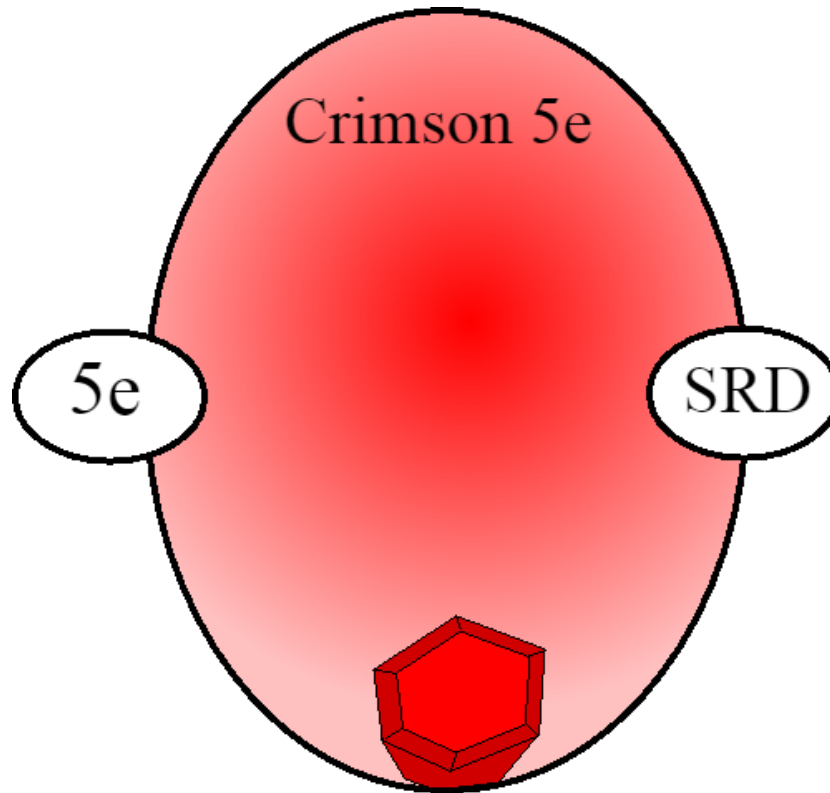


# 5e Expansion: Crimson

Your guide to corrupted locations and items

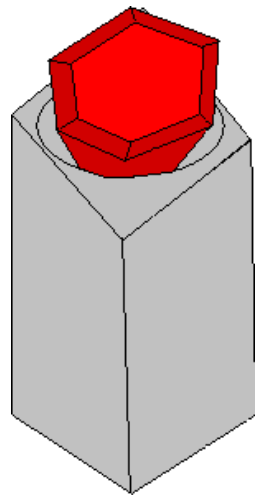


# Chapter 1

## What is Crimson?

A red glow runs through the room. The kobolds look even redder than usual. And the treasure is practically spilling out of the treasure chest. The rogue is running around the enemies, trying to flank them. And the wizard is desperately trying to dodge the spells coming from the leader.

Crimson is a trait that you can give to some items or other nouns, like locations or enemies. Some magic items contain the Crimson factor. Crimson corrupts normal items, making them much stronger.



## How can I use it?

To use Crimson in your games, just take that cave you were planning to add for the next adventure and give it a red tint. Or, take that village and paint all the walls a bright shade of carmine. And better yet, give your archrival a powerful item to help him take over the world!

## How can I make it easier?

To make Crimson easier, just don't increase the HP by as much or the AC as much.

## Do you have any pre-made adventures?

No, but you can take an adventure and make everything Crimson for that extra challenge! It will really change the game.

# Chapter 2

## How to Add Crimson Enemies to Your Game

Adding the Crimson factor to enemies is just as simple as changing their statistics. To make a Crimson enemy, all you need to do is increase the hit point value by 20 and the AC by 2. The difficulty should be a lot higher up now - high enough to use a Giant Rat as a dungeon boss.

Also, give the enemy magic. Let it have five Level 1 spell slots, and knows every Level 1 spell. Optionally, give it three cantrips.

Crimson enemies are good to use as bosses in dungeons, and possibly as normal enemies in higher-level dungeons.

## Adding Crimson Locations For Extra Challenge

Crimson locations are locations completely corrupted by Crimson. There is a faint red glow to the location. Wisdom (Perception) DC 12 to notice something is off, and DC 15 to figure out the Crimson's location.

Crimson locations are controlled by Crimson Generators somewhere about the location. Some magic items will turn the location Crimson.

Crimson locations turn all enemies to the Crimson factor. Most Crimson locations will be very dangerous to the average party, but they have extra loot.

Dungeon Masters should add double the treasure in these areas. Make it clear to the players that that kobold over there could kill you, and that Giant Rat could notice you. A Rogue could get past these enemies easily by sneaking by, but a full party may require other means of distraction. This could be a good test for a low-level party (DM's, make sure that the players can escape).

## Crimson Magic Items

Note: these items are not necessarily bad, their alignment is "chaotic neutral". They will have a crimson hue, and their effect also includes making the holder

Crimson. This can be good to have in battles, however, you should use them for good purposes, not for evil purposes.

Crimson magic items can be sold for x2 their normal value.

## Crimson Generators

Crimson Generators are special magic items that turn the location around them into a Crimson location.

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### **Crimson Generator (Magical item)**

This item causes all space around it within a mile or an enclosed area to become corrupted by the Crimson. All enemies become Crimson, all items become Crimson, and all treasure doubles.

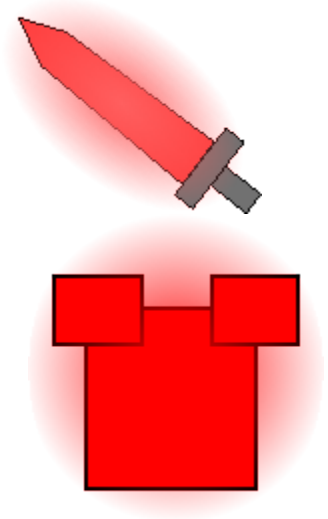
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## Other Crimson Rules

- Crimson players follow the same rules as enemies do.
- In the darkness, the crimson hue is not visible. Darkvision does not reveal it.

## Crimson Items in Combat

- To use Crimson items in combat, add 1 to the number of rolled dice. (1d8 -> 2d8)  
Crimson items in combat look cool, too - they turn crimson-colored.
- To use Crimson items for defense, add 1 to the AC bonus of the item. These look crimson-colored too.
- To use Crimson items for tool purposes, the durability is twice as much. Crimson tools look amazing as well.



# Appendix: Spells and Magic Items

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Detect Crimson

*Lvl 2 Divination*

Casting Time: 1 minute

Range: 100ft

Components: V, S, M (A compass)

Duration: 10 seconds

Casters: Sorcerer, Wizard, Cleric, Warlock

*You enter a deep concentration. Your compass, strangely, points in a direction other than north.*

A compass points toward the strongest source of Crimson within the range.

**At higher levels.** Range increases by 100ft per level of the spell.

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Create Crimson

*Lvl 6 Transmutation*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a gem worth at least 50gp)

Duration: Object's life

Casters: Sorcerer, Wizard, Cleric, Warlock

*The diamond glows red. The warlock puts it on his pedestal and the room glows red like a ruby.*

Transform an object into a Crimson Generator. The object can be anything, but it is recommended to be something strong so someone doesn't break it.

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