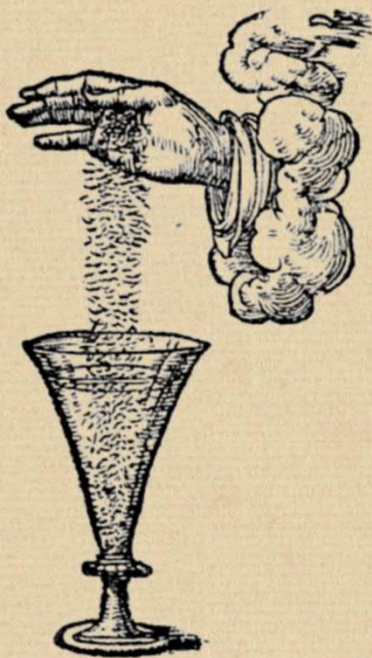# Black Dogs

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

Issue VIII

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 VIII contains: using dead monsters
instructions for a new alchemy subsystem
removing hit-points and using only HD
a mini-system for Blood Magic
how not to use goblins in your game
and the adventure of the Broken Hill

BLACK DOGS #VIII

APRIL 2019

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

For any feedback or question, contact me at
davide.pignedoli@gmail.com

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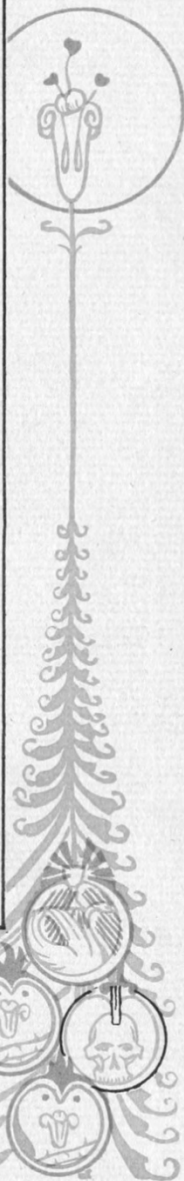
INTRODUCTION

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

Submit your materials

Do you have original material suitable for this 'zine? Send me your stuff if you'd like to participate: it is time for new contributors to add their voices to the future issues of the 'zine.

We'll work out a deal with a reasonable revenue percentage. It is particularly important to me, at this point, to receive submissions for the Black Dogs.

Taking a break

The 'zine, after this issue number 8, **enters a period of hiatus**, of undetermined duration.

I believe I wrote what I had the inspiration to write, shaping the world and the game of the Black Dogs. Also, I've done a fairly decent amount of work to put together the material which was necessary, in some cases, to try to "close" the gaps that my house-rules created. At this stage, the Black Dogs could be easily converted to a full game, applying the default OSR rules of your system of choice for anything that was not changed or tuned in previous issues. This part of the work is done.

Why submissions

So, if this 'zine has to continue more or less regularly, I will need submissions.

Submissions will be a sign that the public is interested not just in receiving my material, but that there is also some **engagement** with this system and this world, that what I wrote produced not just a passive audience, but also fueled the **imagination** of my readers, contributed inspiring people come up with **new ideas**.

Also, submissions will help bringing **original** content to the Black Dogs. Instead of my voice only, **I'm interested in hearing yours**.

And for the readers, having submissions from different authors would provide a healthy change, an opportunity to look at The Wild and at the world of the Black Dogs **through different eyes**.

So, I really hope that - regardless of how much time it will take - issue 9 will come out at the end of this hiatus period **with new names as authors**.

But if this isn't going to happen, I believe the adventure of the Black Dogs 'zine is not at the end, not yet.

I keep writing, and I promised myself to do my best to stay in this "space", in this world easily adaptable also to your LotFP campaign.

What I intend to do now, is write shorter modules, focused on adventures and materials which are **immediately gameable**.

Words from Eddie

Eddie Hardy has been my editor since the beginning, and starting in issues 3 and 4 he took over when others failed to deliver according to their deadlines, and then became my only editor for this project.

He's precise and on time, and if you need an editor, he has my full endorsement.

Contact Eddie at: edhardyjr@gmail.com

Besides being an editor, though, he constantly encouraged me to produce more and work better, aiming to do the best I could with this 'zine and for that I am grateful. Now that we're entering a period of hiatus, I'd like to give him a little space to say what it meant to him working on the Black Dogs... I really hope he enjoyed this experience, and again: thanks, Eddie!

Onwards & upwards!

"The pleasure has been all mine, Davide!

It has truly been a thrill to work so closely with a talented creator and get involved with the production of a (semi-regular) periodical. I've relished the chance to see your ideas before anyone else and offer my own suggestions on how to amplify and clarify those ideas to better flesh out the wild world of Black Dogs.

And when the time comes to start reviewing the flood of submissions which I'm sure are forthcoming from our readers, I'll be just as excited to read their ideas — and apply the editor's pen to their words."

DEAD MONSTERS

Killing the monster wasn't easy, but what are we doing with this disgusting carcass? Do we leave it to the wolves? No way.

In every monster lies some of the essence of The Wild and its powers.

Alchemy may be a very abstract matter, or feel like a detached, separate subsystem of rules with no connection with the game world. Make an abstract list of ingredients, and downtime preparations, and things get hand-waved quickly while potions (or whatever you use alchemy for) are transformed simply into a market. Put coins in, get potions out. I want alchemy to feel like a part of the world, I want it strongly tied with what characters do. It must feel like an exploration and like a piece of the game itself, connected with the rest.

The connection is made with monsters, or more precisely, with pieces of dead monsters (unless the characters come up with some crazy and smart plan to breed their own monsters to harvest ingredients for alchemy).

Dead monsters, if you have the knowledge and the skills for treating them, become the source of powerful but dangerous potions and other alchemical products and items that you might (have to) use to fight the next battle.

An approach
to alchemy

The next page
presents the
instructions to
harvest monsters'
parts for alchemy

You are invited to
make your own
tables and share
them with us
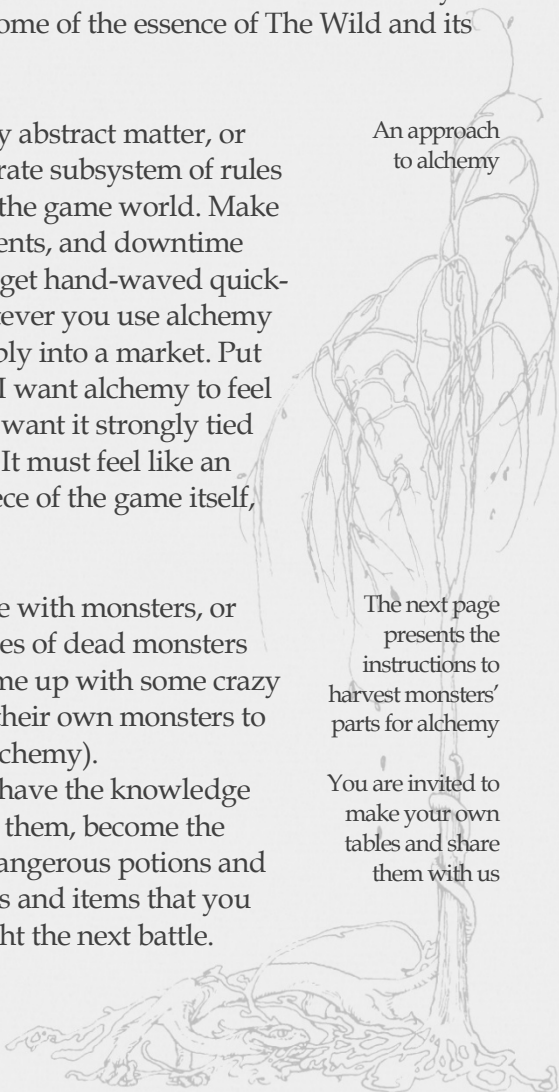
Harvesting monsters' pieces

Monster's parts must be harvested when the monster was **recently killed**.

The characters were probably the ones that killed the monster, but if not, they must be close enough to get to the carcass fast (within one hour? 1d10x10 minutes? Perhaps a bit longer if the temperature is below zero, in frozen areas).

How to use harvest tables

To use the tables, proceed as follows:

For example, a two-headed zombie with great claws would bring this result:
"yes" would be the answer to question 3 in List "A" and to question 4 in List "B", thus giving you the result of 34. Roll a d100 and repeat if the result is under 34. Skipping the questions where you answered "yes" before, you would reasonably get 7 in List "A" and then 6 or 7 depending on the two-headed zombie's HD

- ❖ Enter in the list of questions marked **"A"**
- ❖ Read the questions in order, and if you answer **yes** to a question, write down the number of that question and **exit the list** (don't read other questions)
- ❖ Move to the list marked **"B"**
- ❖ Read the new questions in order, and when you answer **yes**, write down the number of that question, next to the other, and **exit the list**
- ❖ With those two digits that you wrote, you will get **a number between 11 and 99**
- ❖ Roll a d100 and if you get a result below that number, start the process again but **skip** the questions where you answered yes previously
- ❖ If you have a positive answer to another pair of questions in A and B, this monster will have two parts to harvest
- ❖ You might not get a second part to harvest, if you have no pair of questions where you can answer yes again
- ❖ For each number between 11 and 99 that you composed, consult the final tables to determine what can be harvested from this carcass (see the next pages)

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1 - Is this monster incorporeal, like a spirit or ghost, or anyway has no physical body?

2 - Is it human (a real human, not a monster)?

3 - Does it have claws as the first listed attack?

4 - Does it have bite as the first listed attack?

5 - Does it have a natural AC equal or above 17 (not because of armor)?

6 - Does it regain HP in some natural or magical way, but not through spells?

7 - Is this monster an undead?

8 - Does it have AC equal or under 10?

9 - Does it suffer minor damage (or none) from non-magical and non-silver weapons?

1 - Does it have feathers?

2 - Does it have elementals powers?

3 - Can it possess a creature?

4 - Does it have multiple heads or tails?

5 - Does it have the ability to fly?

6 - Does it have 2 or less HD?

7 - Does it have 5 or less HD?

8 - Does it have 8 or less HD?

9 - Does it have 9 or more HD?
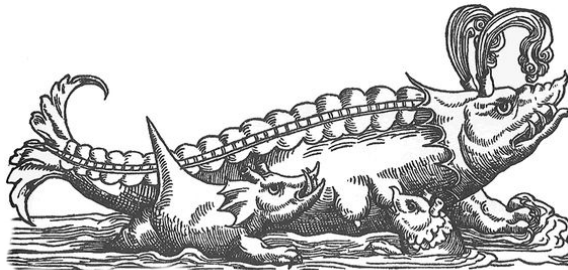
Before getting to the tables which describe the various monsters' pieces, you must learn how to combine them. In fact, a single piece by itself is **not enough for an alchemical reaction**. A single piece is just a piece of a dead monster.

Each part on the next tables is either presenting a "**power**" or an "**activation method**". They are listed as "P" or "A" to differentiate them, but what they are is also clear by their description.

To trigger an alchemical reaction, a dead monster's part with a power (P) **must be combined** with another part which provides the activation method (A).

Therefore, to activate the power of one part, you must combine it with another part, and follow the instructions or provisioning method of this second part.

Number	Type	Description
11	P	A transparent slime, make the target incorporeal for 1 Turn
12	A	A crystal of appropriate color, crush it to release its power
13	A	A silver paste, works on contact
14	A	A blue slime, 1d4 doses, apply on silver
15	P	A red crystal, grants once a day the ability to control 1d20 HDs of undead for a single round; breaks if rolling 1 or 2 with the d20
16	A	A white slime, works by contact on the skin
17	A	A dark paste, eat it and suffer 1d6 damage
18	P	A black slime, choose a spell of the necromancy list to cast once per day
19	A	A black crystal, must be mounted on gold

Some combinations are quite easy. Take for example the results numbered 11 and 13: you have a transparent slime with the power of making the target briefly incorporeal, and a silver paste, that works by contact. Simply mixing the two of them, gives you a paste that applied on a character, should make them incorporeal.

Additional ruling might be required: is a single dose sufficient to make an entire character incorporeal? Or, can it be used on an item instead of a person? Can it be used creatively to set up a trap or fight another monster?

The answers, as a GM, are left to you. But I would suggest that you be fair **and generous**.

I would answer "yes" to all those questions.

There are several limitations in any case, for the activation methods, without the need for the GM to become some sort of severe judge of a subject which is anyway completely imaginary.

Number	Type	Description
21	P	A feather, grant knowledge of another language
22	P	A bone, choose a spell of the elementalist list to cast once per day
23	P	An eye, gain access to the target's memory
24	P	A skull, to make the target sterile (must remain within 1d10 Zones)
25	A	An eye, to boil and then encase in silver
26	A	Blood to paint runes on metal, skin or bones
27	A	A heart, must be eaten raw within 24 hours
28	P	A large patch of skin, grant +2 AC
29	P	A finger bone, inflict +2 damage

Some combinations **will clearly not work**, unless the players can be quite creative and find a peculiar way to combine elements. For example, several monster's parts should be eaten, while others must be forged together with metal or have powers contained in a crystal. Those are apparently **impossible to combine**.

The explanation for those is that the alchemical reaction does not trigger, and those components are incompatible. With time, the characters will learn what they can combine and what instead requires a different kind of monster's part to enable an alchemical reaction.

Number	Type	Description
31	P	A small bone, +2 damage against undead, breaks if you roll a 1 on your damage
32	A	A claw, to mount on gold
33	A	A claw, to mount on silver and wear on the head
34	P	A claw, grant advantage on Saves vs. elementals spells, breaks if you roll a 6 on your Save
35	A	Entrails or blood, to boil and eat, suffer 1d4 damage
36	A	A bone, ground to dust and mix with human blood
37	A	A claw, desiccate for a month and place on silver
38	P	A claw, to make a stinky poison for 1d8 damage
39	P	A claw, grant advantage on Saves vs. possession and charms, breaks if you roll a 6 on your Save

Another element to discuss is whether or not more than two elements can be combined together. The default rule is that **up to 4 elements can be combined**. As any rule which is completely arbitrary, you may want to change it to suit the tone of your campaign. Allowing multiple elements to be combined will generate more powerful alchemical products and items.

When combining three or four elements, the resulting product will either have multiple or stronger powers, or may instead have different activation methods, depending on what is mixed in the preparation.

To combine three or four elements together, though, **a Save on Wisdom is required**.

A **success** means that the character can produce the intended alchemical reaction, while a **failure** means that the ingredients are wasted, and some proportionate incident occurs.

Number	Type	Description
41	A	A feather, to mount on steel
42	P	A jaw with teeth, on a weapon breaks the opponent's weapon if you roll max damage; breaks if you roll a 1 on your damage
43	A	A tooth, on a silver necklace
44	A	A tooth, to mount on silver on a weapon
45	P	A heart, stop a disease
46	P	A tooth, give +1 damage and can cumulate with other elements that work on weapons
47	A	A tongue, to desiccate and then eat
48	A	A pint of blood, drink but puke losing 1d4 HP after 1 Turn
49	P	A tooth, give +2 AC

A few of the activation methods (listed with "A") also come with a drawback, such as losing a certain amount of HP.

Those are to be considered **side effects** of the alchemical process, and affect the target of the combined power. If the power was beneficial (for example the capability to see in the dark), then the side effect (i.e. the HP loss) reasonably triggers against the same character taking advantage of the benefits of such power.

If the power is instead causing damage to the target, for example a poison, then the side effect increases that damage.

It's going to be clearer when reading about it than now in this explanation. As always, you're free to make up your own activation methods and add side effects to them.

Number	Type	Description
51	P	A feather, for 1 Turn everything is seen as from above, +1 AC, dexterity and initiative at advantage, cannot see through walls
52	A	A patch of skin, to boil in holy water
53	A	A slice of brain, to eat raw; puke after 2 Turns and lose 3 HP
54	A	A fragment of bone, to ground to dust and put on the head
55	P	Blood or slime, single use: burns like acid for 2d8 damage
56	P	A small bone, grant +1 AC
57	P	A patch of skin, combine 3 to gain +3 AC
58	P	A large bone or a skull, grant +3 AC but once per day (entire combat)
59	P	Entrails, regain 1d6+2 HP

Unless otherwise specified, treat duration and effects as follows:

and effects as follows:

Duration and effects

Unless otherwise specified, treat duration and effects as follows:

- ❖ There is always **a single dose**, a single use, of each part
- ❖ Effects are applied to the person using or consuming the alchemical implement, or the item, according to the activation method
- ❖ Effects will last for **1d6 Turns**
- ❖ If an effect is "**dormant**" (i.e. something on a weapon, which activates with a fight), it **remains dormant for 1d6 Turns** and it's lost if the time passes without using it. If it's activated within 1d6 Turns, its effects will then last **for another 1d6 Turns**
- ❖ If the effect applies to combat, it lasts until **the end of the combat itself**

If instead of Turns you use the Turn-Dice rules of issue #5, treat effects as spells; use the relevant option to shut them down

Number	Type	Description
61	P	A small claw, can understand the language of a type of monster or beast
62	A	A very small bone, on a silver necklace
63	A	An eye, to exsiccate and then eat
64	P	Desiccate tail, on a weapon grants double chance of inflicting critics
65	P	Blood, single use: the first spell hitting you within 1 hour bounces back against the caster
66	P	A patch of skin, single use: closes a superficial wound, regain 1 HP
67	P	An eye, lose 1d6 HP now but gain +2 AC for 1d4 days, then the power is lost
68	P	A fragment of the heart, on a shield +1 AC; breaks if you ever go to 0 HP while using it
69	P	A patch of skin, prevents mind reading and possession; rotten and breaks in 1d6 weeks

At the beginning of the game, characters will have no real knowledge about **the effects** of the various monsters' parts.

What they will know, though, is **what to harvest**; perhaps someone knows some arcane lore that tells about the powerful effects of a certain monster's claws or fangs, another has heard stories about hide or feathers of another monster, or a scroll mentions boiling monster's blood or some ancient ritual requires painting with blood on your face, and so on.

In other words, by default the characters will be able to harvest from the monsters **all** the relevant parts, and **only** the relevant parts. There is no roll, no skill check required for this. The characters simply gather those parts as if they were some loot, some treasure.

Number	Type	Description
71	P	A rotten feather, regain 2 HP
72	A	Blood or slime, to boil with human blood
73	A	Blood or slime, to apply on the eyes
74	A	A bone, ground to dust, single use: apply dust on the hair
75	P	Fragments of bone, make a target item to fail its purpose the first time it's used
76	P	A small bone, alerts when undead are within 3 Zones (100 feet or 30 mt. approx)
77	A	Blood or slime, to boil with monster's blood
78	P	A tooth, grant +1 damage; you may cumulate up to 5 max, they all break if you roll lower than the bonus on your damage
79	P	An eye, grant once a day the ability to see through a wall

Characters **with a relevant background** (for example sorcerers, but also others that have experimented with alchemy or have hunted monsters in the past) may be allowed to roll an **ability check on Wisdom** to gather some information.

Do not provide full information: just give **hints** about positive or negative effects or about **possible activation methods** (for example: interacts with silver, must be worn, must be mounted on a necklace, etc.). Justify this information as an insight or better yet, as legends or arcane knowledge that the characters (not the players) might have acquired.

Remember: monsters' parts must interact and there are activation methods to discover too.

Number	Type	Description
81	A	Feather, single use, place in your hair
82	P	Eye or entrails, lose 1d6 HP but become invulnerable to cold or heat for 1d6 Rounds
83	P	Blood or slime, every weapon touching it, gets a -2 to damage for the rest of the fight
84	A	A tooth, mount on silver
85	P	A small claw, it will point to the nearest hidden treasure
86	A	Brain: eat raw and suffer 1d6 damage
87	P	Blood or slime, mild poison, 1d6 damage but tasteless (1 out of 6 instead of 1d6 damage gives 1d6 HP back)
88	P	Blood or slime, regain 1d6+2 HP now, but lose the recovery of next long rest because nightmares
89	P	Rotten meat, 3 rations, stop a poison

Little by little, by experimenting with various monsters' parts, the characters will gather additional knowledge.

In the moment they combine two elements, let the characters know if the combination works or not.

If they already have knowledge about the specific parts, you can reveal **the exact details**. Otherwise, let them discover the effect by experimenting on themselves (or on some willing or unwilling target).

Number	Type	Description
91	P	A feather, Save at advantage against poison
92	P	An eye, able to control fire once within the day (i.e. put out a big fire, start one from nothing, stop an elemental fire attack, detonate a fire for 2d8 damage in a 1 Zone area, approx 30 feet)
93	A	Blood, single use: cover your hands with it, suffer 1d4 HP of acid burns
94	A	A patch of skin, single use, wrap it around an item for one hour
95	P	An eye, lets you see the invisible and past illusions for 1d4 Turns
96	P	Blood or slime, single use, burns like acid for 2d8 damage in contact with metal
97	A	Blood or slime, single use: cover your face in it
98	P	A bone fragment, gain advantage on the next three Saves vs magic
99	P	Blood or slime, double use, suffer half damage from the next 5 attacks, except silver and magical ones

Characters are allowed and encouraged to make experiments, but they must describe somehow what they do, and you can give out appropriate information. Actually, try **to encourage experiments** as a way to learn about powers and activation methods, and about combinations.

Ask the players what they do, how they interact with the monsters' parts; how they handle it, how they protect (or expose) themselves, which metals they use, and so on.

Do not play tricks on them: when they get close enough to something relevant, **find a way to tell them**. Describe a vibe in the air, bubbles forming on a paste, movements of otherwise dead parts, blood warming up, tremors in broken bones, and so on. Give them lots of hints, so that they can get closer and closer to finding effects and combinations.

Your objective is to lead them to discover alchemy, not hide it from them.

But make them **keep a log, a journal**. Tell them that they are expected to keep track of what they learned, somehow. If they don't, remind them.

If still they don't, it's a shame but then it's not up to you to recall exactly what they learned so far. Unwritten knowledge is going to be lost.

If they come back to some known element, but have no record of it, just disclose the minimum information again, and they'll have to start over.

HIT DICE YES
HIT POINTS NO

In a Black Dogs campaign, monsters' Hit Points should be rolled **using a d6** rather than a d8. This gives you apparently weaker monsters, but they should be compared with characters whose Hit Points do not increase every level.

Therefore, the Hit Points balance is still definitely in favor of the monsters, even more than in the original game. This is done on purpose and to reinforce the feeling that monsters are terrible and dangerous creatures, not simply easy targets for your characters to kill and transform into treasure and XP.

Too many dice to roll, too much calculations

Even using d6 instead of d8, there are still dice to roll when a monster enters combat, and more often than not, there is more than one monster. Each of them with their own HD to roll and sum to calculate the exact HP.

I have no problems with that calculation, but I prefer a fixed number of HP next to the HD stat (that's why I **always listed also HP next to HD,** for every creature and NPC). The math is not a problem but the number of dice is.

The damage roll provides enough variation even with a fixed HP

If you think that a fixed number of HP reduces the "natural" variant of different monsters of the same type, consider that you still have to roll for damage. That's enough variant for me. A low damage roll after a nice to-hit roll is easy to narrate as the monster being tougher than expected or than others of the same type. There you have your "natural" variant.
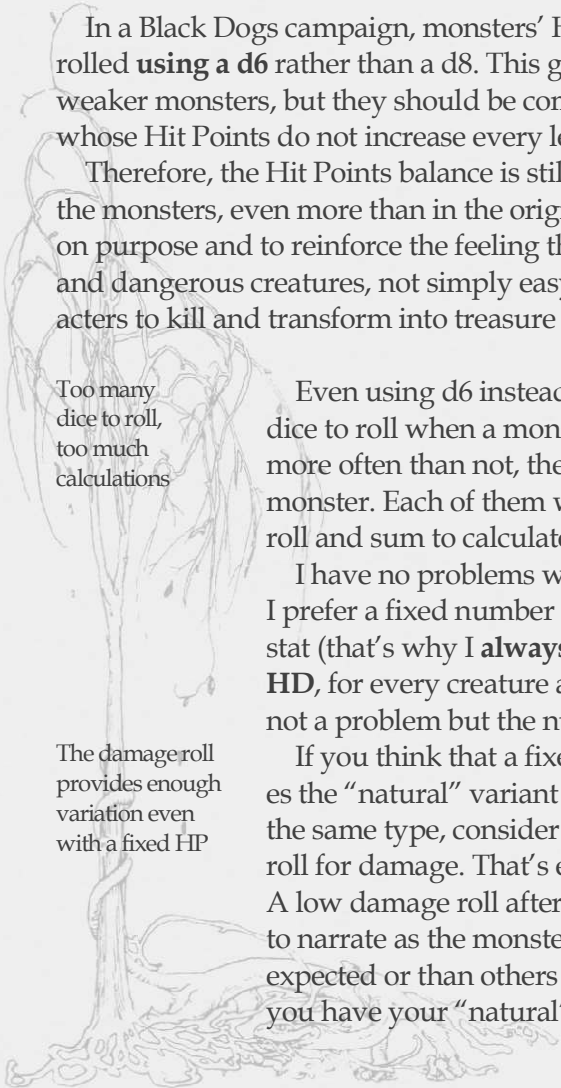
Even with a fixed number of HP written explicitly for each creature or NPC, you end up doing some math (subtract the damage inflicted from the HP). Would you like to avoid that?

I found this method on a blog but I could not trace it back to its original author, so here you have it, but I claim no credit for it.

- ❖ **Use small dice**, the smallest d6 you can find; they should be cheap because you need a bunch of them for each creature, at the same moment
- ❖ Roll a number of d6 equal to the HD of the given creature, for every creature
- ❖ Keep them grouped together for each creature (the wolf is over here, the giant zombie crow is over there), but **do not sum them up**. No need to calculate the total HP
- ❖ Every time a character rolls damage against a given monster, **remove a d6 of the same value** from the pile of that monster
- ❖ If you have none of the same value as the damage, remove one of a lower value (the one closest to the damage). If you have none lower, remove one of a higher value (again, the one closest to the damage)
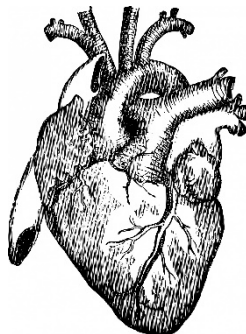
Remove Hit Points completely

As yet another alternative, this house-rule aims to **get rid of Hit Points all together**, for creatures and NPCs. It might be adapted to characters as well, although probably players would like to retain the granularity of HP vs. a simple replacement with HD (which in the case of characters, is the Level).

The rationale behind this house-rule is presented afterwards; here is the rule itself.

- ❖ Ignore Hit Points, a creature or NPC only has a certain HD value, from 1 to X
- ❖ When damage is inflicted against the creature or NPC, roll the damage die regularly
- ❖ If you roll multiple dice for damage, treat each one separately
- ❖ **Each damage die** (including bonus) which results in the following ranges, remove the number of indicated HD from the target creature or NPC:
  1-4 = remove 1 HD
  5-8 = remove 2 HD
  9-12 = remove 3 HD, and so on
- ❖ If the target creature goes to 0 HD, it's dead

The idea behind this rule is that **each HD is, on average, a 3 or 4 with a d6** (a 4 or 5 with a d8, so you might tune the above ranges if you wish). When a creature stays in the fight for a few rounds, taking damage multiple times, the damage rolls would approximate **the damage die average**. If you think about an entire combat with multiple creatures, multiple combats in an adventure... again, you get **closer and closer** to a perfect average.

Therefore, instead of rolling HP using the creature's or NPC's HD, and then subtracting each single damage roll individually, you're treating the HP as the average of the HD, and using an approximation of the damage die to reduce the HD.

Using the approximation of the damage die allows you **to skip calculations entirely** (no subtracting damage from HP, just crossing off HD after HD, until the target is dead). The only effort you make is to compare each damage die with the table (which is based on multiples of 4). The math is slightly off, **in favor of the characters**, but they can use this little bit of help.

Remember that this might make certain fights shorter than how they would be: a creature is able to suffer only a number of hits equal to its total HD, never more (every hit removes at least one HD).

If you want to stay closer to the correct math, you could use this other table instead, which introduces a no HD removal for very low damage rolls:

❖ **Each damage die** (including bonus) which results in the following ranges, remove the number of indicated HD from the target creature or NPC:
1-2 = remove no HD
3-5 = remove 1 HD
6-8 = remove 2 HD
9-12 = remove 3 HD, and so on,
in multiples of four

BLOOD MAGIC

Blood Magic is a collection of pagan rites, **accessible to all characters** willing to pay the price, regardless of their class. You may insert Blood Magic in your campaign as the secret of some pagan cult, as the knowledge contained in forbidden tomes, as the forgotten lore of an extinct species, as the rites of an ancient civilization.

Regardless, Blood Magic **is considered blasphemy** by the church and will be persecuted with any means necessary. Characters marked as Blood Magic practitioners and recognized as such will be soon hunted by inquisitors.

Also, while Blood Magic grants absolute enmity from any member of the church, **anyone else** who is not another practitioner or somehow already friendly with the practicing character, and who witnesses the character performing Blood Magic, will have 1 in 3 chances of reacting with pure terror, 1 in 3 with absolute disgust and rage, 1 in 3 of terror **and** disgust and rage.

Initiation

Finding another practitioner might be part of an adventure, or it might be granted as an alternative level-up option

Scars by the initiation ritual may be concealed or passed off as regular scars

A character may be initiated to Blood Magic with a special ritual that requires:

- ❖ **A fresh corpse**, of a human sacrificed especially for the rite and killed by a **silver blade**
- ❖ **Another Blood Magic practitioner** to perform the ritual, and **a full day** of uninterrupted practice (make up your own details, perhaps organs and blood are swapped with the cadaver, or cannibalism is involved, or simply ritual scarring and enduring the pain). The ritual **leaves visible scars**
- ❖ **A Save vs. Constitution**: success means losing 1d6 HP **permanently**, failure 1d10

A character who has undergone the initiation ritual, is allowed to perform Blood Magic. Note it on the character sheet as: *Blood Magic Level 1*. As a Level 1 Blood Magic practitioner, the character **has access to the basic rites**.

The character knows **one basic rite** at the beginning, and may acquire more **by performing a sacrifice** (fresh corpse, killed by silver blade, full day ritual, visible scars, like the initiation, but **with no Save**) as follows:

- ❖ At the moment the character levels-up with the regular XP
- ❖ As an alternative the ritual may be performed once every full moon with the assistance of a Level Two practitioner

A character who knows **at least 3 basic rites** may attempt to access *Blood Magic Level 2*.

The ritual is **like the initiation** (fresh corpse, another practitioner, full day ritual, **including Save vs CON** to determine HP loss).

Failing the Save vs CON means losing the HP, but not getting *Blood Magic Level 2*.

As a Level 2 Blood Magic practitioner, the character **has access to the advanced rites**.

This ritual may be performed only at the moment of a regular level-up by XP

One advanced rite is granted at the moment of the initiation as Level 2; others may be learned with the same procedure as basic rites.

- ❖ Unless fully masked, **a level 2 practitioner** is instantly recognized as such by priests
- ❖ When learning an advanced rite, **reduce the Charisma score** by 1 point

The scars required in advanced rites are horrible to see

Basic Rites

To perform a Basic Rite, the practitioner must:

- ❖ **Inflict 1d6 HP wounds** (or more, in multiples of d6) to a willing or unwilling target (including themselves) with a **silver blade**
- ❖ **Dedicate one turn** to concentration and performing the rite; it cannot be done during combat

Acid blood

Collect the blood spilled by the rite in glass, clay or ceramic (but not in a skin). The blood becomes acid and if thrown on naked skin, it inflicts 1d4 damage for every 1d6 spilled; roll to-hit as with a ranged weapon. It also slowly melts metal. It loses power at dawn.

Blood circle

Draw a circle with the spilled blood; it is large enough to include one person for every 1 HP. The circle defends against any living aggressive creature of X HD or less, where X is the HP used in the sacrifice. To force the circle, a creature must Save vs Magic and suffer 1d6 damage for every 1 HP used in the sacrifice.

Blood meal

Collect the blood spilled by the rite and **wait one hour**. Anyone drinking the blood receives the nutritional equivalent of a full ration, one for every 1 HP of spilled blood.

Blood sight

Paint your eyes with the 1d6 HP blood. Your eyes will be able to see the invisible, or to see any secret door or hidden treasure, or to see monsters and enemies or other dangers in advance (pick one: invisible/secrets/dangers). The effect lasts one Turn for every 1d6 HP.

Mark someone with 1d6 HP of your blood, or mark yourself with 1d6 HP of their blood. The two of you will be able to communicate telepathically across any distance until dawn.

Connected by blood

Draw a mark with the blood spilled. On an object, you can mark the equivalent of the size of a person with 1d6 HP of blood. The object becomes unmovable by any force until dawn. On a living creature, it makes them invulnerable but also paralyzed (Save allowed).

Unmovable blood

Collect the blood spilled by the rite and **boil it for twelve hours**, until half a glass of it remains. This is a powerful poison which inflicts 1d12 damage for every 1d6 HP worth of blood used in the rite. The poison loses power at the next full moon, and must be ingested to have an effect (i.e. cannot be used on blades).

Poisonous blood

These are known to every Level 1 practitioner by default.

*Learn a new Basic rite as a lonely practice. It requires a **full day** ritual and a **sacrifice**. Must be performed at level-up or with the assistance of a Level 2 practitioner (see Impart Knowledge in the Advanced Rites). It increases by 1 in 6 the chance of being recognized by a priest.*

Gain knowledge

*A **full day** ritual to grant someone the status of Blood Magic practitioner; requires a **sacrifice** instead of 1d6 HP. Remember that the target must Save vs Constitution at the end.*

Initiation ritual

Advanced Rites

For an Advanced Rite, the practitioner must:

❖ **Inflict 1d8 HP wounds** (or more, in multiples of d8) to a willing or unwilling target (including themselves) with a **silver blade**

❖ **Dedicate one turn** to concentration and performing the rite; it cannot be done during combat

Blood animation

Mark a statue with 1d8 HP of blood or more. The statue comes to life, with AC 18 and with HP equal to the amount sacrificed. The statue looks like a statue, but is alive and has the powers and attributes of what it represents: a horse statue will be a horse, a dragon statue a dragon, etc. The statue remains alive until dawn, unless something destroys it before.

Blood container

Fill a bottle or a jar or a similar container with 1d8 worth of blood. Then perform another rite and the powers and effects of this second rite are stored in the blood in the container, until dawn. This power can be triggered by anyone, in a Round, by using the blood appropriately.

Blood empowerment

Mark someone with 1d8 HP worth of blood; the practitioner must sacrifice 1 point of CON and 1 point of another attribute, permanently. The market target gains 1 point in that same attribute. The same target cannot receive more than 2 points in total, this way, in their life.

Blood passage

Mark a door or threshold with 1d8 HP worth of blood; any living creature crossing the door or threshold suffers 2d10 damage (Save for half). The mark vanishes at dawn.

Mark someone with 1d8 HP of blood, or more. For every 1d8 sacrificed, the target heals 1d8 HP, or gains 1d10 HP above its maximum. The HP above the maximum lasts until dawn.

<div align="right">Blood transfer</div>

Mark someone with 1d8 HP worth of blood, then inflict wounds on them. Anyone directly related to the victim (brothers, sisters, parents, children, grandparents and grandchildren, aunts, uncles, cousins) suffers the same amount of pain and damage, across any distance, no exclusion. The rite ends if anyone related dies, and cannot be repeated until the next full moon.

<div align="right">Family of pain</div>

Get a drop of blood from a living target, and mix it with 1d8 HP of blood. For every d8 of HP, you may pick an additional effect. Effects last until the next full moon:

<div align="right">Trail of blood</div>

- ❖ Always know the target's exact location
- ❖ See from the eyes of the target
- ❖ Inflict 1d12 damage against someone you see from the eyes of the target

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These are known to every Level 2 practitioner by default.

*Transfer the knowledge of a known Basic rite or Advanced rite to another Blood Magic practitioner. If the rite is Advanced, the student loses one Charisma point. It requires a **full day** ritual and a **sacrifice**, and can be performed once every full moon.*

<div align="right">*Impart knowledge*</div>

*Grant the status of Level 2 to a Blood Magic Level 1, including knowledge of one Advanced rite. It requires a **full day** ritual and a **sacrifice**.*

<div align="right">*Level 2 Initiation*</div>

NEVER USE GOBLINS

We made it this far without goblins, in the various Black Dogs adventures. The temptation, though, might still arise, to have the usual Goblins showing up here or there. Like we've solved the issues of Elves and Dwarfs, let's get it straight about Goblins: there are no Goblins. There is something else; another sentient and nasty species of humanoids which will serve a similar purpose, but there are no Goblins.

As we did for Elves, let's look at an alternative to Goblins - nasty creatures indeed. Roll a d10 **twice**, on the first table, and then roll on the second table and repeat each time you get a Trait with the ➲ symbol.

1d10	Traits (roll twice)	1d10	More traits
1-2	Long spiral horns	1-2	Three fingers only ➲
3-4	Bone crest on back	3-4	Lidless eyes ➲
5	Ruffled fur on back	5	Vestigial wings ➲
6	Marble white skin	6	Very long arms ➲
7	Pointed tail	7	Change color at will
8	Scaled skin *(1)	8	Carapace *(1)
9	Poisonous claws *(2)	9	Poisonous fangs *(2)
10	Double sized head	10	Two mouths

Use stats as humans

If you need to give stats to some of the above traits, consider: *(1) give +1 AC to scaled skinned goblins, and to the carapace; *(2) poisonous claws or fangs inflict 1d4 damage for two consecutive rounds, on a successful attack (must hit with a regular roll).

Goblins are not just small humanoids, they are nasty. Roll a d6 below and add a special nasty feature to them.

1d6	Something nasty
1	Their bodies constantly secrete an acid sweat; they stink terribly and have no chance to ambush anyone with a working nose. But weapons hitting them get ruined by this slick sweat if they roll a 1 on damage
2	They go into a frenzy at the sight of blood: if one hurts a human or an animal in a fight, in the next round they get to ignore any morale check and roll damage +1
3	They are masters in the art of camouflage; they have a 90% chance to surprise the characters in an ambush (80% if there is any mitigating factors) and 75% chance of losing anyone on their trail while in The Wild
4	Their blood is contaminated by parasites: when you kill at least one spilling their blood, save vs poison after the next 3 long rests, and on each failed Save you lose 3 HP
5	They have a latent necromantic gift in them; as long as at least one of them is alive in the area, others that die have a 50% chance of rising as undead with 1 HD. When the undead is killed, it doesn't rise again
6	They are masters in laying traps; they have a 3 in 6 chance to have 1d4 traps ready (for 1d8 damage) even during a casual encounter and 5 in 6 next to their camp

1d6	How they dress (you may re-roll for each group)
1	Stolen human clothes (often clerical robes)
2	Armor made of human bones
3	Moldy leather. Maggots keep them "clean"
4	Leather covered in grass, moss and leaves
5	No clothes, no armor. Ever
6	Leather and furs, what did you expect?

They do not have a real society, but organize in families, clans and tribes of variable size. **Every time you encounter a group** of them, roll for the group size and for the local - nearby - community.

If the group of the encounter is larger than the community, use the group's size also as community size, and consider that the characters meet the entire local community all together. Perhaps they stumbled on their lair or camp, or encounter them while they're migrating.

Roll also the details for the community. You may get some details which you should insert in the encounter itself, while other details may be discovered only if the characters make contact with the community itself.

1d6	The encounter	1d6	The community
1-2	Just one of them	1-2	Single family (1d8+2)
3	Two of them	3	Small clan (1d10+10)
4	A group of 1d6+2	4	Large clan (2d10+10)
5	A group of 2d6	5	Small tribe (2d20+20)
6	A group of 3d6	6	Large tribe (5d20+50)

1d8	About this community
1	Each has 1d100 of silver jewels on them
2	They all have pistols and muskets stolen from humans
3	They have a Christian priest in the community
4	They clearly eat humans, sometimes enslave them
5	They dig their homes in holes, never use caves
6	They live mostly in trees and are very agile
7	They cultivate the most precious medical herbs
8	They live next to the access to your next adventure(s) or portion of the map, or to a relevant specific location

Goblins are renowned for kidnapping human children, and the common knowledge is that they eat them. Or so say the scary stories that parents tell to their children when they don't behave. The truth, though, is different.

1d8	They kidnap human children
1	They just like them, but they keep them in cages and often forget to feed them, so they usually starve to death
2	They force the human children to take care of the baby goblins of the tribe
3	They make the human children sing and paint to create art for the tribe; they kill those with no talent
4	They use the children as bait to attract adult humans into their traps
5	They keep the children alive, but drink their blood; it is considered the most prestigious drink
6	They sell the human children to slavers (human or humanoids) or to necromancers and wizards
7	They use human children as subjects for their twisted medical or sorcerous experiments and rituals
8	They send the children back after a while, but they steal all their memories of parents, family and friends. The children come back "normal" but with no memories nor feelings (positive or negative) for those close to them

A Goblin group has **30% chance of being sick and infected**. If they are, they have half HP and are infecting the area. They are also likely to infect you: 2 out 6 to get sick on contact, then save vs CON every day for 2d6 days. A failed Save means losing one CON point, then recover at the same speed (1 per day). CON score at zero means death

THE BROKEN HILL

The Broken Hill was inspired by some scenes of a movie whose title I cannot recall; there were mercenaries facing impossible odds but the enemy army was distracted by the internal struggle of its commanders, and this allowed the mercenaries to prevail. Now, that would be a good setup for a military campaign, but here in the Black Dogs we aim for something darker, magical and wicked, full of monsters (in human and inhuman form), rather than a large scale military campaign.

The new village

First of all, there is **New St. Stephen**. It's a small village below the mountains in the center of Italy, and its real name is actually Santo Stefano Novo. There is not much here, the village is rather wealthy but its economy is just based on farming and such. The area, though, is positively influenced by the presence of **an important monastery** on the nearby hills.

Santo Stefano Novo is a **relatively recent village**, built in the past few generations thanks to funds that came from Rome. A century ago, in fact, an earthquake destroyed the original village of St. Stephen, which was abandoned. A cardinal from Rome, whose family originally came from this area, took an interest in the reconstruction and so the New St. Stephen was built. Since then, money from Rome kept coming, either directed to the monastery or to the village itself, thanks to the legacy of the Cardinal (who died a while ago) and the efforts of his family and descendants.

The earthquake and the new village
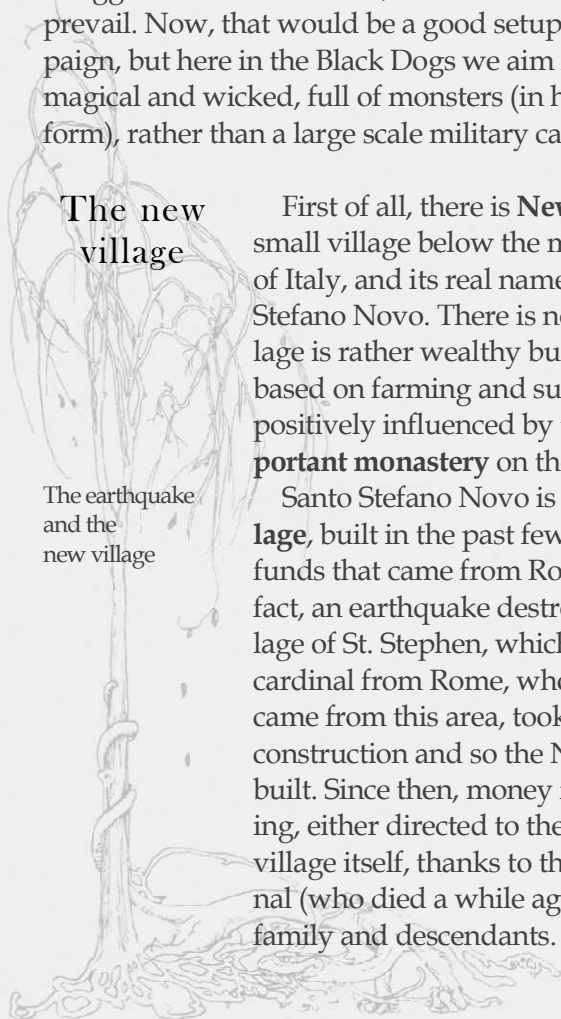
The old St. Stephen, called just Santo Stefano or Santo Stefano Vecio by the locals, is on the hill just above the new village. A little river (Rio Torbido) flows between the two, but there are two bridges (an ancient Roman bridge, in stone, and a relatively new, larger one, built from wood) connecting the two of them.

The earthquake that destroyed the old village also split in two the hill on which it was built. What was initially a large chasm, year after year has widened, and **half of the hill** has slowly crumbled to rubble. In recent times, this phenomena has exposed a **complex of caves** under the hill of the old village.

Initially the locals used the old village as a source of building material. The bridges have allowed a steady flow of construction materials from the old village to the new one. When the caves were exposed, though, they gained the interest **of the local clergy**.

The local priest, then the monks from the nearby monastery, have inspected the caves. On several occasions, they have made use of mercenaries or adventurers as escorts or even sent them on solitary missions.

It is unclear what the clergy has found under the hill, in the deepest of the caves, but many times mercenaries and adventurers have been sent in the caves carrying empty large wooden trunks, and have emerged with the same trunks, apparently quite heavy now. They have been paid generously and they've kept their mouths shut, so the locals **do not know** what was in those trunks.

<div align="right">

The old
village

The earthquake
and the caves

The
caves

</div>

The monastery

The nearby monastery was named originally **St. John of the Sword** (San Giovanni della Spada) and in the recent years many monks have taken the name of **Ignazio, the Cardinal** that sponsored the construction of the new village.

While the old villagers still call the monastery St. John, many of the young ones prefer to call it St. Ingazio - although the Cardinal was everything but a saint, for the locals he was the one that took care of their families from Rome.

A lucrative business

In the past years the monastery has run a lucrative business of medicine for male virility, selling its medical potions to many wealthy nobles of Rome. Part of this wealth has benefited also the village of St. Stephen and unfortunately has attracted the attention of the family of the Cardinal from Rome.

The secret of the caves

The source of such a business is indeed in the **secret of the caves** under the old village. At least **half a dozen huge skeletons** have been found there, and were dug out under the supervision of the Prior of the monastery. The wooden trunks contained dirt and bones.

The skeletons look like they might have been, indeed, **dragons**. Or at least, some very large, monstrous looking winged beast. And as everyone knows, those bones could be used to make virility potions. The Prior had no concerns about the nature of this business, and always failed to inform Rome, the Pope, or the family of the Cardinal, of this treasure. In fact, the Prior wanted to keep this trade a secret and has moved a sizable portion of the monastery treasure **to his personal account** in Florence.

Zeno, Pior of the monastery of St. John of the Sword, is a peculiar man. He has a keen interest in medicine and alchemy, and what appears to be an almost heretical fascination about sorcery.

He runs the monastery well, with fairness and kindness, and he is quite generous with the monks. This ensured him, so far, that none of them reported him to the Church and none betrayed the secret of the caves. With the locals, he applied the same approach: he has been quite generous and often, since the beginning of the trade of virility potions, has forsaken significant chunks of the tributes owed by the locals to the monastery.

Zeno has enough money in Florence, already, and his kindness towards the locals and the monks ensure that he gets to keep that fortune, and that no one will betray him.

Zeno was actually almost ready to leave his place and **retire to Florence**: with the money he made he is ready to hire several alchemists and scientists, and even a few sorcerers, to work for him on a secret project.

He is sure he discovered the secret **to reverse the process of aging and return young**, but needs practitioners of magic and alchemy to obtain a working potion (all attempts he made by himself were a failure, but he blames this on his own personal shortcomings as alchemist; **he does not doubt his formula**). But then, before he could make just a little bit more money and escape to Florence, something was dug out under the hill that attracted the attention of Rome and the Cardinal's family…

The local generous leader

Zeno's plan

The angel

When it was just about dragons and virility potions, the monks said nothing. Brewing potions and making medicaments has always been **a regular affair** for the monastery. Indeed, part of its survival was traditionally based on providing such goods to merchants from Rome, or to other congregations within the Church in exchange for funding. A few of the monks have enjoyed the benefits of those potions too, and all of them have given credit to Prior Zeno that he runs the monastery with generosity.

Mental illness

But then, the last group of adventurers came back with something unsettling. First of all, two out of four of the explorers sent in the caves to dig out dragons' bones, emerged in a state of confusion, which became **a chronic mental illness** despite the monks' efforts.

The skeleton

More important, the other two explorers carried a wooden trunk but with something other than dragons' bones inside. When the trunk was opened in front of the Prior and his secretary, it revealed a bunch of perfect, ivory white, shiny bones. Once reassembled, the bones formed a clear pattern: a human ribcage, a human arm, and apparently two large wings connected on the back of the spine. It looked like the fragment of **the skeleton of an angel**. Incomplete, but definitely an angel.

Another expedition

Although reluctant to declare this finding a miracle, Prior Zeno could do nothing but send the explorers back in, with two new hirelings in place of those who went mad.

This expedition never made it back to the surface, and someone in the monastery has sent news to Rome about the angel's skeleton.

News of the skeleton of the angel have reached Rome, and the family of the dead Cardinal Ignazio has taken an interest.

They sent **Elsa** (see the next pages) to investigate, but she has already made up her mind to return to Rome not just with information, but with the skeleton itself. Two of her cousins (**Remo** and **Julio** - see the next pages) also marched to St. Stephen and the family have not (yet) ordered them to back down.

The skeleton is currently safe within the monastery and Prior Zeno has **enough power to stall the situation a little longer**, while he looks for a solution or a way out. The skeleton is kept in a chapel close to Zeno's room, and it is usually guarded by a couple of monks.

Where is the skeleton

Although the monastery is a place of pious monks, Prior Zeno hired half a dozen guards in the past weeks and usually there is a couple of them on the walls of the monastery, and a couple roaming the corridors, at all times.

The guards in the monastery

These few guards are **not enough for a military confrontation** against the members of the Cardinal's family - and the monks are definitely not happy to have them around, to the point that they started questioning Prior Zeno about this decision (although they do not dare challenge his authority - not yet, at least).

At the same time, **those few guards are enough to hold the monastery for a while**, thanks to its position on the hills and its solid fortifications, against any frontal assault by a small gang of soldiers (it would take at least 30 or more attackers to storm the monastery and take it by force in a short time).

Resisting frontal assaults

Elsa

Elsa is a decisive woman, around 35 years old, and is the direct descendant of Ignazio, the dead cardinal. She came to St. Stephen with **around 20 loyal guards** from Rome, dressed almost as if they were the guards of a high prelate, although none of them has ever served under the Church but they're instead loyal servants of the family.

Her goal

She wants access to the monastery and to the skeleton of the angel, which she plans to bring to Rome. Bringing such an important relic to the pope would grant her the favors of many important members of the Church, and ensure her a favorable wedding even if she's way too old and her adventurous past makes her look suspicious in the eyes of the Roman nobility.

Current position

She stays **in only inn of the village**, occupying all its rooms with her entourage and guards. Armed with fire weapons, the guards could hold the village against a combined aggression from both of her cousins (although such a battle would force her to withdraw back to Rome, since many of hers would be dead or wounded in the end).

Strategy

Her 20 guards alone are **not enough** to take the monastery, and she **does not** want to attack any of her cousins first.

She knows very well that attacking Remo or Julio would ensure that her family in Rome would just give her up to justice or send her to a monastery for a life of penance as a nun. She is inclined to obtain the skeleton with deals, machinations, bribery or subterfuge. She might make use of some adventurers who cannot be traced back to her to steal the skeleton, as a last resort.

Remo is a second degree cousin of Elsa, and has just received an important honor in Rome: he has been made member of the Knights of St. Lucius, a fighting order with claims over all the pagan land in the new continents across the ocean (America). The Papal State of course has no claim on those lands and the order of St. Lucius is actually just a bunch of hot-headed bastards of noble families.

Remo is quite proud of his new sword and banner, and of **his dozen squires** (a bunch of thugs from the north of Italy, who speak an unintelligible dialect and do not understand him when he gives orders in Latin).

He wants the skeleton for himself, of course; his intentions are quite clear and he does not hide them. Bringing the skeleton to Rome would allow him to claim a higher rank in the order and to gather funds to actually sail to the New World.

He settled **among the ruins of the old St. Stephen**, using two large connected houses as his headquarters. The thugs keep everyone out of the old village and terrorize the countryside wherever Remo loses control of them (which is often) or whenever he's busy with one of the local girls (also often) which he brings to the old village with promises and suasion.

The thugs are a tough match for any other force in close quarter, but they lack discipline. They would fight to the death to defend their position, but could be persuaded to attack only if reasonably certain of victory (so no attacking the monastery nor any of the cousins directly).

It is very important for him to get to the skeleton before Elsa, **but especially before Julio**.

While he could stand being beaten by his female cousin (he would be ready to make a deal with her for an adequate compensation, if the conditions were desperate), he is unlikely to back down in front of Julio.

Julio

Julio is the third force in the area; he is a second or third degree cousin of Elsa and Remo, and he's remotely connected to the family of former Cardinal Ignazio on his mother's side. His father was a Spanish noble of low ranking and Julio has suffered enough in the Spanish court; now he wants to make a name for himself in Rome, where perhaps the legacy of Ignazio will grant him enough credit.

He is older and wiser than Remo, but also far more prudent and somehow indecisive. He came to Italy with almost 50 mercenaries, but has left many of them in Tuscany and in Rome. In Tuscany he claimed for himself an abandoned castle, and in Rome he has taken hold of an ancient Roman villa outside the city. He has left many of his mercenaries behind to keep hold of those "conquests" and now he is in St. Stephen with **less than 20 of them**.

As everyone else, here, **he wants the skeleton for himself** and wants to use it to gain credit in Rome. He sees Remo as his natural ally: he appears weaker than Julio himself, thus Julio hopes to be the strongest in this potential alliance. The cousin, though, has so far rejected any attempt to negotiate with him. He is reluctant to make a pact with Elsa; she appears too strong.

Julio and his mercenaries have **made a fortified camp** outside of the village of St. Stephen and on the road that leads to the monastery (he is the one closest to it, geographically).

A few mercenaries (1d8) came down with a fever, recently, and Julio's intentions for now are to keep safe in his fortified camp. He has a couple of backup exit strategies and he's the kind of a person who favors a safe retreat over a risky victory.

The fortified camp is surrounded by traps and could not be taken by Elsa or Remo, and perhaps not even by their combined forces.

As all the others, Julio does not have enough men to attack the monastery and will likely seek a deal with Remo or try to find some alternate subterfuge to get to the skeleton.

Hooks

There are different ways to get the characters involved in this adventure. You may choose the one that looks more appropriate, or roll one randomly.

If you go for a random selection, you can roll a d8 for a **totally random choice**, or instead **pick a contact for the characters** (for example Zeno or Elsa) and then roll for an even/odd result for that specific NPC.

Hired by Zeno	1. They are hired by Prior Zeno to go into the caves, perhaps looking for more angel bones or for the previous expedition
	2. They are hired by Prior Zeno to stop one or more of the cousins
Hire by Elsa	3. They are hired by Elsa as a distraction while she has her own plan
	4. They are hired by Elsa to steal the angel bones from the monastery
Hired by Remo	5. They are hired by Remo to kill Julio or at least to stop him from getting the skeleton
	6. They are hired by Remo to find an agreement with Elsa, probably against Julio
Hired by Julio	7. They are hired by Julio to forge an allegiance with Remo (which he will break)
	8. They are hired by Julio to stop Elsa, but without killing her if at all possible

Randomizers

These two pages provide a few tables to generate a response to the main questions posed by the adventure, either in its development or in its resolution. Answers might open up new questions; as the GM you may decide to address them in other adventures.

1d6	How does the full skeleton look like
1	Easy to retrieve from the cave, the full skeleton looks indeed like an angel
2-3	As above, but hard to retrieve
4	Easy to retrieve, but it looks like a demon (look at those fangs in its mouth!)
5	No other pieces will be found, ever
6	No other pieces to be found here, perhaps elsewhere; roll again a d4 for the final shape

1d6	What is the power of the bones (regardless of the shape)
1	The bones are cursed (i.e. a level 3 or 4 effect)
2	The bones are moderately blessed (i.e. a level 1 or 2 effect)
3	The bones are blessed, but only if fully assembled (i.e. a level 3 or 4 effect)
4	The bones have no power
5	The bones would trigger the summoning of an HD 9 demon/entity, but only if fully assembled
6	The bones have a different effect on different people (roll a d4 for each person)

1d6	What are the dragons
1-2	Dead dragons indeed, although probably extinct in this world. The virility effects are real
3-4	The monks are consciously selling bones of ancient dinosaurs as dragon bones. The virility effects are from herbs
5	Bones of demonic creatures. The virility effects are real
6	Bones of alien creatures. The virility effects are real

1d6	What is the cause of insanity
1	A mysterious purple stone (unrelated to the bones)
2	A demonic skeleton, not yet found, but easy to dig out
3	An ancient curse placed on the bones
4	An ancient curse placed on the village (the thugs of Remo and Remo will begin to suffer from it soon)
5-6	None; those two adventurers were insane to begin with

1d6	What is the fate of the last expedition that never came back
1	They've fallen into a natural pit and are all dead
2	As above, but one is still alive although gone insane for fear
3	They've ran away with their payment, nothing else
4	They've killed each other for greed in the caves
5	They uncovered a complex cave system and are lost in there
6	An ancient demon killed them; HD 8, awake and furious

Zeno	Elsa	Remo	Julio
AC 10	AC 15	AC 16	AC 13
Save 3	Save 3	Save 3	Save 4
HD 3d8 (13 HP)	HD 3d8 (13 HP)	HD 4d8 (18 HP)	HD 2d8 (9 HP)
1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4)	2 attacks: regular weapon (1d6) and versatile weapon (1d8)	2 attacks: regular weapon (1d6) plus (50%) better weapon (1d8/1d10)	1 attack: small weapon (1d4) and regular weapon (1d6)
Might have a pistol (1d8) if he has reason to think there is a direct threat to him	Add +2 to to-hit and damage rolls	Add +2 to to-hit and damage rolls	Add +1 to to-hit and damage rolls
	She is not beautiful but commands obedience and respect; her guards do not roll for morale	Has a warhorse; when mounted gets 17 AC, 3 attacks, and +3 to-hit and damage rolls	Has a 3 in 6 chance of an exit strategy at any time
Has 2 potions that restore 1d6 HP (will use them only for himself)			3 doses of a d10 tasteless poison

Zeno controls 6 mercenaries with fire-weapons	Elsa controls 20 guards with fire-weapons	Remo controls 12 thugs dressed as squires	Julio controls 18 mercenaries 1d8 are sick
Mercenary	Guard	Thug	Mercenary
AC 15	AC 14	AC 13	AC 13
Save 2	Save 2	Save 2	Save 2
HD 1d8 (5 HP)	HD 1d8 (5 HP)	HD 2d8 (9 HP)	HD 2d8 (8 HP)
1 attack: sword (1d6) or pike (1d10+2)	1 attack: regular (1d6) or versatile weapon (1d8)	2 attacks: regular (1d6) or large weapon (1d8)	2 attacks: regular weapon (1d6+1) pistol (1d8) or bow (50%) (b2d8)
They all have a musket (2d10) with 20 shots Takes 4 rounds to reload	They all have an arquebus (b2d8) with 20 shots Takes 4 rounds to reload	Add +1 to to-hit and damage rolls	Add +1 to to-hit and damage rolls
Add +1 to to-hit and damage rolls	Add +1 to to-hit and damage rolls	If less than half remain in the fight, they gain another 1 to to-hit and damage rolls	Sick mercenaries have AC 10, Save 1 HD 1d8 (4 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.

Captain	Guard	Soldier	Commoner
AC 14 (mail, 70%) or 15 (plate, 30%)	AC 13 or 14 (50%)	AC 13 or 15 (30%), plate	AC 10
Save 3	Save 2	Save 3	Save 2
HD 3d8 (13 HP)	HD 1d8 (4 HP)	HD 2d8 (8 HP)	HD 1d6 (3 HP)
2 attacks: regular weapon (1d6+1) pistol (1d8)	1 attack: regular (1d6) or versatile weapon (1d8)	2 attacks: regular weapon (1d6+1) pistol (1d8) or bow (50%) (b2d8)	1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4)
Add +2 to to-hit and damage rolls Has a warhorse	With AC 14 (no shield) a pike is allowed (1d10+2)	Add +1 to to-hit and damage rolls	Use also for priests (Save: 3, plus maybe add spells)

Noble	Knight	Bandit	Monk
AC 13 or 15 (rare, full plate, 20%)	AC 16 (plate, 70%) or 14 (mail, 30%) always w/shield	AC 12	AC 10
Save 3	Save 3	Save 2	Save 2
HD 2d8 (9 HP)	HD 3d8 (13 HP)	HD 1d8 (5 HP)	HD 1d6 (3 HP)
2 attacks: regular weapon (1d6) plus pistol (1d8)	2 attacks: regular weapon (1d6) plus better weapon (1d10)	1 attack: regular (1d6) or versatile weapon (1d8)	1 attack: unarmed (1d2) or small weapon (1d3 or max 1d4)
Add +1 to to-hit and damage rolls	Add +2 to to-hit and damage rolls)	Use also for cultists (Save: 4) or thugs (2 attacks)	There's 20+1d10 monks in the monastery; half loyal to Zeno