

Black Dogs

Unofficial house-rules and materials for
Lamentations of the Flame Princess



Issue III

by Daimon Games

Black Dogs is a dark fantasy collection of house-rules, materials, adventures and monsters, a toolbox to generate new content for OSR systems, particularly focused on Lamentations of the Flame Princess.



Issue III contains: adventures' structure
tables to generate new adventures
a few adventure hooks
house-rules for combat and healing
and creatures, creatures, creatures

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

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BLACK DOGS #III

APRIL 2018

Unofficial house-rules and materials for
Lamentations of the Flame Princess



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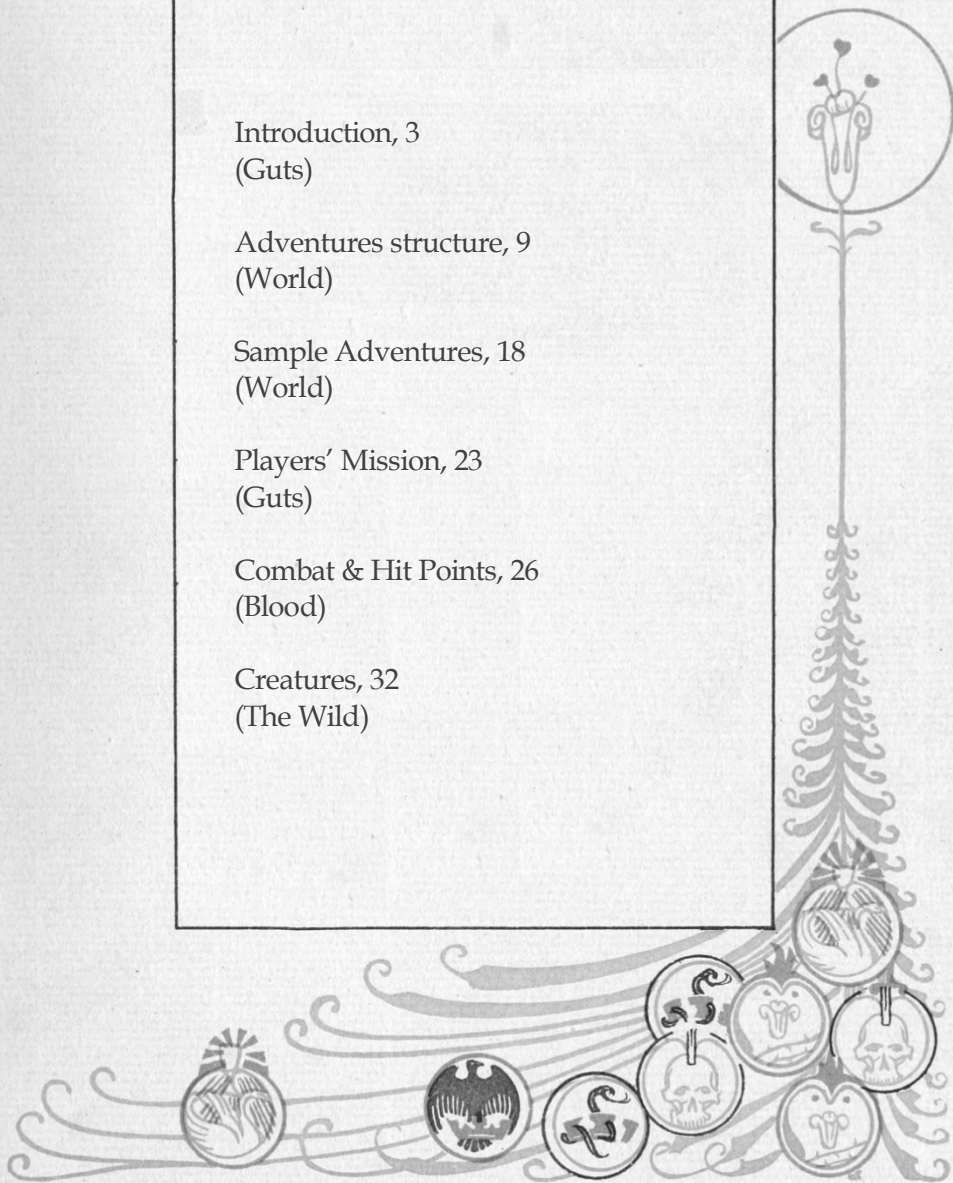
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INTRODUCTION

Black Dogs is a dark fantasy collection of house-rules, materials, adventures, monsters, and together a toolbox to generate new content for OSR systems, and mostly for the **Lamentations of the Flame Princess**. Black Dogs shares a common set of rules and esthetics with Lamentations, but it has its distinct flavor. Whenever a rule is not found (or not presented yet) in the Black Dogs zine, just use the default from Lamentations or whatever OSR system you're running.

Lamentations of the Flame Princess
Circle of Hands
Dogs in the Vineyard
The Black Hack
Warhammer Fantasy RPG
Ten Foot Polemic
Paolo Greco, of Lost Pages

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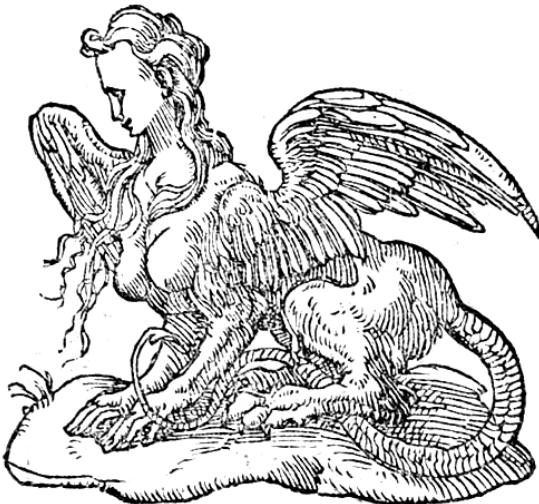
Submit your materials

I received a couple of inquiries about submitting original material for The Black Dogs 'zine. Please, **do send me your stuff if you'd like to participate**. It might be perhaps a bit early now - as I proceed with future issues it will be clearer and clearer what is going to be the atmosphere and spirit of this 'zine and its fantasy world. But if you think you already have material suitable to be published here, send it right away! We'll work out a deal with a revenue percentage.

Call for editors

If you liked the first two Black Dogs issues and you are a native English speaker - I will gladly accept your help to edit the future issues of this 'zine. I am not a native English speaker and **I need editors and proofreaders**.

If you'd like to participate, just drop me an email and get in touch. Usually **the deal is this**: if you submit changes or fixes which are accepted into the 'zine then you will get that issue in PDF for free.



I think it is time to also discuss a few of my plans. I am open to your feedback, so make your requests, your argument in favor of this or that approach, ask for something that you feel is missing, ask for a topic that you'd like to see presented in a future issue. Just don't expect me to blindly follow your advice and execute.

I will gather feedback from different sources and parse everything through two filters: what I believe would be **best for the 'zine**, and what would be **best for me** as a writer. This is a hobby, and if my inspiration brings me to write five spells and fifty monsters, I'll publish monsters, not force myself to write spells. Still, I have a compulsion for balance so let's hope there will be such balance across the various 'zines.

Issue IV is basically already drafted, and dives deeper into running adventures, with social interactions rules and advice on making your NPCs alive (plus some rules for skills and experience I have already written).

Issue V is a work in progress, with new character sheets and careers per class, plus a summary of everything presented so far. I believe by issue V there will be enough material to talk about The Black Dogs almost as a "game" rather than just a set of house-rules.

Future Plans

Next issues

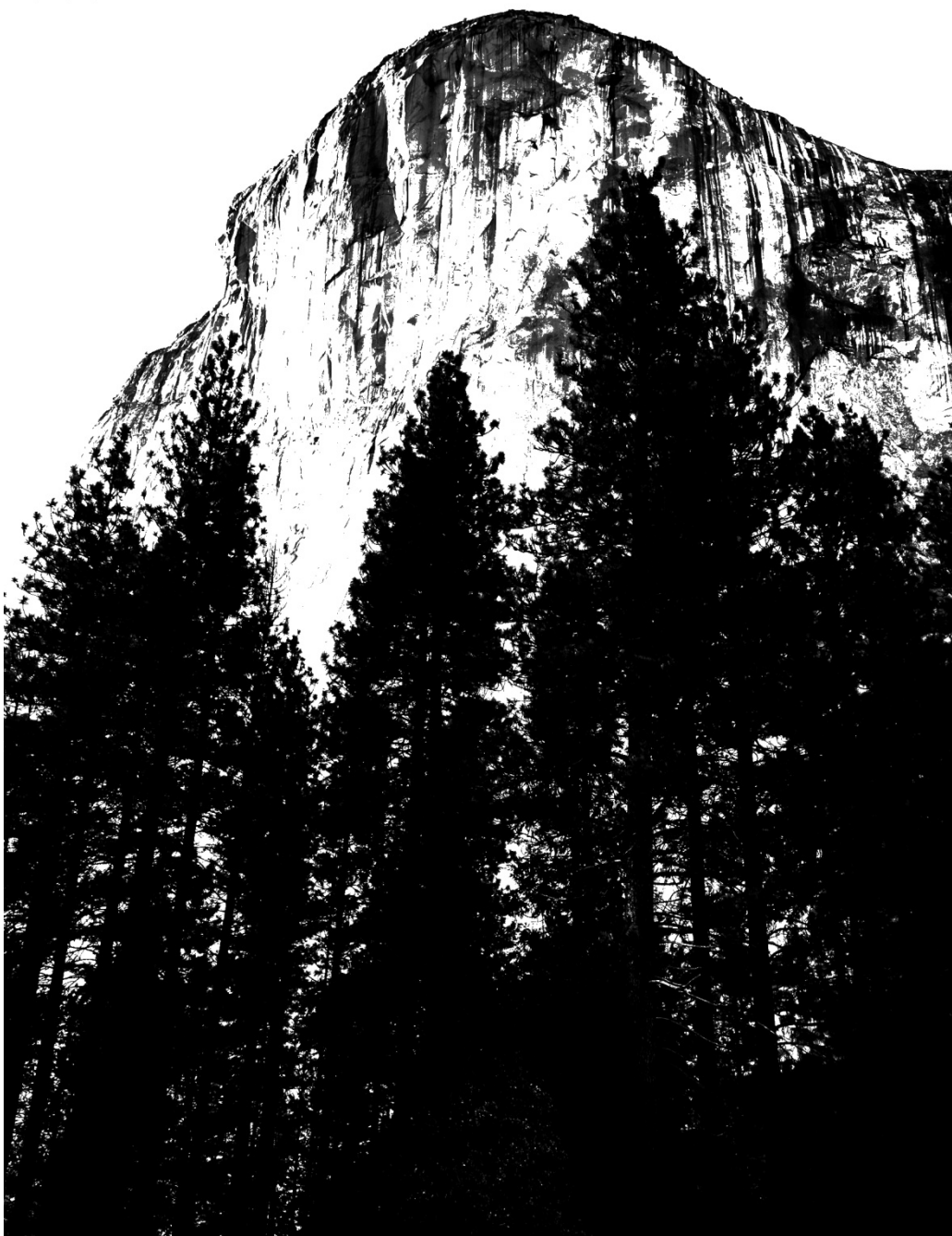
What else

This is an index of topics as presented in the various issues of the Black Dogs zine, listed as issue number (I, II, etc.) followed by the section title and content, and in parenthesis to the side the related topic (Guts, Blood, World, etc.).

In this index the entries are presented by zine issue. In the future I will divide them by topic.

(Guts)	I - Introduction to the Black Dogs
(World)	I - About the Setting, first presentation
(Guts)	I - Make Characters, first basic changes
(Guts)	I - Basic Rules, about dice rolls, checks, saves
(World)	I - Flussburg, a first introductory adventure
(The Wild)	I - Trees and Trolls, first original monsters
(Guts)	II - Issue II intro and zines' index
(World)	II - Presenting the world, first presentation
(Guts)	II - Encumbrance and Gear, including. equipment lists
(Guts)	II - Rolling Dice, advice for the GM
(World)	II - Campaign Spirit & Adventures Seeds, example improvisation
(The Wild)	II - Witches and Smart Zombies, and more
(Guts)	III - Issue III intro and zines' index and plans
(World)	III - Adventures structure, quick-gen tables
(World)	III - Sample adventures, adventure hooks
(Guts)	III - Players' Mission, game's objective
(Blood)	III - Combat
(The Wild)	III - Creatures





ADVENTURES STRUCTURE

There is a minimum of preparation you should do for any adventure, but the game tries to keep it to a reasonable level without the need to build countless lists of stats and descriptions in advance.

Fundamentally, every adventure should be composed by:

- ❖ A civilized location, framed as a point of light
- ❖ Its regular folks, and something problematic
- ❖ A supernatural or monstrous threat
- ❖ Its connection with the civilized location or its problem

The standard procedure goes like this:

- ❖ **Imagine a village or town**, draft some basic features, and the surrounding wilderness
- ❖ **Populate it**: think only of the very relevant folks, and general atmosphere. Build some tension; there are conflicts between NPCs or conflict directed outwards, or there's a collapsing order and so on. To do so, you may use a list of "sins" or problematic feelings to inspire you: lust, greed, money, power, prestige, abuse, impulse, envy, corruption...
- ❖ **Make a monster**: not necessarily huge or strong, but somehow new, or challenging, interesting, complicated
- ❖ **Connect it** with the problem in the civilized location, either directly, by contrast, through a secret...

Design procedure

Imagine a
human location

Populate it
Give it trouble

Make a monster
Connect it

Of course, if you have already your own ideas, follow your inspiration and use tables to generate only the missing bits

Points-of-light

When you design the adventure, remember to configure your civilized settlement (usually) as a **point-of-light** in a sinister expanse of wilderness. Little farms and lonely huts and so on around your village or town, simply count as expansions of it. The Wild is not what's left over of savage territories: The Wild is the natural state of things and the human settlements are the exception. In a sense, even though you play in what appears to be a medieval Europe, think of it somehow as a frontier, as the Wild West, as an immense continent yet to be claimed by the human race.

It's not all here

What's outlined in this chapter is the structure for your first standard adventures. You can run characters through these without too much work and they should be able to gain levels (if they survive) every few adventures (and even once per adventure maybe, for the first couple of levels).

Once you've done that, and you have a good grasp of the system, it's time to bring into play your own creativity. There is nothing in a fixed structure that can compete with some good old-fashioned inspiration!

Trust your instincts and design your own adventures, give voice to your own stories and characters, twist the predefined structures, mix other topics and other genres, take inspiration from everything.

These are the tables to generate adventures' seeds, divided by location, population and trouble, monsters, and connections of such monsters to the location.

The tables

This section contains some examples of features that you can use to draft a civilized location. You can roll once and just read the entire line, or roll multiple times to mix the results.

Locations table

The crucial component of your location is its population: the human factor transforms a static setting into an animated theatre of tensions and dramas. When creating the NPCs, give them problematic instincts and start them off actively pursuing their goals. Roll **as many times** as you feel appropriate for the location, and mix and match NPCs and troubles if you wish.

Population and troubles table

This table contains some example monsters that you can place close enough to your civilized location - or within the location itself. The table contains humans too, when their spirit's so wicked that they can be considered as monsters.

Monsters table

After setting up the location, a few important NPCs, and one monster that will be the main encounter or threat of the adventure, it's time to connect the two of them. Roll on the connections table to see if it gives you any ideas to connect the human/civilized part of your prep (the location and/or its NPCs) with the supernatural/monstrous part. Of course, if you have your own idea of how to connect the various pieces generated so far, then skip this table.

Connections table

LOCATIONS TABLE

d6	d8	Example features		
1	1-3	S	V	Traditional farming
	4-5	S	V	An important crossroad
	6-7	S	V	Amidst ancient ruins
	8	S	V	On a remote mountain peak
2	1-3	S	V	Fisherman and boatman
	4-5	S	V	Something huge (church, statue, etc)
	6-7	M	V	Too close to the woods
	8	M	V	Built on a holy place for The Wild
3	1-3	M	V	Interbreeding families
	4-5	M	V	Ancient druidic traditions
	6-7	M	V	Church of a saint with relics
	8	M	V	Humans twisted by The Wild
4	1-3	L	V	Religion enforced with violence
	4-5	L	V	People have strong (true?) visions
	6-7	L	V	Pagan temple still in use
	8	L	V	Next to a large important river
5	1-3	S	T	Thriving market
	4-5	S	T	Formerly important, now in decay
	6-7	S	T	Populated by exiles and refugees
	8	M	T	Famine, or drought, or plague
6	1-3	M	T	Important merchants and nobles
	4-5	L	T	Uprising nobility and mercenaries
	6-7	L	T	Nest of new heresy used politically
	8	L	T	Capital city and dying king

Size: S=small; M=medium; L=large

Type: V=village; T=town

POPULATION AND TROUBLES TABLE

d6	d8	Example NPC	Trouble
1	1-3	Farmers' family	Abuse of the land
	4-5	Guard or soldier	Need of stability
	6-7	Woodcutters	Lack of prudence
2	8	Shepherd or guide	Corruption (influence)
	1-3	Gunsmith or jeweler	Some sort of fear
	4-5	Lover or spy	An old grudge
	6-7	Hunters or fisherman	Inappropriate lust
3	8	Inquisitor or judge	Need of money
	1-3	Herbalist or druid	Greed for power
	4-5	Someone's spouse	Revenge
	6-7	Mason or carpenter	Abuse of drugs
4	8	Blacksmith or tailor	Greed for prestige
	1-3	Broken merchant	Fear; lust for money
	4-5	Priest or bishop	Disposition to abuse
	6-7	Servant or squire	Demon's corruption
5	8	Captain or bailiff	Defense neglected
	1-3	Artisan or merchant	Seeking approval
	4-5	Addict or drunk	Blackmailing/mailed
	6-7	Noble or knight	Wrong decision(s)
6	8	Bandit or thief	Dirty secret(s)
	1-3	Alchemist or doctor	Need for freedom
	4-5	Explorer or scholar	Need for more
	6-7	Beggar or vagabond	Part of a cult
	8	Gambler or prostitute	Seeking company



MONSTERS TABLE

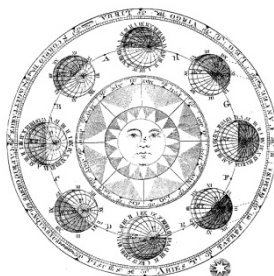
d6	d8	Example features		
1	1-3	U	(1)	A group (2d10) of Ghouls
	4-5	M	(3)	A crazy errant Sorcerer
	6-7	W	(4)	A female Gryphon with her egg
	8	M	(4)	A Druid claiming land for The Wild
2	1-3	W	(6)	A Wyvern gone berserker
	4-5	U	(4)	An ancient Undying Knight
	6-7	M	(4)	A perverse Illusionist
	8	W	(4)	Two white Carnivorous Stags
3	1-3	U	(3)	Two unusual, smart Zombies
	4-5	W	(3)	A pack (2d12) of White Wolves
	6-7	W	(2)	Dryads (2d4) and Satyrs (3d4)
	8	M	(3)	Two Sorcerer's Apprentices
4	1-3	W	(5)	An old, sick Giant
	4-5	W	(2)	Giant Bees (3d8) migrating
	6-7	U	(5)	A Skeleton of a sorcerer
	8	W	(4)	A Manticore searching a new nest
5	1-3	W	(4)	A couple of young Trolls
	4-5	M	(5)	A Necromancer looking for corpses
	6-7	W	(5)	A couple of Giant Worms
	8	U	(4)	A recently formed Specter
6	1-3	W	(1)	Giant Crows (2d4) settling down
	4-5	W	(6)	An old wise Giant Troll
	6-7	M	(5)	A Witch fighting the church
	8	W	(3)	A family of exiled Centaurs

Type: U=undead; M=magical; W=wild

Numbers in () represent an indication for Hit Dice

CONNECTIONS TABLE

d20	Possible connection	Alternative
1	Twisted influence	Lust
2	Being rejected, abused, alone	Greed
3	Attempt to fix something	Money
4	Unnatural slavery to The Wild	Blood
5	Unnatural desire	Fear
6	Disease or mental instability	Cruelty
7	Receiving tainted substances	Demon's pact
8	Someone is in great danger	Power
9	Infiltration of evil or chaos	Loneliness
10	Curiosity or twisted fascination	Revenge
11	Delusion of grandeur	Abuse
12	Bent on a hopeless revenge	Corruption
13	A mutated child or creature	Envy
14	Threats against someone close	Prestige
15	Promise of a great treasure	Evil plan
16	A common source of power	Drugs
17	Possibility to gain powers	Mutation
18	Desire to inflict sufferance	Blackmailing
19	Promise of a great power	Stupidity
20	Attempt to steal something	Personal



The simplest oracle

Sometimes, **you get stuck** while designing an adventure or an encounter, or during a session, when you are required to improvise something or make some important decision.

First: take a deep breath and maybe stand up, walk to the window, take a few seconds. It's ok; nobody's timing you.

Second: if you're still stuck, use this simple, generic oracle. It doesn't always make sense but often a different point of view or something completely unexpected stimulates an idea. Don't follow the oracle literally, just let it inspire any sort of idea, with its constraints or even by reaction, by contrast. Usually **the question should be simple**: "Can I do this?" or "What is my way out/forward from this situation?"

Use the more complex or unexpected answers only if and when they make sense, otherwise ask again. Sometimes, you can use the answer even if it makes little sense, and **let the players figure it out for you**. In this case, though, don't frustrate their attempts: if you made this shit up on the spot, even a flawed plan sounds like a good enough plan to me, after that.



ORACLE TABLE

Use this rolling a d4 and:

- ❖ a d6 for simple answers
- ❖ a d12 for more inspiration
- ❖ a d20 for some seriously unexpected shit

If you want, you can select a column in advance (i.e. column one) and just roll the appropriate die (i.e. a d6 if you want a yes or no answer).

Rolls	1	2	3	4
Roll a d6 and d4 for simple answers				
1	Yes and	Go	Kill	Hide, lie
2	Yes	Stay	Attack	Confuse
3	Yes but	Fast	Negotiate	Hint
4	No but	Escalate	Defend	Reveal
5	No	Peace now	Retreat	Allies
6	No and	Slow down	Love	Enemy
Roll a d12 and d4 for more inspiration				
7	Price	Ahead	Need guns	Closure
8	Setback	Behind	Need fire	Obstruction
9	Advantage	Up	Need ice	Indication
10	Favor	Down	Need blood	Entrance
Roll a d20 and d4 for some seriously unexpected shit				
11	Violence	Warning	Need drugs	Secret
12	Truce	Trap	Need kids	Coins
13	Talk	Door	Need eggs	Demand
14	Silence	Stairs	Need gold	Refusal
15	Challenge	Window	Need souls	Flames
16	Hinder	Passage	Food	Metal
17	Encounter	Water	Stone	Shadows
18	Curse	Noble(s)	Priest(s)	Sorcerer(s)
19	Treasure	Bandit(s)	Druid(s)	Warrior(s)
20	Magic item	Guard(s)	Witch(es)	Peasant(s)

SAMPLE ADVENTURES

This section presents two examples of adventure concepts, generated with the previous tables. First you can see the table (L=Location, P=Population, M=Monster, C=Connection) and then the dice roll, with the verbose result. Then you have some ideas of how to read the tables and make them into adventures.

A menace from the woods

L: 2-7 = Medium village; Too close to the woods

P: 4-8 = Captain or bailiff; Defense neglected

M: 6-5 = An old wise giant troll

C: 1 = Twisted influence; Or lust as an alternative seed

Connecting the village to the woods

The location is a wealthy, **medium sized village**, built very close to the woods of The Wild. Many families of woodcutters prosper thanks to the renowned white wood they harvest and trade.

I rolled a Captain or some military personnel, and decided to connect it to the local trade

A nearby noble has dispatched a body of his personal guards to protect the woodcutters and their trade, but their **Captain** didn't take the job seriously enough, and the village is in danger. The nearby woods also host an old and wise great troll.

Depending on how I want to play this, I can see right away two possible developments for this story.

You could say the **old troll** is capable of some sorcery; perhaps the Captain is neglecting his duty due to the troll's magical influence. The troll probably wants to discourage the woodcutters from reaching deeper into the woods. Good solutions include finding a way to heal the Captain from this twisted influence - or attacking the troll directly.

Even if the troll is defeated, the weakness of the Captain remains and other threats may arise in time

An alternative setup, though, could be **based on lust** rather than the influence of the troll's powers. The Captain neglects his duties because he's in love with someone local; this allowed the old troll to cause serious trouble, and the guards won't be able to do anything about it for now. Defeating the troll is still an option, but again leaves the village prone to future dangers. Resolving the Captain's lust - which is not a disease but just his instinct so not easy to change - will probably require serious work.

The option of killing the Captain or having him replaced is a valid one, as it is getting rid of the lover



The ancient sorcerer

I decided to roll
twice for people to
have two NPCs;
and for the baker's
wife I also made
an independent
roll for her
Trouble

The baker's wife
(someone's
spouse; Greed for
prestige)

Young shepherd
(Shepherd or
guide;
Corruption)

L: 6-4 = Large town; Uprising nobility and
mercenaries

P: 3-5 = Someone's spouse; Trouble 3-8 =
Greed for prestige

P: 1-8 = Shepherd or guide; Corruption

M: 4-7 = A skeleton of a sorcerer

C: 17 = Possibility to gain powers; mutation

The location is a **large town**; I decide on my
own that it's close to a river but the port's traffic
decreased and so did the taxes and payments.

The **local nobility** is plotting to remove the
local duke, blaming him for the lack of traffic in
the port. They may even threaten to kill him
outright. Both the uprising nobles and the duke
have been hiring **more and more mercenaries**
and the city is in chaos, although there is no
official open conflict happening right now.

The characters might become involved with
the **baker's wife**: the bakery works for the
king's mercenaries but there is more gold to be
made with the uprising nobles. The wife wants
to switch sides to gain more money and with it,
enter the local circles of new nobles. She's even
ready to kill **her husband** if he doesn't agree.

To do that, she hired a **young shepherd** who
just came to town. He was desperate enough to
accept the offer of the baker's wife, but he's also
sick: he spent too much time in The Wild and
this makes him vulnerable to sorcery and he
falls periodically ill with fevers. He also con-
stantly mutters to himself in a language he
doesn't even know.

The young shepherd agreed to do the killing, and in the process of looking for a weapon and trying to find shelter in the night, he plundered ancient catacombs beneath the city, finding an old rusty sword for his dirty work. In his exploration of the catacombs, he uncovered an ancient and unadorned coffin with **an old, twisted skeleton** inside.

A skeleton of
a sorcerer

This is what's left of the local archmage of three centuries ago. He was able to insert a fraction of his spirit in the body of the shepherd and now controls the young peasant, in an attempt to revitalize his skeleton.

The skeleton needs a ritual to be performed by the shepherd, and wants revenge against the nobles of this town, because he died in a feud between two ancient families whose bloodlines are still alive today. Becoming involved in trying to revive the sorcerer's skeleton, the young shepherd is neglecting the assassination contract, but he's still in touch with the baker's wife, asking her for more money and odd items every day.

The baker's wife involves the Black Dogs simply to try to convince her husband to switch sides, although he's apparently deaf to any appeal. While doing this work, the Black Dogs have the possibility to discover of the assassination attempt, and of the rituals performed by the shepherd.

How to involve
the characters

If the shepherd is not stopped in time, and is able to complete the ritual, the town will have to deal with an angry undead sorcerer.

Possibility to gain
powers; mutation

To save the temple

Here I made an additional roll for Location, to have two, and decided to generate a different random Trouble for the NPC. Having a crazy sorcerer as monster fits perfectly what we need for this adventure

Inquisitor

A crazy errant Sorcerer
(Unnatural slavery to The Wild)

L: 2-4 = Small village, Something huge (church, statue, etc)

Add. feature: 6-7 = Nest of new heresy used politically

P: 4-8 = Inquisitor or judge; Trouble 6-2 = Need for freedom

M: 1-4 = A crazy errant Sorcerer

C: 4 = Unnatural slavery to The Wild

This **small village** is remote enough but has a **huge ancient Empire temple** converted into a church. The locals have been influenced by the ancient Empire customs and a **mild heresy** has spread wide in the entire valley: a new preaching of welcoming and kindness and acceptance of pleasure. It's unclear if it's a heresy generated by an ancient spell or curse, or if it's just the ancient temple with its powerful art having such effect on the locals.

The Church, though, has sent an **Inquisitor**, with 1d8+3 **armed mercenaries** to carry out the dirty work, and the Inquisitor is looking for a couple of scapegoats, perhaps more, to burn while destroying the temple and then consecrating a new church in its place. The villagers are considering a violent revolt, but so far there is just tension, no open violence.

The situation escalates when a **crazy sorcerer** is drawn nearby by rumors about the Inquisitor. The sorcerer lived in The Wild in a similar temple, now surrounded by vegetation. He is ready **to do whatever it takes** to kill the Inquisitor and save the art in the temple, even though the villagers will be blamed and probably all killed if this happens.

PLAYERS' MISSION

There is a tradition in RPGs which seems to give players **nothing specific to do**, except to show up and listen to the GM, and react to the situation presented. Some people find a way to enjoy this without proper guidelines, and without a defined objective. Others struggle.

Sometimes, even quite often, the system is designed (or ran by the GM) in a way that seems to be in conflict with a player's view of the game, or of the world.

This lack of clarity encourages this quite common behavior where RPG players just show up, and say what their characters do, without further investment. Needless to say, besides generating confusion, this might become a potential source of conflict - or in other words, something that sabotages the fun at the table, both for players and GM.

Being a player in an RPG, instead - as in any game - is a responsibility. It is not a heavy burden (hopefully not even being a GM is), but it requires in any case some investment **in the game's objective**. Many games, not stating clearly their objective, encourage confusion instead of invested play.

In the Black Dogs, instead, objectives and responsibility for players will be defined precisely. They somehow restrict the **illusion** of being able to play everything and anything, but that's intentional.

Undefined
objectives

Players'
responsibility

Black Dogs players

If you are
the GM, you
may want to
print this
for your players

In a game of Black Dogs, as a player you are supposed **to find the correct balance** between push and pull mechanisms. Play the Black Dogs like this, and you'll enjoy it, if this is the sort of setting and adventures you like to experience.

I believe you'll get it right when:

- ❖ **You push forward** to explore, to investigate, interact, fight. Expand what your character experiences of this fantasy world and of the specific adventure
- ❖ **You pull back** before it's too late, before you risk too much, before your character is killed or hurt so badly it just makes sense to retire it. Pull back strategically: you retreat today to fight another day
- ❖ **You push forward some more**, taking risks, even bold risks, because hell, we're here to play, to get to the bottom of this, to see a little bit more of this adventure

Precise
objective

Where the above is a clear statement of how you are supposed to play within the adventure, how you are supposed to play your character, there's something more we can say about how to play the game in general, to better define its objective.

For a player, a campaign of the Black Dogs is about **exploring and experiencing as much as possible**, while staying alive, and remembering that sometimes, the life of a character **is a worthy price to pay** to be able to open yet another door, to be able to push a little bit further ahead.



COMBAT

With this system, you can put mechanical emphasis on how the group deploys on the battlefield. Here is your setup:

Always refer to the paper for the position of a character; this is true also in exploration phases; ask the players to move the tokens if they march in a different order

You may want to write this on your paper with the Zones, so you'll have a reminder

How to move from Zone to Zone

- ❖ Divide a paper sheet in three, and name the three Zones: **Front, Body, Rearguard**
- ❖ Ask the players to put a token **in the Zone their character is in**. This is where they are, unless they move them
- ❖ The GM does the same, on another paper sheet, for the enemies you encounter
- ❖ Roll for **surprise** and **reaction** when needed; if it comes to combat, roll for **initiative**

This is how the three Zones affect scores:

- ❖ **Front:** roll to-hit or damage (your choice) with Advantage, but -1 AC for every enemy present (down to AC 1 at most)
- ❖ **Body:** no scores adjustments
- ❖ **Rear:** +1 AC for every ally
- ❖ After a **successful melée attack**, as a follow-up of the attack, a combatant **must** move ahead one zone (Rear to Body, Body to Front); or otherwise **they drop last in the initiative order**
- ❖ **Moving ahead** one zone is free
- ❖ **Moving back** means dropping last in initiative order, but can be done as a free action
- ❖ After a **ranged attack**, there is no need to move ahead

Characters and adversaries that are engaged in *melée* act according to the following rules:

- ❖ A combatant in **Front** can attack anyone
- ❖ A combatant in **Body** can attack anyone in Front or Body
- ❖ A combatant in **Rear** can attack only someone in Front

Using ranged weapons in a fight is always quite hard. Characters and adversaries with ranged weapons act accordingly to the following rules:

- ❖ A combatant can target anyone with a ranged attack, **except Rear to Rear**
- ❖ The target is determined randomly (size matters, with larger creatures counting as 2 or 3) among those **in the same zone**
- ❖ **Aiming** requires one round; the target is chosen instead of randomly determined, but you still need to roll to hit them
- ❖ A fight is for *melée* weapons; using ranged weapons after the first round is dangerous
- ❖ When you suffer damage, your next ranged attack is at disadvantage **and** you drop last in the initiative order
- ❖ **If you were aiming** and you're hit, you lose sight of your target; you can still attack in the next round but without the certainty of hitting the target you want

Melée combat

Who can you attack?

Ranged Combat

Who can you attack?

What if you're hit?

Initiative

To **determine Initiative** in a fight, every character rolls a d6 and adds their Dexterity modifier. For monsters and opponents, the GM rolls a d6 and applies modifiers, if any.

Monsters and creatures of the same type

Usually, monsters and creatures of the same type go together, and a different d6 is used only for monsters or opponents that are clearly different. For example, if characters are fighting a captain and three guards, the GM doesn't roll four different d6, but one for the Captain and one for the three guards.

The Initiative Order

Put all combatants in a list, from the one with highest Initiative to the one with the lowest Initiative. Actions with the same Initiative are considered to be simultaneous.

Drop to last in Initiative order

If someone **drops to last in the Initiative order** (they move back one zone, or they refuse to move ahead after a successful *melée* attack, or are hit while using a ranged weapon), erase their name from the current position and move them to the end of the list.

This tends to remove contemporary actions while the fight progresses

This is true for characters and opponents alike: dropping to last in the Initiative order means being written after all those that previously dropped down.

Move back to the top of the Initiative Order

If someone **gives up an attack**, they move to the top of the initiative list, before everyone else. For example, if the initiative order is captain, guard, fighter, sorcerer, the fighter can forfeit an attack and move to the top. So the new order would be fighter, captain, guard, sorcerer. Of course, others can do this as well and change it again.

Other combat options are:

- ❖ **Offense:** +2 to-hit and -3 AC
- ❖ **Savage:** roll double damage and -3 AC
- ❖ **Defense:** +2 AC and -4 to-hit
- ❖ **Backstab/Sneak Attack:** +4 to-hit and double damage
- ❖ **Cover:** +2 or +4 AC depending on the situation and cover
- ❖ **Better Weapon:** if you have the better weapon and forfeit your attack this round, move to the top of the Initiative order **and** the next round you hit automatically and roll damage with Advantage (roll twice, keep best)

Nobody loves when attacks miss. It's wasting everyone's time in pointless rounds.

To improve lethality and chaos in a fight, in the first round take a d6 and place it on the table showing the number 1. This is your **Danger die**.

Every time **someone misses an attack**, move the Danger die up of one number, from 1 to 2, from 2 to 3, from 3 to 4, etc.

When you reach 6:

- ❖ Each character and each opponent which is **in Front** gets a big or colorful d6; they can spend it at any time to add a d6 to their to-hit roll, or to add a d6 to their damage roll
- ❖ Each character and each opponent which is **in Body** gets a small token; they can spend it at any time to add +2 to their to-hit roll or to add +2 to their damage roll
- ❖ Reset the Danger die to show 1

Other combat options

Offensive actions
have better
scores, yes; it's
done on purpose

Danger die

If you have a
big, red d6,
even better

HIT POINTS

Hit Points are mostly just stamina, grit, determination and a measure of how a character avoids suffering any serious damage. Losing HP is painful and stressful, but **mostly not deadly**.

Zero HP

When a character hits **zero HP**, nothing happens by default, but they're going to be potentially hurt badly or killed the next time.

Below
Zero HP

When a character goes **below zero**, in every round during combat, or turn during exploration, roll the class Hit Dice. If the result is equal or higher than the absolute HP value (for example at -3 Hit Points, the player needs to roll 3 or more), nothing more happens; the character is hurt but still alive.

Death
Condition

If the result is **lower** than the absolute value, the character will die in a **number of rounds** equal to the character level, unless some sort of healing is applied.

Wounds

When a character is about to suffer damage, the player can decide **to take a Wound** rather than suffering the full damage.

A wound reduces the damage by 1d6 HP and is marked on an ability, on the character sheet, and counts as a **persistent disadvantage**, until it's properly treated and healed.

For example
a wound on
Strength affects
also combat
to-hit rolls

You can mark 2 wounds for 2d6 HP reduction at the same time, or 3 for 3d6. The wound affects **Ability Checks, Saves and any roll** that has the ability modifier applied.

A wound can be taken only once on each ability (and then again after it's healed), and you can have a maximum of **three wounds in total**. The player chooses on which ability to inflict the first wound. The GM decides the second and third.

Maximum
Wounds
allowed

During the adventure, the characters can take **one short rest** and **one long rest** every day.

A short rest lasts two Turns only, while a long rest requires several hours and some sleep.

Both types of rest can be taken multiple times a day, but the character is allowed a recovery **only once per type** (recover HP once with a short rest, and once with a long rest; multiple short rests are allowed but only one - of your choice - grants HP recovery).

Both rests grant characters the right to do a **recovery** (if they want) as follows:

- ❖ Regain one HP
- ❖ Regain a second HP if a ration is consumed
- ❖ If a ration is consumed, the player can also make a Save against Constitution. If passed, they may either regain a third HP **or** remove one Wound (thus removing the persistent disadvantage)

When resting in **civilization or comfortable accommodations**, all recovery results are doubled. Doing a long rest while adventuring but **with fire, tents and bedrolls**, counts as comfortable accommodations (this applies only to the long rest).

Healing and rations

An example:
the Fighter and the Sorcerer take a *short rest* to allow the Sorcerer to recover HP, while the Fighter does not need it.

The Fighter can rest, of course, but decides to recover no HP. Later on, the same two characters can take *another short rest* and the Fighter is allowed to recover HP, while the Sorcerer is not (already recovered HP via short rest today).

At the end of the day, if they do a *long rest*, then both are allowed to recover HP

CREATURES

This section contains stats and information for various characters and creatures that were mentioned in the adventure seeds presented earlier in this zine.

Remember that **Saves for monsters** are written as x in 6 chances (roll a d6 equal or under x), same as for characters.

Rules for morale

When the characters deal with humans, remember that unless it becomes inevitable, **humans do not fight to death**. NPCs that are hurt more or less severely will reasonably look for an opportunity to **escape or surrender**, unless they expect to be killed even if they give up arms.

d6 Save vs HP

Use the default morale rules, or replace them with a **d6 Save vs HP**. Roll **equal or lower** than the HP left and the NPC stays in the fight, roll **higher** and the NPC will try to escape or surrender, depending on the situation.

If you want to use the same Save vs HP roll for different situations, consider this:

Rolling a d4 makes the subject less likely to escape; a d8 or d10 makes it much more likely to roll above current HP and thus more likely to fail the morale check

- ❖ Use a d4 for brave, desperate or highly motivated humans, or professional fighters
- ❖ Use a d6 for regular humans
- ❖ Use a d8 for those completely unaccustomed to violence or if there is a high chance of surrender
- ❖ Do not roll morale for undead
- ❖ Roll a d4 for large monsters, or strong ones
- ❖ Roll a d6 for regular monsters
- ❖ Roll a d8 or a d10 for animals, especially not predators

Sent to protect the village and their wood trade, the Captain is neglecting his duty: he has something far more important on his mind. It might be a lover among the locals (50% of being a conflicted love; 50% of being a fairly regular affair welcome also by the family of the local woman), or it might be something else: getting fixated on fishing, or on tasting local drugs, or on some collection of items the Captain brought with him from town, things like this. It might be also that the Captain is fixated with his own ego and has a certain know-it-all attitude.

Captain

There is a local garrison (medium village, so 2d4+3 local guards) and there are 10 soldiers in the detachment lead by the Captain. Also the local guards, by decree, must obey the Captain, but there is definitely someone old and smart who disagrees.

Guards and Soldiers

If you want, give to 1 soldier out of 3 a pike (1d10+2) instead of pistol or bow.

Captain AC 14 (mail, 70%) or 15 (plate, 30%) Save 3 HD 3d8 (13 HP) 2 attacks: regular weapon (1d6+1) pistol (1d8) Add +2 to to-hit and damage rolls Has a warhorse

Guard AC 13 or 14 (50%) Save 2 HD 1d8 (4 HP) 1 attack: regular (1d6) or versatile weapon (1d8) With AC 14 (no shield) a pike is allowed (1d10+2)
--

Soldier AC 13 or 15 (30%), plate Save 3 HD 2d8 (8 HP) 2 attacks: regular weapon (1d6+1) pistol (1d8) or bow (50%) (b2d8) Add +1 to to-hit and damage rolls
--

Commoner AC 10 Save 2 HD 1d6 (3 HP) 1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4) Use also for priests (Save: 3, plus maybe add spells)
--

Old Wise Troll

Old Troll
AC 15
Save 4
(1 vs fire)
HD 6d8 (25 HP)

2 attacks:
claws (1d8+2)
3rd attack:
bite if claws hit,
bite the same
target, auto
1d6 damage

Add +4 to to-hit
and damage rolls

The old Troll is ugly, of a gray so dark it resembles black. The arms grew very long but old age has weakened its muscles. A number of scars, badly healed mutilations and natural troll asymmetry make it look like a caricature of the monster it once was. It has also lost grace and speed, but compensates with its thick skin.

The old Troll is **gathering a little army** of creatures of the woods: they will attack the village only if they feel the odds are in their favor. But they will always try to ambush woodcutters, and other humans venturing into the woods (even guards, soldiers and armed characters). Of course, their preference is for attacking those that are alone, far from their companions, possibly unarmed. The monsters make their killings as bloody and messy as they can, so as to instill fear in the hearts of the locals and keep them out from the woods.

Trolls are not
invulnerable but:

- ❖ Normal weapons inflict only half damage (rounded up)
- ❖ Silver weapons inflict double damage against trolls
- ❖ Spells inflict normal damage against trolls
- ❖ Fire and acids (and related spells) inflict double damage
- ❖ Every round of combat, the troll regains 1 HP but only if lost to wounds inflicted by normal weapons; a troll can give up two attacks and reattach a severed limb in a round (including the head)

The Old Troll gains **one new supporter every night**, starting from one day before the characters enter the village; so, at the start of the adventure the monster already has one follower.

Determine followers rolling a d6 every night:

- 1: Toxic Ivy
- 2: Basic centaur
- 3: Carnivorous stag
- 4: Green Wasps (1d4x10 of them)
- 5: Dryad
- 6: Roll twice for two followers (exploding)

Toxic Ivy: spires of it grow next to the Troll's nest, and he keeps more of it wrapped on body and arms. Every time you roll Toxic Ivy as follower for the Troll, give it a score, starting from 1 and increasing up to 6.

Troll's Army

If you roll a 6, roll again twice and add two followers

Every roll of 6, explodes into two new rolls

See more about the Toxic Ivy in the dedicated section on page 35

Centaur
AC 14
Save 3
HD 3d8 (13 HP)

2 attacks: *melee* weapon (1d6+1) and hooves (1d6)

Add +2 to to-hit and damage rolls

Magic sense: can identify anything or anyone magical by sight, and with a touch know all their powers

Carnivorous Stag
AC 10
Save 2
HD 2d8 (9 HP)

2 attacks: antlers or hooves (1d6) and bite (1d4+2)

Add +1 to to-hit and damage rolls

Has a 5 in 6 chances to hear enemies approaching

Green Wasps (1d4x10 of them)
Every 10 is a monster with stats as follows

AC 9
Save 1
HD 2d4 (5 HP)

1 attack: poisonous sting (1d6+1)

At the end of the fight, anyone who was hit 3 times or more, must Save vs poison or suffer 3 HP harm more

Dryad
AC 12
Save 2
(3 vs magic)
HD 1d8 (5 HP)

1 attack: ivy whip or wooden sword (1d6), some (33%) have antlers for a 2nd attack (1d4+1)

At 2 HP or less, if not dead, a dryad merges into a tree if possible. In the tree, it has AC 18, no attacks, and recovers 1 HP every 2 rounds

Mass Combat

If for any reason you need to determine how an attack of the monsters develops against NPCs (villagers and/or guards or soldiers) proceed as shown to the side (to avoid a slow mass-combat round by round)

The total for the village at the start is 100 villagers able to take arms (only to defend the village), around 10 guards and 10 soldiers

If the troll gathers 200 HD of monsters, they will attack to destroy the village and kill everyone

- ❖ A **villager** counts as 1 HD
- ❖ A **guard** as 1 HD+1
- ❖ A **soldier** as 2 HD
- ❖ The **captain** as 3 HD
- ❖ A **centaur** counts as 3 HD
- ❖ A **carnivorous stag** as 2 HD
- ❖ The **wasps** (10) as 1 HD
- ❖ A **dryad** as 1 HD+1
- ❖ The **Troll** (if in combat) counts as 6 HD
- ❖ Taking turns, say who engages whom (for example “3 guards attack those two dryads” or “a centaur attacks these two villagers”, and so on)
- ❖ For every HD engaged, roll a d6, and step it up by one if you have a +1 modifier
- ❖ For each engagement (i.e. “3 guards attack those two dryads”) compare rolls starting with the highest. Often the number of dice will be unbalanced
- ❖ If your die is higher than the opponents’, keep it and the opponent must discard theirs
- ❖ If your die has no pairing (you outnumber your opponent in terms of dice), keep all those with no pairing
- ❖ Use the dice you keep to kill opponents: you need to keep as many as the opponents’ HD to kill them (if you don’t have enough, they’re just wounded)
- ❖ This works in favor of the monsters which usually attack only when they outnumber the humans, and which are stronger in average than the standard guards... there is little chance to defeat this army unless the Captain asks for help from the Duke

Toxic Ivy looks like regular vegetation unless someone examines it closely. Its leaves are thicker than usual and covered with microscopic pores, which vaporize a toxin that kills very small animals and weakens larger ones, such as humans.

Toxic Ivy is used to protect the Troll's nest where the monster and all its followers gather, sleep, feed, when they are not on some killing or spying mission:

- ❖ The first time you roll Toxic Ivy, **give it score 1**
- ❖ If you roll Toxic Ivy more than once, increase the score one by one, up to 2, 3, 4, 5 and maximum at 6
- ❖ When getting close to the nest of the Troll, there is a chance of x in 6, with x equal to the score, for every character to step on Toxic Ivy and suffer the damage to Strength, unless they specifically look out for traps or vegetation dangers
- ❖ If the score gets to 6, it means only the Troll and the monsters know a safe passage through the barrier
- ❖ With gloves, and a scarf covering the face, some Toxic Ivy can be collected in a leather bag (not a regular sack) or in a sealed chest, to resell for approx. 100 sp in the nearest town with an alchemist

Toxic Ivy

The Troll wraps Toxic Ivy around its body and arms as soon as it's available (score 1)

If anyone hits the Troll in *melée*, they must save vs poison or suffer 1d4 damage to the Strength score

This is temporary and recovered fully in 2 rounds far from the Troll

If Strength goes to 0, the character must save every round vs CON to remain conscious but again, they will recover after 2 rounds far from the ivy

Nobles and swords- for-hire

If you need to resolve a mass combat or determine the balance of forces: guards as 1 HD, mercenaries as 2, duke and nobles as 3 HD

You may use the rules on page 34 to resolve mass combats

With the HD values as above, consider:
The Duke's army starts at 3+50+ (30x2)=113
The nobles at (3+12)x(1d4+2, the number of nobles)+20, which is minimum 65, max 110, adding 20 every 5 days

If one side doubles the other, hostilities will begin shortly

There is a conflict about to explode between the Duke and the other nobles in town, and several groups of mercenaries are getting hired. This is the situation:

- ❖ **Noble:** Duke or opposing noble - there are 1d4+2 of them
- ❖ **Guards:** the Duke can count on **50 loyal and stable guards**, in the palace, on the walls and at the gates. There are at least twice as many more, but in case of a civil war, they will not take sides (unless the situation evolves in favor of this or that side)
- ❖ The nobles, on the other hand, have **12 guards each**
- ❖ **Mercenaries** (average): the Duke has 30 mercenaries in his service but he's running out of funds
- ❖ The nobles have just hired a small group of 10 but will bring 10 more every 3 days

Noble (also the Duke)
AC 13, rare 15 (20%) full plate
Save 3
HD 2d8 (8 HP)

2 attacks: medium weapon (1d6+1); (50%) pistol (1d8)

Add +1 to to-hit and damage rolls

Guard
AC 14 or 15 (50%)
Save 2
HD 1d8 (5 HP)

1 attack: medium (1d6) or versatile weapon (1d8)

Only if AC is 14 (no shield) a pike is allowed (1d10+2)

Mercenary
AC 13, or 15 (30%) full plate
Save 3
HD 2d8 (8 HP)

2 attacks: medium weapon (1d6) + pistol (1d8) or bow (b2d8)
33% instead has a pike (1d10+2)

Add +1 to to-hit and damage rolls

She has only one purpose in life now: to put her shop in service of the uprising nobility that she sees clearly as the winning side in the upcoming conflict. She's even ready to get her husband killed since he remains loyal to the Duke instead.

She has a weak poison dose, worth 1d4 damage if drunk, but it was an impulse buy and of very bad quality, not sufficient to kill the husband and tasting very sour.

She tries to involve the Black Dogs in a last attempt to switch her husband's loyalty, but she also already hired a killer - who is not getting the job done and is instead just making strange requests to her and even threatening to report her to the authorities.

He is well liked in the neighborhood, especially by those loyal to the Duke. He's calm and polite and always has a funny or meaningful story to tell about his past in the army of the Duke.

He's profoundly loyal even though he served for just a couple of years: he's not even really a veteran, but probably takes pride in those two years more than in forty spent baking.

I don't see how could he betray this loyalty... although, yes, he has two daughters and one young male son, so there is perhaps a the possibility to blackmail him or maybe just make him switch sides for the good of his family. Or perhaps your players will have a better idea.

Baker's Wife

as a Commoner
AC 10
Save 2
HD 1d6 (3 HP)

1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4)

She has a weak poison dose, worth 1d4 damage if drunk

Baker

similar to Guards
AC 11 normally,
14 if he has the chance to recover his old mail coat
Save 2
HD 1d8 (5 HP)

1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4)
Also has an old sword under the bed (1d6+1)

Shepherd

as a Commoner

AC 11

Save 2

HD 1d6 (5 HP)

1 attack: unarmed
(1d2) or rusty
sword (1d12)

Damage inflict
by magic against
the shepherd
is doubled

Anyone suffering
more than 3 HP
damage from the
rusty sword is
cursed: the
skeleton sorcerer
and the shepherd
will always know
where they are as
long as they stay
in the city

These wounds
heal badly leaving
a permanent
brown scar, and
for a week the
character suffers a
-1 to-hit and
damage

He came to town to look for work, because they didn't want him around anymore, in his old village. Too sick, might be contagious they said. Although nobody else in the village got so sick, but nobody spent so much time with the goats in the woods, either. And also here in town he had to sleep in abandoned catacombs because he soon had no more money, and all the medicines they sold him had no effect; he's still having fevers. Then a lady came along and offered him money for a job. It was a dirty job, but he needed the money. He found an old rusty sword in the catacombs. And now there's someone looking out for him, someone who gave him a greater purpose and promised him gold and health.

At any moment, there are 2 in 6 chances that the characters will find the shepherd **hiding in the catacombs**, sick with fevers and almost unable to stand. If he fights in this condition, AC is 10, HP is 3, to-hit and damage rolls are at -1.

While he's sick with fevers, though, the skeleton sorcerer can cast from his mouth up to two spells (in separate rounds). He will use this trick to weaken the characters whenever he has the chance.

Once the archmage of this city, he was murdered over three centuries ago in a petty squabble between noble families which he underestimated and dismissed. His body was buried in the catacombs among others, with no name and no marks, in an attempt to leave no trace of the assassination.

The sword that killed him was buried with him, to avoid the curse that the commoners believe befall a blade used to kill a sorcerer.

In fact, when stabbed to death, the archmage inserted a small fraction of his soul into the sword.

Anyone using the sword must Save vs Wisdom to avoid constantly hearing the words of the spirit of the archmage, as long as they hold the blade. This Save is allowed only once.

If the Save is failed and the words of the archmage are heard by the character, another Save vs Magic is necessary to avoid being commanded by the spirit (as long as the character uses the sword).

If this Save fails too, subsequent refusals to obey these commands inflict 1 HP loss per day, but no recovery is allowed until instructions are not carried out. A new Save is allowed **and required** every three nights: if the same character keeps using the sword, they must reroll this Save to keep resisting the orders of the ancient spirit. The young shepherd, weak of body and mind, is totally under the control of the sorcerer. He might be allowed a new Save to escape the sorcerer's control only if his conditions drastically change.

Skeleton Sorcerer

Spirit in the blade
AC -
Save 4
HD 1d8 (5 HP)

1 attack: 1d6
but 1d12 if the
wielder is
possessed

The blade can
be damaged
and destroyed
only by magic

The spirit in the
blade will mark
anyone it harmed
for 3 HP or more
The blade always
knows where
to find them
These wounds
heal badly leaving
a permanent
brown scar, and
for a week the
character suffers a
-1 to-hit and
damage

The shepherd knows no magic and doesn't know how to use these powers of the sword, nor that they even exist

Any sorcerer using the blade, if they fail (or renounce) the Save vs Wisdom (to stop the voice of the archmage) but pass the Save vs Magic (to refuse the orders of the archmage), can do the following (as long as they are in control, not if they are possessed):

- ❖ Today, they can see or hear anything the rusty sword "sees and hears" (they can leave it around, give it to someone, as long as they recover it within 24hrs)
- ❖ Today any house, farm, field, caravan, etc. where the rusty sword is, will be particularly unlucky (circumstances are up to the GM; sword must be recovered within 24hrs)
- ❖ Today if someone other than the sorcerer touches the rusty sword, they must Save vs Wisdom or hear the voice of the sorcerer (they can renounce the Save); there is no possession
- ❖ Today, the sword grants the wielder a bonus of +2 on a given type of Saves (i.e. vs Magic, or Poison, etc.)
- ❖ Each power excludes the others and each power lasts only for a day; if the sorcerer is separated from the blade for more than 24hrs, they will suffer 1 HP loss per day, but no recovery is allowed until the curse is lifted or the sword recovered

Skeleton Sorcerer
AC 10
Save 3
(4 vs Magic)
HD 3d8 (14 HP)

1 attack: 1d6 with
an iron staff

Add +1 to to-hit
and damage rolls

Will not go below
3 HP if damaged
by normal
weapons; the last
damage must be
inflicted with
magic or silver
weapons

Besides the spirit in the blade, there is **the real sorcerer to deal with**, in form of a skeleton. He is still very weak and does not dare leave the catacombs for now, but he might if he has reason to believe someone is coming for him and will try to destroy him forever.

The following spells are available to the skeleton sorcerer, and each can be cast once per day, or two renounced to re-cast the same spell a second time in the same day:

- ❖ **Magic missile** for 2d6 damage
- ❖ **Warm metal**: one target weapon or armor, 1d4 damage per round if holding the weapon, 1d6 if wearing the armor, up to 6 rounds (approx.. one minute)
- ❖ **Evoke spirits**: evoke a spirit with very random and unpredictable powers (and stats) AC 8+1d8, Save 1d6, HP 2d20 minus 4d10 (if negative, the spirit vanishes); 1d4 attacks for 1d6+2 damage each; harmed only by silver and magic
- ❖ **Wake corpses**: wakes X nearby corpses with AC 10; Save 2 (1 vs Magic); HP 1d8 (4); 1 attack 1d6+X. To determine X, roll a d6 but treat every result of 5 or 6 as 1

To be resurrected at a higher level, the Skeleton Sorcerer needs a 3-hour ritual performed according to instructions carved on his own bones. The shepherd cannot read, but the Skeleton Sorcerer is slowly instructing him with visions during his fevers. Any sorcerer can read and execute the ritual, assuming they can procure also:

- ❖ The heart of a warhorse
- ❖ The skins of 99 snakes
- ❖ The fangs of a wild wolf
- ❖ The phallus of a donkey
- ❖ The corpses (no more than 10 days old) of three children up to age 10 deceased for different diseases

The skeleton sorcerer can automatically use, once per day, any of the powers listed previously (see and hear through the sword, bring bad luck where the sword is, transmit voice to anyone touching the blade, get +2 to a Save) and suffer no curse for being far from the blade (he is the blade, in a way)

The Skeleton Sorcerer is very weak, but a ritual will restore more of his ancient power

Skeleton Sorcerer
(upgraded)
AC 12
Save 4
(5 vs Magic)
HD 5d8 (22 HP)

2 attacks: 1d6 with
an iron staff

Add +3 to to-hit
and damage rolls

Will not go below
6 HP if damaged
by normal
weapons; the last
damage must be
inflicted with
magic or silver
weapons

If the sorcerer is
killed and
skinned, 1d4
random spells of
this or previous
page are found
carved on his
bones, as on a
spell book, and
can be learned

Anyone possessing all the above can perform the ritual at any time, and the sorcerer will resurrect with his former body (seeing it grow back on the skeleton will be quite disgusting).

The sorcerer will **acquire new stats and add new spells** (each can be cast once per day, or two renounced to re-cast the same spell a second time in the same day - to add to the previous spells).

- ❖ **Detect Illusions:** see clearly beyond illusions in the same room, and grants +2 to Saves vs deception, invisibility, etc.
- ❖ **Dispel Magic:** dispel magical effects in the same room, and suspends any power, magical item, curse, etc. for 2d6 turns (Save allowed)
- ❖ **Inflict Disease:** the sorcerer can cast a curse that develops like the disease that killed one of the three children
- ❖ **Phallus Charm:** the member of the sorcerer can grow in size and enlarge up to the size of an arm. No other useful effect but might prove a useful distraction (or form of entertainment)
- ❖ **Protection:** the skin of the sorcerer turns into scales like the ones of a snake and he gains +3 to the current AC and +2 to all Saves related to Constitution, for 2d6 turns
- ❖ **War heart:** the sorcerer regains 5+1d6 HP and the next 3 hits against him will cause half damage
- ❖ **Wolf's Bite:** after a successful melée attack, the sorcerer can turn his second attack into a powerful 1d10 damage bite

The Inquisitor is here to investigate and report to the Bishop, but has a few letters signed in Rome by important Cardinals and a mandate from the Order Superior that allow him to interrogate - with whatever means - anyone implicated or suspected of heresy, and to proceed even to burning heretics and destroying their properties, or destroy anything connected to heresy.

- ❖ **Detect Evil:** detect if anything is tainted by Evil, but anything not conforming to the Church doctrine has a 2 in 6 chances to be detected as Evil regardless
- ❖ **Interrogation:** save vs Wisdom or answer the truth to one question. As an alternative, keep silent or lie but lose 2 HP and it's painful, so he'll know you're lying
- ❖ **Crusade:** a number of fighters up to the caster's Level (the Inquisitor is level 3) gain a number of points equal to Level, to spend in combat in to-hit or damage rolls, or Saves or morale checks, against Evil

The Inquisitor travels with 1d8+3 guards. Usually they work in 3 units, and together make sure there is absolute protection for the Inquisitor, safety for his rooms, and if there is ugly work to be done, they don't fear getting their hands dirty.

Half of them are fanatically loyal to the Church and personally to the Inquisitor, while the other half are just bandits with a legal job.

Inquisitor

Inquisitor
AC 13 or rare
15 (20%) full plate
Save 3
HD 3d8 (12 HP)

2 attacks: medium
weapon (1d6+1)

Add +2 to to-hit
and damage rolls

The Inquisitor
can use three
spells per day

Use the stats on
page 38

Errant sorcerer

Errant sorcerer
AC 12
Save 3
HD 3d8 (12 HP)

1 attack; medium
weapon (1d6+1)

Add +1 to to-hit
and damage rolls

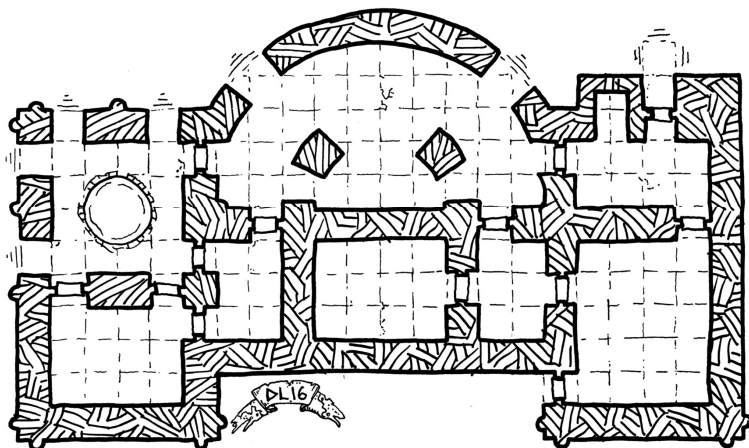
The sorcerer can
use any spell he
knows once per
day, and give up
two to re-cast a
spell a 2nd time in
the same day

The sorcerer has lived too long in the woods to be able to have any real meaningful human relationship, although he can force himself to behave decently enough to pass as an odd but harmless wanderer. His only purpose is to save the temple, and he will soon figure out that he must get rid of the Inquisitor to do that. He has no real love for the village either, and might decide this temple is better off without humans at all, using it for their silly religious purposes.

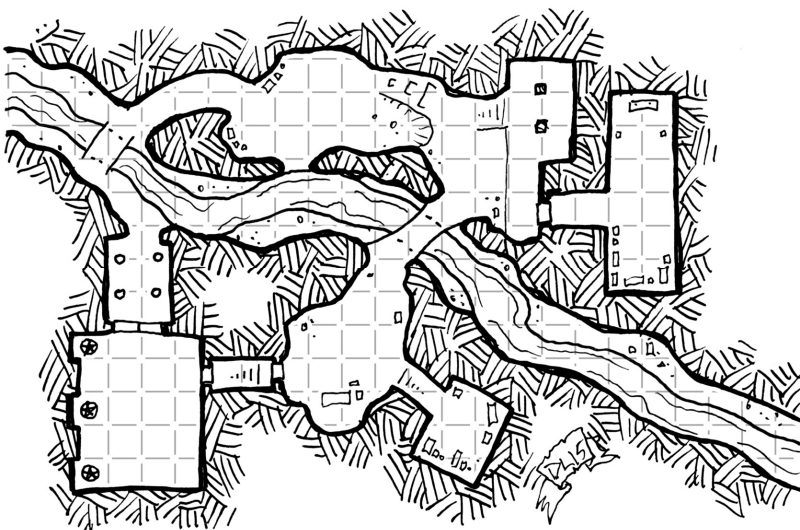
- ❖ **Bitter Kiss:** a kiss by the sorcerer delivers a deadly poison; Save or suffer 2d12 damage and only 1d12 in case of success (not going below 1 HP if successful). The sorcerer can pass the poison onto an object, a piece of fabric, etc. but the poison will last only 1 hour and inflict only 1d6 harm at touch
- ❖ **Guided by Nature:** turn the right hand into vines; they move slightly as if alive, and point to the direction of a known target as long as it is somewhere where a tree can “see” it, or otherwise the last tree that “saw” it will report about that. Tracking lasts only 1 hour
- ❖ **Protected by Nature:** grow bark and thorns on the skin, gain +2 AC and +1 to all Saves for the next 1 hour
- ❖ **Natural Distraction:** a number of 1d6+2 wolves, or carnivorous stag, or even swarms of Green Wasps, and on rare occasions 2d6 Dryads, will come to aid the sorcerer within 1 hour. They will not fight but provide any possible distraction to aid the sorcerer with his plans or to escape, etc.

TWO MAPS

You can use this for the adventure “To save the temple”.



And this for the “The ancient sorcerer” as catacombs.



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