Something's Wrong

-Townspeople-

Town:

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Pride?

What do the Townspeople want from the Dogs?

INJUSTICE?

Sin?

DEMONIC ATTACKS?

False Doctrine?

CORRUPT WORSHIP?

FALSE PRIESTHOOD?

Sorcery?

HATE & MURDER?



-Creating a Town-

Pride: Stewardship, women and men, love, sex, marriage, polygamy, money. Who and which? Injustice: Hardship: money, role, righteousness.

Who and which?

SIN: Violence, sex, deceit, disunity, blasphemy, apostacy, worldliness, faithlessness. Who and which?

DEMONIC ATTACKS: Isolate the community, endanger its survival, exacerbate its injustices, prosper its sinners, oppress its faithful. Who and which?

FALSE DOCTRINE: The sinner justifies, the victim explains. What and who?

CORRUPT WORSHIP: Bad religious practice, incorrect ceremony. What and who?

False Priesthood: Three or more worshippers makes a cult. Who?

Sorcery: The power of a cult is that the demons serve it. What do they do?

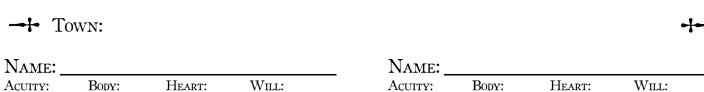
HATE AND MURDER: Eventually someone murders someone. Who and how?

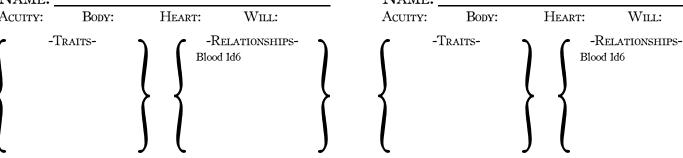
What do the demons want?

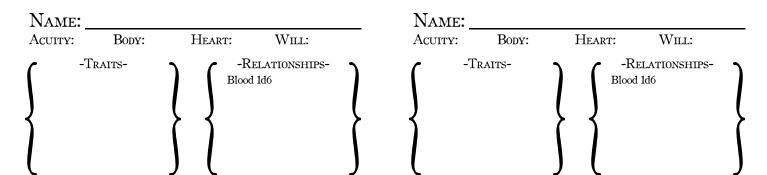
What do the demons want the Dogs to do?

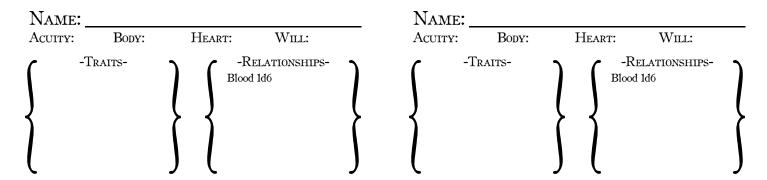
What would happen if the Dogs Didn't come?

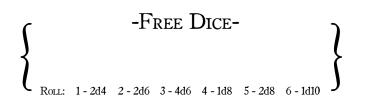
Dogs THE VINEYARD











-ROLLING NPCs-

FOR EACH NPC:	ROLL	Stats	TRAITS	RELATIONSHIPS
1d10 for Stats;	1	4322	2d4	2d4
,	2	4 3 3 2	1d4	1d4
4d8 for Traits;	3	4432	1d 6	1 d6
2d10 for	4	5432	1d8	1d8
Relationships;	5	5532	1d10	1d10
PLUS:	6	4 4 4 3	2d6	2d6
3d6 for Free Dice for	7	5 4 4 3	2d8	2d8
	8	5543	2d10	2d10
the whole batch.	9	6543		3 d6
	10	6554		3 d8

-Types of NPCs-

Groups: Each member gives the group NPC +2d6 to Stats, and is a Trait.

Possessed People: Choose Manifestations (changes in body, hands, facial features, hair, nails, teeth, eyes) and Powers (Cunning, Ferocity, Preservation, Viciousness) equal to the dice in the person's Relationship with the demon.

CUNNING: apply the Relationship to every social conflict.
FEROCITY: apply the Relationship to every physical conflict.
PRESERVATION: when Taking the Blow, take one fewer Fallout die.
VICIOUSNESS: when inflicting Fallout, inflict dice one d-size higher.

Sorcerers: Give the NPC a Relationship with a demon at four dice. Sorcerers can: call on demons (roll the current Demonic Influence into any side of a conflict); become possessed at will; invite demons to possess their followers.

