criminal mastermind

This cunning woman leads the most powerful criminal ring in the town of Locmine. Her next goal is to extend her power to the rest of the Kingdom.

Gustav, old mercenary captain

Contacted by the church to conduct assassination of known Shadows.

Akshat, angry godhvani general

This officer still believes the Godhvani Empire has the duty to rule over the barbarians west of the White mountains.

Amnesic god

One day, this young woman will realize she's the last of the gods, driven crazy by the deaths of her companions.

Eudes, mischievous religious leader

A biggot who thinks that Shadows are demonic creatures who should be burned with the Fallen Ones.

RESSOURCES

The good ol' [Middle Ages pages](#) from Wikipedia.

The Claymore manga & *anime*.

The Berserk manga & *anime*.

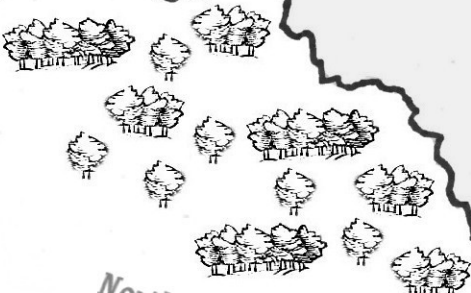
Map of the Kingdom



N



Banelec



Northbane Forest

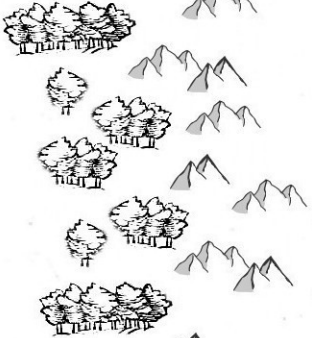
Mortagne



Faulque



Ys

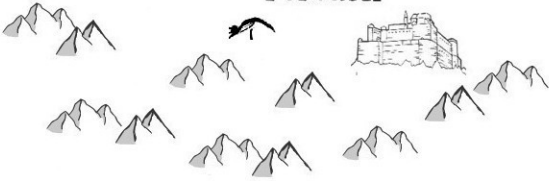
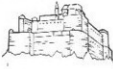


The White Mountains

Locmine



Forbach



SHADOW CRUSADE

NAME:

Player:

Biography:

Drive:

Path:

Notes :

BRAWN []

Combat: []

Fury: 12 11 10 9 8 7 6 5 4 3 2 1 0

WITS []

Blood: []

Life: 12 11 10 9 8 7 6 5 4 3 2 1 0

SOUL []

Gold: []

Armor: 12 11 10 9 8 7 6 5 4 3 2 1 0

Past careers

Blood powers

Hunger : 1 2 3 4 5 6 7 8 9 10

Contacts

Weapons

range/damage/fights

Backpack

Using Fury

Hardcore (1)	Recover 1 point of Life
Kill Shot (1)	Roll 1 extra die
Second Chance (1)	Reroll (only if 1 st roll is a failure)
Cock Punch (2)	Player gets Director's highest die
Suicide Run (2)	Roll two dice and add the values
Clusterfuck (2)	Roll one dice, choose opponent's lowest die
Bullseye (2)	Automatic 12, doesn't apply to Combat & Spell rolls
Butcher's bill (3)	Two extra dice, if Director wins, damage still taken by the target
Requiem (3)	Down to 1 life but Director rolls 1 die only, double damage

Advancement : ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Choose new career *or* new power *or* +1 to an existing career