

Black Dogs

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



Issue VII

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 VII contains: creatures that are not elves
some words about dwarfs
quick-start adventuring gear
an adventure in Balthergar
and some swamp monsters

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

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It's just here for viewing pages side by side.

BLACK DOGS #VII

DECEMBER 2018

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



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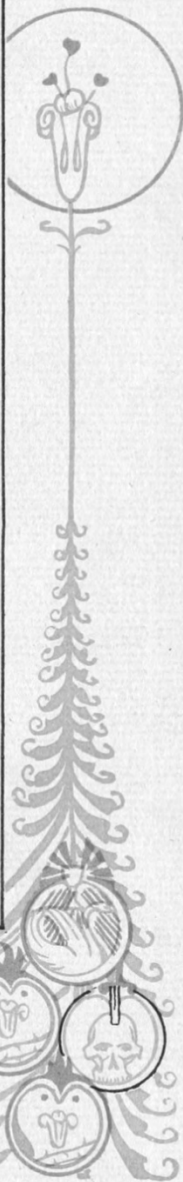
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INTRODUCTION

Black Dogs is a dark fantasy collection of house-rules, materials, adventures, monsters, and together a toolbox to generate new content for OSR systems, 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.

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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Version

Call for editors

If you liked the Black Dogs so far, 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.

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.

(In the image below, you can see the two of us arguing about the exact meaning of "reasonable".)



Issue number 7 marks **one year** since the release of issue number 1. I've managed to keep up with a steady bi-monthly release, and I guess this deserves a little celebration. More than celebrating, though, it's time to review my initial project goals, and see what I accomplished so far, and what I have not.

One Year of the Black Dogs

The list below is a review of what I hoped to accomplish and declared in issue 1, and present an overview of how I feel things went, so far, with these 'zines.

I believe these items can be considered as accomplished

This, I believe, was done properly:

- ❖ Slightly different score system including Saves and re-rolls (issue 1)
- ❖ Simple encumbrance system (issue 2)
- ❖ Combat, hit points and wounds (issue 3)
- ❖ XP and level-up system (issue 4)
- ❖ Character careers (issue 5)

In general, I believe that with issue 5 - with the characters' careers and character sheets - and the current issue - with tables for starting gear - **everything related to characters** has been covered pretty extensively.

With the exception of new spells

Besides the basic mechanics, I believe that the various 'zines so far have presented also a nice **overall framework for the GM**, from adventures to NPCs, from communities to monsters, from campaign advice to various GM guidelines.

Where to
improve

But while I am happy with what I have published so far, and I am grateful for the positive feedback that many of you provided, I also must note that the project have somehow fallen short on a few specific topics:

- ❖ Rules for travel and exploration, and in general more material for The Wild
- ❖ New spells to replace the original lists of traditional spells

Regarding The Wild, I feel like the short adventures and the material published so far, does not do it justice. There is much more to explore, both in terms of rules and structure for play, and in terms of purely gameable content such as creatures and other weird features.

I hope to expand a bit on this in this issue and the next with additional creatures, but there is more to do.

Regarding sorcery and spells... it's too early to make announcements, but I hope to have some good news very soon!





THESE ARE NOT ELVES

The default setting of the Black Dogs is an imaginary Europe in the late medieval times - and **there are no Elves there**. There you go, I said it: no Elves, not as a character's Class (don't get me started on "race"), not as NPCs, not as monsters.

What you have here, instead, is a drastic variation on the theme of Elves. You may even **call them Elves**, I don't care. But they are not. What they are is a humanoid, sentient species living in the woods of The Wild, which look like Elves **except that, well, roll 2D20** and consult the tables below.

If you roll anything with the symbol ☞, apply that result and roll once again on the same table (reroll conflicting results).

1d20	Trait (first roll)	1d20	Trait (second roll)
1-3	Double length legs	1-3	No facial features
4	A single giant eye	4-6	Red eyes
5-6	No hair at all	7-9	Seven long fingers
7	Only females ☞	10-12	Double length arms
8	Only males ☞	13-14	Snake hair
9-10	Angelic wings	15-16	Can switch gender ☞
11-12	Long tail	17	Invisibility at will
13-16	Long spiral horns	18	No visible genitals ☞
17-18	Poisonous fangs	19	Teleport (in sight)
19-20	Bright green skin ☞	20	Extreme charm ☞

Weird
Elves

Yes, you may call them Elves: they look like Elves except for those features mentioned above. And more crazy stuff, see the next pages.

First of all, these are creatures of The Wild and therefore potentially evil and anyway alien, suspicious of humankind and likewise, they appear as monsters or demons to humans. They do not look like a kind, kindred species. But **they are not a threat** to mankind.

Not a threat to mankind

They might possess an advanced civilization, but they are not dangerous for humans **as a species** (they might be a danger for a single settlement or for a group of humans, even for a small nation, but never to all of humanity). Find out why by rolling on the table below.

This doesn't mean that they are not a threat for the characters

1d6	They are not a threat to mankind because
1	There is never more and never less than 1000 of them. When one dies, another is born somewhere else within their domain, but none is born until a previous one dies. 50% chance that the newborn is a new individual, 50% that they actually reincarnate in the newborn (and 50% that they retain a significant part of their memories)
2	They have an advanced civilization but they cannot handle fire. Fire does damage x2 and scares them to death; even their bravest cannot get close to a flame
3	They suffer for the proximity of metal (1 HP/round); metal causes them damage x2 and they die of shock (no Saves) if they suffer a critical by a metal weapon
4	They cannot breed; they steal human children at most 1-year-old, born with a full moon. Children are mutated with sorcery over long, painful years of transformation
5	They live at least 1000 years, but are terrorized by violence because they don't want to die ahead of time
6	They believe that killing a human means eternal damnation; they might not like humans, but won't kill them, ever, for any reason

Weaknesses

If you roll a weakness to fire or metal, repeating the one from the previous table, then reroll

These creatures - do you insist on calling them Elves? Ok, let's call them Elves - have also some peculiar vulnerability that makes them even less of a threat for humans.

In other words, these are **fragile, exotic fairy creatures** which might even be evil, but that can relatively easily be slaughtered by a group of reckless adventurers.

Good thing that the Black Dogs are usually not venturing in The Wild with the intent of killing everything that moves.

So, **roll 2D6 for their weakness**, and if you roll a double, keep the result as a weakness and roll again (keep rolling again as long as you get doubles).

2d6	Weakness
2-4	Double damage by: 50% fire, 50% metal
5-6	Vulnerable to sunlight: 1 HP/ round if exposed to the light of the sun; 1 HP/ turn at dawn and sunset
7-8	They simply cannot move out of this forest; if they do, they die within a few days as a human without water (although it's not lack of water killing them, and it's not a curse or magic - it cannot be cured or dispelled)
9-10	Each of them has a small white crow as a familiar; the crow is smart but fragile, and killing the crow kills the Elf immediately (no Save)
11-12	They suffer damage x2 from sorcery and damage x4 from sorcery cast by anyone with a cross or some other holy symbol which is visible on them. I don't think this is the proof that God exists, because the symbol must be visible for the damage to quadruplicate, and hitting them with a sword inflicts regular damage even if the swordsman is the Pope himself

Customs

As sentient humanoids, these creatures have formed a society and have their own customs, which the tables below can help you to outline. The first table presents a few options for how they interact with humans upon first contact, while the others will support you in generating a weird societal structure.

1d6	First contact
1	They are extremely cautious and need reassurance. If they steal children, though, they might be looking for opportunities and willing to take risks
2	They are apparently friendly but have trouble communicating in human language. Their curiosity is evident and this might be exploited
3	They offer gifts but expect humans to do something in return. They are very likely to have some task at hand for a group of adventurers
4	They appear neutral, understand human language but speak very little and almost never give meaningful answers. But they keep observing...
5	They are used to interact with humans, but only a few of them are authorized to do so. They are either a priest caste or their lowest caste (or both?)
6	They have an interest in trade but they are fundamentally hostile: all their trade offers are unreasonable and seem to be made just as a joke or an offense

While describing their first reaction to the contact with the adventurers, remember to bring into your description their weird appearances, and to give them a behavior which suits the reason why they are not a threat to humanity... and show their weakness.

1d6 Their religion

1-2 They have none and mock those of the humans

3-4 Cult of the ancestors

5 They are keen to convert but unlikely to be welcomed by the human churches

6 They say nothing of their religion, but are strongly against the church (assuming they know about it)

1d6 Their graves

1-2 Their dead hung from trees, with very little treasure

3-4 Their dead are buried in hidden natural caves, with decent treasure

5-6 They have something similar to a palace where all their dead rest, with more than enough treasure

1d6 They like

1 Their forest; and allow no fires in it

2 All animals; and will protect them at all cost

3 Talking to animals, because they can

4 Any kind of music

5 Playing naked in the water

6 The taste of human flesh, unless killing humans is taboo for them. If so, they have a tendency to cannibalism

1d6 They don't like

1 Any kind of human magic

2 Any kind of human spirituality or religion, but may have a conflicting desire to convert

3 Questions and doubts. Of any kind, for any reason. They always speak in affirmative sentences

4 Ranged weapons; they are not cool

5 Sentences of more than five words

6 Fire weapons: not allowed in their domain

There are several ways to introduce these sort of Elves into your campaign. They are not a mandatory element in the Black Dogs' wilderness but I find them a useful addition to convey the sense of dealing with a different, weird, world. So **roll a d10 to find a possible hook.**

Introduce them in your campaign

1d10	Hooks
1	They guard an ancient treasure of a lost civilization
2	Pick 1D6+3 spells avail. in your campaign; the Elves are the only ones that can teach those to your sorcerers
3	For some reason a Bishop or Cardinal wants at least a couple of them, captured alive. Pays in gold, lots of it
4	Elves have the cure for a plague affecting the region
5	There is a crusade against the Elves; the characters might support it or oppose it. If they ignore it, within a year over 75% of the Elves will be killed and the survivors will be hiding and will be very, very hard to find
6	Rumors have the Elves responsible for kidnapping several children (it is true if the Elves cannot breed)
7	Elves seek help against another threat from The Wild
8	Elves know the only access to your next adventure(s) or portion of the map, or to a relevant specific location
9	Elves are highly prized by alchemists and sorcerers; their blood is used for potions. The Church despises and persecutes both the Elves and those hunting them
10	Legends say that Elves can resuscitate a dead person (it is true only once a year and has a 75% chance of failure)

Note that there are no Stats for Elves. Give them what feels appropriate and don't worry, make them powerful. As basic reference: HD 3d8 (13 HP), AC 14, 2 attacks for 1d8 damage, and +2 to-hit (as a human knight, see issue #2).

No Stats

There is usually 1d6+4 of them in an encounter

THESE ARE DWARFS

As much as I believe that traditional, noble Elves have no place in the Black Dogs setting, I have a certain liking for Dwarfs. So you have Dwarfs in the Black Dogs universe; just **not precisely** the ones you're used to.

Where "Elves" - or whatever name you gave to the creatures you generated in the previous section - are creatures of The Wild, **Dwarfs are not**. They are not a friendly species and they are hard to convince that humans are not to be slaughtered on sight, but they are sentient and civilized, and fundamentally neutral.

Basic Traits

Some of the things you know about Dwarfs are true:

- ❖ They are shorter than humans, sturdy and resistant
- ❖ They have a strong honor code (not applied to humans) and they are stubborn
- ❖ They love to complain, to curse, to drink, and to prove their valor

How Dwarfs are born

Dwarfs do not speak of their method of reproduction, and female dwarfs are a bit of a mystery for humans. Finding out how dwarfs reproduce (and being able to bring proof of it) might result in a lucrative adventure, if the characters can find an agreement with a wealthy scholar. To determine how Dwarfs are born, roll on the table to the side.

1d6 How Dwarfs are born

- 1 Another dwarf must make a hollow statue, in bronze, of the new dwarf. Two precious rubies must be set in the eye sockets of the statue. Hot steel is poured into the statue from a hole on the top of the head. The bronze melts away and a new, steaming dwarf is born
 - 2 An old man must be kidnapped from his bed. He must be a widower and have no living children left. The old man is taken to the bottom of an ancient dwarven underground fortress, to a secret chamber where he's left, in chains, for three days, behind sealed doors. When the doors are reopened, a dwarf emerges and of the man there is no trace. The dwarf retains the memory and personality of the old man - although all the dwarven traits such as honor, stubbornness, and so on, take precedence over the previous character
 - 3 Adult, functional Dwarfs emerge periodically from the bottomless pits of a dwarven underground fortresses. The dwarfs never explored those pits; it is forbidden
 - 4 Dwarfs are humans; they are chosen among children with deformities, destined to be killed or abandoned by their heartless parents. Sometimes they are kidnapped, sometimes saved from their cruel destiny. They are taken to a dwarven fortress where they are fed with steel and beer, quicksilver and red meat. They are trained hard but never abused; they die, daily. Then they resuscitate, and die again, until they don't die anymore, grow a beard, and become adult dwarfs
 - 5 Although they look natural, dwarfs are not born. They are built. They are machines made to look organic
 - 6 Female dwarfs have beards, and male dwarfs have breasts. But if you have the chance to have a look at their genitalia, you'll understand their baby dwarfs are born just as human children, what did you think?
-

Why they do this

Dwarfs are **naturally sturdy and resistant**, but they also work all the time and keep fit. They do not perform exercises, they simply work all the time. They are never idle. They complain about everything, including work, but they never stop working, and the harder the work is, the tougher the adversity, the better.

They follow a **strong code of honor**; they never refuse a challenge, they always honor hospitality, they always keep their word. These rules apply to their relationship with other dwarfs, but perhaps they may extend this to some (worthy) human. They believe the stone witness all what they do and say, and want to remain honest, fair, as the stone does.

They are a loud lot: they work hard, they have a strict code of honor, but they just say and do whatever they want, all the time. They just open their mouth and never fail to **voice a nasty remark, or drink a beer**, or both together. This mixture of careless and drunk talk, with honor and ostentatious bravery, often results in brawls and fights among them. They (almost) never push it too far, though, as to kill each other.

Not everyone believes dwarfs exist; these prejudices come more from fairy-tales than direct experience

Other things that are common knowledge (as much as it can be “common”, the knowledge about a different species most people believe is just a fantasy) but are not necessarily true:

- ❖ They may be greedy (2 in 6)
- ❖ They may respect courage (3 in 6)
- ❖ They may love their beards (4 in 6)
- ❖ They may love metal and stone (4 in 6)

Their fortresses

This will tell you how and where Dwarfs build their immense fortresses. They have a few, and rarely move far away from them. First of all, roll on the next two tables to determine where their main fortress is.

The main fortress is considered the heart of the dwarven civilization, it's their most ancient and largest settlement, and has a great value for all of them.

The main fortress

1d6	Their fortress	1d6	Ruled by
1-2	Is on the Alps	1-2	An elected King
3-4	Is on the Pyrenees	3-4	A council of priests
5-6	Is in the Black Forest	5-6	Their 7 oldest

1d6	In the same region of the fortress
1-2	There are only 1d10 small dwarven settlements
3-4	There are another 1d4+1 fortresses, but combined, they do not reach the size of the main one, and they are loyal
5-6	There are another 1d6+1 fortresses, smaller, but combined they are as strong as the main fortress, and they are ruled differently than the main fortress

If the main fortress for example is on the Alps, then the table above ("In the same region of the fortress") tells you what else is on the Alps. This table can set the premises for some potential conflict within the local dwarven community; something the characters may witness, participate in, or try to exploit.

If instead in the same region you have just minor settlements or smaller fortresses, these are potentially good gateways to introduce the characters to the main fortress little by little.

You can use the tables on the next pages to flesh out more details about those settlements or fortresses

How does the fortress look like

These tables will tell you what a fortress looks like. The first time you will roll to determine how **the main fortress** looks. Try to use these as inspiration for minor settlements too.

1d6	The fortress
1-2	Develops only underground, with a large main gate, and just few other secret entrances
3-4	Mostly underground but with several gates and watch-towers outside
5-6	For the majority underground but with many gates, towers, defensive walls and fortifications outside

1d6	How they build
1-2	Squared angles, predilection for squared rooms and long halls
3-4	Circular corridors, rounded walls, circular rooms, everything always bends a little
5-6	Following natural patterns, maintaining or often reproducing natural environments

1d6	Their fortress includes
1-2	Very large, imposing stairways
3-4	Enormous fires and pools of lava
5-6	Water, anywhere possible

1d6	They decorate mostly with
1	Runes and esoteric carvings
2	Jewels and precious metals in geometric patterns
3	Bronze and glass in ornate decorations
4	Stone, reproducing animals and monsters
5	Statues and paintings of dwarfs
6	They do not decorate: everything is just functional. At most you get a bit of metal or gems

If the main fortress is in one of the listed regions (Alps, Pyrenees, Black Forest), what is in the other two? Use the next table to answer both about the size of the other communities, and about their political stance with regard to the main fortress.

The other regions

Then roll on the previous tables to determine **additional details** about whatever is in each of those regions (you can differentiate everything if you want, or just some components like how they build or decorate, etc., or differentiate nothing at all - except what is specified below).

For example, if the main fortress is on the Pyrenees, roll for the Alps and for the Black Forest

1d6	In the other regions
1	Only minor, isolated settlements in both regions, and all loyal to the main fortress
2	There is a minor fortress in each region, and each has a 50% chance to be loyal to the main fortress
3	Each region has 1d4 minor fortresses, and a region with 4 fortresses will be opposing the main fortress
4	There is one major fortress per region; roll for each one for their respective ruling. Fortresses with the same type of ruling are competing for supremacy with each other (including competing with the main fortress)
5	As above, but every fortress has 1d6 minor settlements
6	There is one major fortress per region; one is ruled by a clan of warriors, the other by a council three immortal dwarven ghosts (50% that they are instead some other supernatural entity). Both major fortresses have valid reasons to hope to gain supremacy over the main fortress. Both have built 1d4 minor fortresses and will add one per decade. The first with at least 5, will fight the main fortress for supremacy, and will have a solid 49% chance of winning

**Other
info**

There is more that you should know about dwarfs when putting them in your campaign. Use the next tables to determine further details - you may use them all, or just some of them; roll in advance or wait for the appropriate occasion to determine and reveal more about them.

1d6	They go out of their fortresses because
1	They are passionate about flowers and small animals; both do not last long underground, so there are groups of dwarfs constantly travelling outdoor to gather and hunt
2	Same as above, but they are even more passionate about trees - and the bigger they are, the better. The operation of digging one out, with roots and all, is a marvelous feat of engineering
3	They have metals and coal in their mines, but they need to farm and hunt outdoor
4	They have everything in their fortresses, including water from underground springs and food from their indoor plantations; they go out to hunt for monsters which they need for their alchemical properties
5	They have everything in their fortresses, but they go outside to fight and prove their valor
6	They have everything they need in their fortresses; those who are out are criminals and outcasts, trying to make atonement and hoping to be admitted again back in their communities

1d6	They'll side with humans
1-2	For a sizable payment
3-4	Against sorcery and sorcerers
5	Against undead
6	Against any other humanoid species, gladly

While the Initial Attitude table will determine how they react to the first contact with the group of adventurers, the General Attitude table determines instead the stance of the local community (which might differ from the one of the small group who made first contact).

You may roll for different attitudes in different regions - perhaps the community of one fortress is in conflict with the humans, while another is secretive and a third is friendly.

There is usually 1d6+6 of them in an encounter

1d6	Initial attitude
1-2	Reasonably friendly
3-4	Moderately cautious
5	Very prudent, mildly unfriendly
6	Openly antagonistic

1d6	General attitude
1-2	Looking for a way to form an alliance with humans
3-4	Open to moderate trade and some exchanges
5	In open contrast; ready even for war
6	Absolutely secretive; no friendship, no conflict, no contact at all if possible

Basic Dwarf
 AC 13, or
 15 (75%) full plate
 Save 3
 HD 3d8 (15 HP)

2 attacks: medium
 (1d6) or large
 weapon (1d10)

Add +2 to to-hit
 and damage rolls

Veteran Dwarf
 AC 13, or
 15 (75%) full plate
 Save 4
 HD 4d8 (20 HP)

3 attacks: medium
 weapon (1d6+1),
 musket (2d10)

Add +3 to to-hit
 and damage rolls

You may give to
 your dwarfs one
 or both of these:
 * Dark Vision: see
 the entire room
 even in the dark
 * Smell metal:
 detect metal (incl.
 character's
 weapons and
 armor) from the
 next room

Stats

It is suggested to
 treat dwarfs as
 skilled fighters

QUICK-START ADVENTURING GEAR

During character generation, one of the most time consuming activities for players is the selection of armor, weapons and equipment.

The first session

Usually this is less of a problem in the very first session, when everyone is making a character and there's more time available for pouring over the equipment tables.

High mortality rate

Some groups, though, want to dive straight into the adventure and waste no time.

Also, with a high mortality rate (although the Black Dogs characters are perhaps just a little more resilient than standard LotFP ones), comes the need for a **faster character generation** during regular sessions, so that dead characters can be replaced.

Careers

The Black Dogs addresses this by making every player generate **two characters at the start**, making them available to other players too, and restricting the group's selection only to those characters (see issue 1).

Issue 5 also introduces careers; with those you stress **the random elements** of the character generation process, and also simplify the selection of equipment. There's, in fact, a default list plus each career gets some specific gear and a reduced amount of money for buying more.

Random starting equipment

Still, you may want to approach the equipment selection in a different manner, and to have something that works faster than the traditional buying items one by one. If this is the case, this is the section for you. It contains several tables that will allow you to have all or part of the starting equipment **generated randomly** for every character.

These tables can be used in different ways, and not all of them will come into play every time, depending also on **the procedure** that you want to follow (for example, using careers or not). Those procedures are outlined below.

Note that in some cases a character still has their starting money (for example the Charisma score x 10, replacing the traditional 3d6 x 10) and that they **must pay** to roll on the random tables, unless otherwise specified.

- ❖ Make characters normally
- ❖ Remember that in Black Dogs, the starting money is the Charisma score x 10
- ❖ Start random equipment on table A1, then A2, then A3 or A4, as long as you can afford them

- ❖ Make characters normally, then select a career according to the procedure on issue 5
- ❖ Get the basic gear of table B1
- ❖ Get the specific equipment granted by the career, including a bit of money
- ❖ You can invest this money to roll once on A3 or A4, paying their price

Pay to roll

Simple Procedure (A)

With careers (B)

Gear table A1 Use this to generate the basic equipment of your character.
 Rolling on table A1 **costs 35 coins.**

d6	Starting gear
1	Ragged clothes (AC none), club (1 slot, 1d4+1 damage) Sack with 2 rations (1 slot each), 5 candles (small item), hammer (or one light tool, 1 slot) and nails (small item) ➔ Go to table A2, roll a d6
2	Dirty clothes (AC none), knife (1 slot, 1d4 damage) Pouch with flint and steel (small item) and whistle (small) / Sack with 3 rations (1 slot each), 3 torches (1 slot), short rope (1 slot), bedroll (2 slots), crowbar (2 slots) ➔ Go to table A2, roll a d6+1
3	Regular clothes (AC none), club (1 slot, 1d4+1 damage) Backpack with 3 rations (1 slot each), 5 candles (small item), hammer (or one light tool, 1 slot) and nails (small item), pick or shovel (or one heavy tool, 2 slots) ➔ Go to table A2, roll a d6
4	Regular clothes (AC none), dagger (1 slot, 1d4 damage) Pouch with flint and steel, rogue tools, tobacco (all small) / Backpack with 2 rations (1 slot each), 5 candles (small item), long rope (2 slots), grappling hook (1 slot) ➔ Go to table A2, roll a d6+1
5	Regular clothes (AC none), knife (1 slot, 1d4 damage) Pouch with flint and steel, chalk, lock, manacles (all small) / Backpack with 2 rations (1 slot each), 3 torches (1 slot), bedroll (2 slots), short chain (2 slots) ➔ Go to table A2, roll a d6+2
6	Fancy clothes (AC none), dagger (1 slot, 1d4 damage) Pouch with 1d10 coin, holy symbol, small mirror, sealing wax, tobacco (all small items) / Saddlebag with book (1 slot), flask of wine (1 slot), lantern (1 slot) and oil (1 slot) ➔ Go to table A2, roll a d6+2

On table A2, you roll a d6 **with the modifier** given by table A1 (if any). Rolling on table A2 costs **45 coins**.

Gear table A2

If you cannot afford this, **pay 10 coins**, roll anyway but keep only the first item of the list, then go to table A3 (even if the result points you to table A4).

If you cannot pay 10, your gear rolls **end here**.

d6	Starting weapon(s) and armor (if any)
1	Sling (1 slot, 1d4 damage), Axe (1 slot, 1d6 damage) ➡ Go to table A3
2	Mace (2 slots, b2d6 damage), short bow (1 slot, 1d6 damage) w/10 arrows (1 slot) ➡ Go to table A3
3	Spear (2 slots, 1d8 damage), heavy furs (1 slot, AC+1), simple shield (1 slot, AC+1) ➡ Go to table A3
4	Warhammer (2 slots, b2d6 damage), short bow (1 slot, 1d6 damage), heavy furs (1 slot, AC+1) ➡ Go to table A3
5	Short bow (1 slot, 1d6 damage) w/10 arrows (1 slot), sword (1 slot, 1d6+1 damage), leather (2 slots, AC+2) ➡ Go to table A4
6	Pike (2 slots, 1d8+1 damage), partial mail (2 slots, AC+2), crossbow (1 slot, 1d8+1 damage) w/10 darts (1 slot) ➡ Go to table A4
7	Long sword (2 slots, 1d8+1 damage), crossbow (1 slot, 1d8+1 damage) w/10 darts (1 slot), cuirass (3 slots, AC+3) ➡ Go to table A4
8	Rapier (1 slot, 1d6+1 damage), partial mail (2 slots, AC+2), pistol (1 slot, 1d8 damage) w/10 gunpowder (1 slot) ➡ Go to table A4

Gear table A3

Your gear rolls
end here

On table A3, you roll a d6 without modifiers.
Rolling on table A3 **costs 10 coins**.

If you cannot afford this, **pay 2 coins**, roll anyway but keep only the first item of the list.

If you cannot pay 2, take nothing.

In all cases, your gear rolls **end here**.

d6	More starting gear
1	Chalk (small item), pulley (1 slot)
2	Spikes (small item), fishing gear (1 slot)
3	Garlic (small item), bell (small item)
4	Tobacco (small item), tent for one (2 slots)
5	Holy water (small item), ink and parchment (small)
6	Holy water (small item), holy symbol (small item)

Gear table A4

Your gear rolls
end here

On table A4, you roll a d6 without modifiers.
Rolling on table A4 **costs 45 coins**.

If you cannot afford this, **pay 10 coins**, roll anyway but keep only the first item of the list.

If you cannot pay 10, take nothing.

In all cases, your gear rolls **end here**.

d6	More starting gear
1	Tent for one (2 slots), lantern and oil (1 slot each)
2	Small dog, ink and parchment (small item)
3	Magnifying glass (small item), climbing gear (2 slots)
4	Hunting dog, fishing gear (1 slot), bedroll (2 slots)
5	Mule, 2 saddlebags, 2 rations (1 slot each), shovel and pick (2 slots each)
6	Holy water and holy symbol (small items), riding horse

Leftover
money

Even if you have coin left, **you cannot spend it now**. You can spend it over the course of the adventure or after it.

This is not really a random table, but the basic gear that you get **if you use careers**. If you use careers, you get this package **for free**.

- ❖ Regular clothes (AC none)
- ❖ A knife or dagger (1 slot, 1d4 damage)
- ❖ A pouch with flint and steel (small item)
- ❖ Backpack with:
- ❖ 4 rations (1 slot each)
- ❖ Bedroll (2 slots)
- ❖ 3 torches (1 slot) or 5 candles (small item)
- ❖ A short rope (1 slot)
- ❖ One of the following: crowbar (2 slots), or hammer (or one light tool, 1 slot), or pick or shovel (or one heavy tool, 2 slots)

After getting the default package, if you use careers then you get the gear that is listed in the career itself (see issue 5). This includes sometimes a bit of money, and that money can be invested to roll once, paying the related price, on tables A3 or A4.

If you don't use careers, anyone can buy this package at the **flat price of 33 coins**. You can offer to players to use this instead of rolling on A1, but then they should roll on A2 without modifiers.

Gear table B1

If you don't even want to have to pick the tool, roll a d6:
1: crowbar
2: hammer and nails
3: pick
4: shovel
5: crampons
6: long pole

If you don't use careers



BALTHERGAR

With this adventure, once again we present the characters with a complex situation in a village. There are several possible interesting interactions and different areas to explore, within the village itself and in the surroundings. But this time, The Wild doesn't take form as a threatening thick forest, but rather as a swamp. There are countless small rivers and little ponds, all potentially harboring monsters and undead creatures. And as much as the characters and the NPCs would be better off by keeping far from the swamp, rest assured there will be plenty of reasons to leave the (relative) safety of the village behind.

The Village

Balthergar is a large village of traders and river fisherman, built close to the Marrow Swamp. This area was once fertile and the village was born originally as a military encampment strategically **placed between two rivers**, Bhaltera and Regar.

For a while the area thrived with the profits of river trade and the village grew quite large, but then **the easternmost of the twin rivers, Regar**, started to eat away fertile land little by little. Season after season, year after year, the entire eastern countryside has turned into a large swamp by countless violent flooding.

The situation grew even worse when the **Marrow Worms** infested the area.

These white worms, usually growing up to the size of a dog, are typically harmless for humans but their constant digging taxed the area severely. The worms' tunnels flood every spring, and every year the swamp grows larger, and closer to the village. The few fields remaining on the eastern side of the village are also growing more and more unsafe with time: they are filled with the worms' tunnels, which cave in under the weight of humans or beasts.

In the last couple of generations, all the area **to the east of the village** is dangerous and many adults and children have gone missing: some disappeared in the swamp, some fell into the deep tunnels of the Marrow Worms drowning in those dark pits, a few have fallen prey to other beasts infesting the area.

The local nobles typically at war with each other over petty matters, found an unsteady peace once they decided to build a dam above the village to stop the flooding from the Regar river, and a hunt aimed to drive the Marrow Worms away. As much as the nobles found some agreement over these matters, they had no support from the local population, and so far, have managed to accomplish nothing.

The Marrow Worms, in fact, are named as such because they don't feed only on insects and dirt like regular worms, but **suck the bone marrow of dead little animals** during their reproduction season (twice or thrice a year, usually).

The Swamp

The Marrow Worms

Marrow Worm
AC 10
Save 1
HD 2d8 (10 HP)

1 attack: bite (1d6)

Slow, half speed
of a human.
Always last in
initiative

The Regar Sponge trade (see below) is exempted from taxes by a royal decree, therefore the local nobles gain nothing from it, and would rather get rid of the Marrow Worms

Worms that feed on bone marrow become slower but larger, and have more numerous and stronger offspring. Moreover, if a Marrow Worm feeds on the bones of a dead creature, it also begins to grow a sort of a **mushroom infection** in the inside of its mouth.

This infection, **called Regar Sponge**, is a powerful although disgusting (in its natural form) sedative.

The Regar Sponge

Regar Sponges can grow the size of a human fist, and such a dose is enough **to kill a man** in a few seconds. In lighter doses, and after appropriate treatments, the Regar Sponge can be turned into a **sweet, white, gummy paste** which goes from relaxing (in its lighter concentration) to completely knocking someone out for a day or two (in its more powerful dosage).

A full dose of untreated Regar Sponge inflicts 2d20 damage. Save vs poison for half damage. A survivor will anyway sleep for a number of hours equal to the damage x2

Every family in the village has a member or two **involved in the Regar Sponge trade**. Some harvest the sponge from the Marrow Worms - risking their lives in the swaps - and others actually provide dead animals to the worms (the worms are too slow to hunt effectively). There are at least **three official alchemic houses** in the village dedicated to the transformation of the Regar Sponge, and a steady supply of this stuff is provided to the local kingdom major cities by the work of **few different families of merchants**, who deliver the Regar Sponge drug among their usual goods.

The sweet, white, gummy paste derived by the Regar Sponge, grants 1d6 hours of pleasant stupor

A strong dose will do 3d6 hours but will double the HP recovery if it's a long rest

As an estimate, almost a fifth of the local economy is based on Marrow Worms, hence the reluctance of the people in trying to dry up the swamp or hunt away the worms.

Roll every Turn, and count a Turn as equal to an hour, when exploring the swamp.

Use rules for the **Turn-Dice** as in issue 5, pages 14-15. **Every hour spent in the swamp**, add +1 to the next Turn-Dice roll, up to a maximum of +5, then reset to +0.

If you get a creature encounter from the Turn-Dice, use table A below, and if you get “terrain/location threat or difficulty” use table B.

Movement in the swamp is **half speed** and the group’s guide must Save vs Wisdom every hour to go in a specific direction (i.e. “to the church” or “to the village”). A failure means no progress towards the destination.

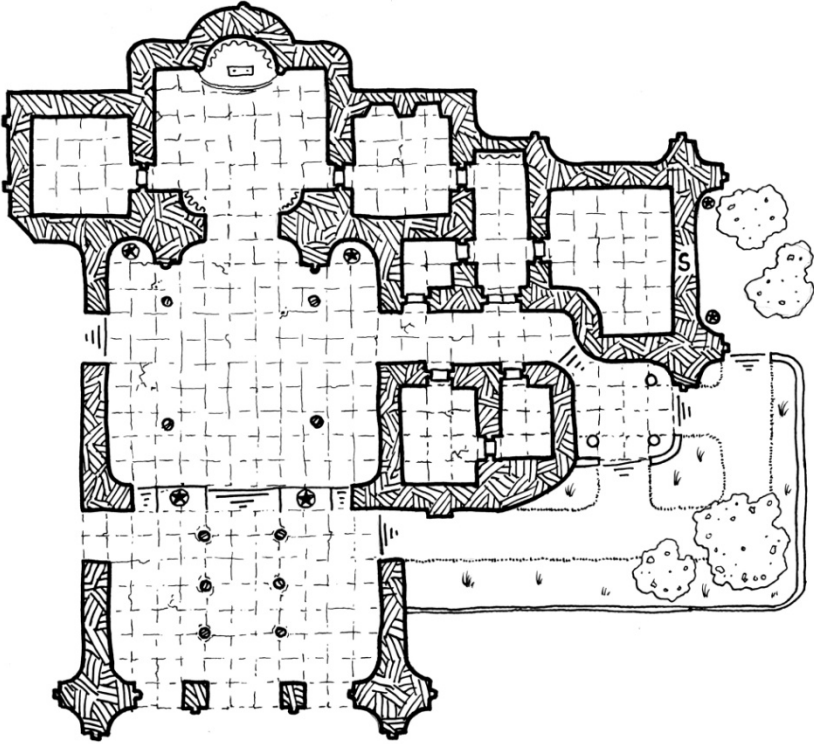
Encounters in the swamp

If the characters light fires or do anything very loud or unusual that attracts attention, add another +1

The distance between village and church is 3 turns worth of walking

1d10	Encounter (table A)	1d10	Terrain (table B)
1	2d6 Marrow Worms, pag. 29-30: half are hidden in tunnels, one random worm (hidden or not) has the Regar Sponge in the mouth	1-4	Worms’ tunnels: Save vs Dex to avoid a 1d6 damage fall
2	Giant White Worm, pag. 44-45	5-7	Worms’ flooded tunnels: Save vs Dex to avoid falling into it; if you fall in, roll another Save to avoid to begin drowning
3	6d6 Pink Angus, pag. 47		
4	One Brakala (80%) or a couple (20%), pag. 47		
5	1d4 Swamp Whitey, pag. 48		
6	Crocodile, pag. 49		
7	Giant Leeches, pag. 49	8-10	A massive pile of shit of the Giant White Worms, see page 45
8	Grukers, pag. 50		
9-10	40% of finding the caverns of the dungeon (see pag. 34-35); 60% other cavern with 1d20 Sparkle Bats (pag. 51)		

PURPLE CHURCH MAP



Way out of the village, where once were fertile lands and now the swamp reigns, is the Purple Church, or actually what's left of it.

The church (or temple) was built over a century ago in the place where **St. Berno** was buried. St. Berno was initially the protector of hunters and known, in life, as a solitary but jovial old man, who never refused a kind word to those who went to visit him from the village. It is murmured that in the last years of his life, the saint started to preach against the local nobles, and to envision the expansion of The Wild and the swamp. When he died, a church was built by **a cult of local followers**, and painted in purple to challenge the local bishop who had a predilection for such color.

Apparently, the Pope himself instructed the local Bishop about how to deal with the matter: architects were sent to oversee an expansion of the church, and **a golden treasure** was sent to be buried with the Saint.

The revolutionary figure of the Saint was smartly absorbed by the church in the ranks of countless local regular saints, was normalized and neutralized by the joint efforts of the Pope and the local Bishop. A small, **but regular and canonic**, cult for St. Berno developed in the region. The cult lasts until today, and St. Berno is once again just an old saint protecting the local hunters. The most revolutionary of the original followers quickly lost their grip on the population, without the lead of Berno himself, and a few executions commanded by the church over a generation ago have extinguished (apparently) the old cult.

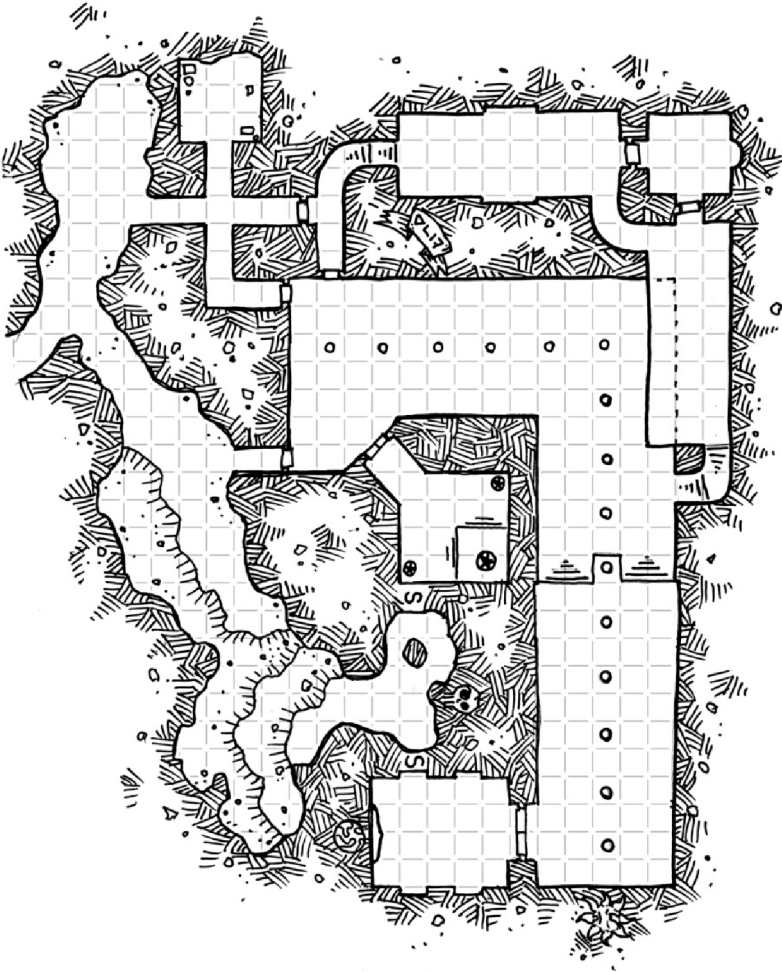
The Purple Church

If you want, you can place some cryptic reference to the position of the dungeon (see next pages) in a ruined fresco or in some old book; in this case make the distance to the dungeon equal 2 turns from the Purple Church (rolls required to stay on course)

Nowadays the Purple Church remains purple and periodically the locals have ceremonies dedicated to entering the swamp and repainting it

The gold is gone apparently, or anyway no one has found it yet

DUNGEON MAP



The Dungeon

The dungeon is where the few survivors of the ancient cult of St. Berno still gather today. Their ancestors have also hidden here the treasure and the body of St. Berno, although the current cult has no knowledge of this.

- ❖ The characters may stumble on the dungeon by chance, or guided by members of the cult, or by Jasde, the scholar
- ❖ The dungeon appears from the outside as a muddy cave with a single entrance (the one on the left top of the map)
- ❖ All the irregular rooms are natural caverns filled with mud and fungi
- ❖ The last cavern at the bottom is actually not accessible from here and not visible (St. Berno's head and the treasure are there)

- ❖ The cult uses the two large halls with columns (the one L shaped and the one below it); occasionally the other two little rooms with the statues and altar for ceremonies
- ❖ They rarely use the rooms at the higher level, and basically just for storage or sleeping after a long ceremony
- ❖ If there is a ceremony (once a week) there will be $1d20+10$ cultists; otherwise there is $1d10-5$ cultists in the dungeon (meaning that half of the time the dungeon is empty)

- ❖ The status of the central little room has a secret compartment with $3d20+50$ coins
- ❖ The cultists do not know of the secret doors; they lead to a cavern with the head of St. Berno and $10d100$ worth of gold

About finding and entering the dungeon

(If you add references to the dungeon in the Purple Church, the characters might find it also with those indications)

The cultists in the dungeon

For ceremonies use a day count or simply a 3 in 20 random chance

Secrets of the dungeon

Jasde the scholar

Jasde
AC 11
Save 3
HD 2d8 (10 HP)

1 attack:
knife (1d4)

She can also cast a
few spells

Jasde can cast the
following spells,
as a level 4 caster:

Mirror Image
Holy Banishing
Holy Sight
Sacred Spirits
(spells are in the
Black Dogs issue
number 8)

If you use the
standard LotFP
spells, give her:

Mirror Image
Turn Undead
Dispel Magic
Detect Evil
Bless and
Magic Missile
(since this is
available to all
casters in
Black Dogs)

Jasde is a woman in her thirties, born of a decayed noble family, who went through a great deal of trouble to study within the church ranks despite her gender. She acquired a large body of knowledge, **both canonical and esoteric**, and the woman always had a passion for relics and treasures. She moved to Balthergar a couple of years ago and is lending a hand in a tailor shop to sustain herself. She has a bit of her old family money at her disposal, which she uses to fuel **her passion for treasure hunting**.

She doesn't work much and mostly spends her time in the back of the shop, buried in her books and scrolls, or exploring at the edge of the swamp. **At least once a week** she goes to the Purple Church with charts and maps. She is clearly on the hunt for the ancient treasure of St. Berno. She gets away with all this because she has an affair going on with Arthur, the tailor, who owns the shop.

Treat Jasde as a scholar and a cleric, with the attitude of a former noblewoman who learned to live below her standards and accepts it, but fueled by a strong desire to acquire knowledge and with knowledge, restore her rank or at least make enough money to retire in luxury. She's smart, in good shape, and with keen senses and hard to fool. She knows the swamp well enough, even better than some local hunters.

What she lacks, is prudence. If there's going to be a chance to get her hands on enough gold, she'll take whatever risk. She started to seek entrance in a local, secret cult allegedly connected to St. Berno, in hopes of gathering more information about the treasure.

Well over fifty years old, burly but shy and with a keen attention to details, Arthur is a great tailor. His products are simple and solid, and his shop is the favorite one of the low and middle class of the village. He's always been too shy to step up his game and try something fancier; he occasionally works for richer customers and does very well even for their standards (although perhaps his work is of high quality, but a bit plain and lacking imagination). He is always making provisions well in advance for the shop, keeps a cellar full of food in case of a bad year, sleeps in a room above the shop in case thieves would come by... he's always trying to **make sure everything is safe**.

He's honest and fair, and loves Jasde very much. She's younger and attractive and he never had a family before, and this is as close as it gets. He's **possessive and jealous** but tries not to show it because she's the one in charge and she doesn't like him when he gets paranoid or controlling.

He believes that she's not really in love with him but probably just seeking stability, and he intends, with time, to have her come around and to love him for all his care for her.

He's happy with what he has with his shop, treats his workers fairly, and knows they despise Jasde but always avoids the subject. When she'll finally love him and give up her treasure hunt, they'll learn to appreciate her. And she'll understand that this tailor shop is enough for a good life, and perhaps they'll start a family together.

Arthur the tailor

Arthur
AC 12
Save 3
HD 3d8 (14 HP)

1 attack:
knife (1d4)

Add +1 to to-hit
and damage rolls

If needed Arthur
has armor and
weapons: AC 14
and damage 1d8

He will also be
able to pay for 4 to
6 thugs if needed

He really hopes this is how it's going to go, because he knows he's weak: if she'd ask him to leave the shop for her, he would; if she'd ask him to give her more money, he would; if she'd be in trouble, he'd do anything to save her

Rumors about Jasde

The other shop workers are always eager to talk bad about her: they resent her for having worked her way into the graces of Arthur and for not doing her part in the shop. They don't care too much about what she's doing with all her books and scrolls, but will be ready to give away information about that, about the subject of her studies (although the thought of a treasure in the Purple Church is ridiculous to them), and about her trips to the swamp.

The Cult

Nothing like the former cult of St. Berno, the current cult is just a bunch of amateurs with a taste for secrecy but not much more.

The original cult followed the inspiration of St. Berno: the old wise man wanted to make the swamp and its monsters stronger so that the local population would take weapons against it. United by the fight against The Wild, Berno hoped they would in turn move against the nobles and the corrupted Bishop.

The current cultists, instead, have just an empty reverence for St. Berno, a desire for social uprising but vague ideas about it, and worship the worms because of the drug.

The nobles

They are the proper leaders of a place like this: on one hand made rich by the taxes on the drug trade, on the other they seek to get rid of the swamp which would stop the trade. They perceive the cult as a threat but do nothing to really stop it, besides occasional hangings of casual suspects, which fuel the sympathy of the people for the cultists (otherwise ignored).

Beltrand is a solitary man, in his late thirties, with long blond - almost white - hair and a short beard. He can be found in the village or in the swamp, hunting or patrolling according to his own mysterious plans. He always carries full hunting gear with him (a bow and a pistol, a dagger and a short spear, fishing gear and traps, rations and a bedroll, a raincoat, some medicines).

He exhales an air of confidence and **appears to be trustworthy**; he will not reveal everything he knows to the characters right away, but will appear as if testing them, and slowly letting them gain his trust. What he knows (and may be randomly revealed to the players after each interaction) is listed below. Note that some of the things he knows are false; Beltrand is paranoid and delusional but will always provide some weird (but not crazy) explanation when things are not as he expected or revealed.

Even if Beltrand appears cautious at the start, he will try to involve the characters in his actions, depending on what he reveals to them:

- 1: Cultists have a great treasure (F)
- 2: Marrow Worms are fed by the villagers (T)
- 3: Many locals are in the Regar Sponge business (T)
- 4: Marrow Worms are given dead bodies as part of a ritual (F)
- 5: Cultists are revolutionary (T) and feed the Giant Worms (F)
- 6: The Regar Sponge grants visions of the future (F)
- 7: There are mysterious pale semi-humans in the swamp (T)
- 8: These Swamp Whitey are created by the Marrow Worms feeding of human corpses (F)
- 9: Jasde is after something magical in the treasure (F)
- 10: Jasde must be killed before she activates this dark magical object (F; reveal 9 before, if you roll 10 first, reveal 9 instead)

Beltrand the hunter

Beltrand
AC 13
Save 3
HD 4d8 (17 HP)

2 attacks:
bow (1d6+1)
or pistol (1d8);
ranged
dagger (1d4)
or spear (1d8);
melee

Add +2 to to-hit
and damage rolls

It's probably just
the Regar Sponge
use driving him
slowly insane

Tension in the village

The situation is loaded with tension from multiple fronts. The characters will move into the village and reasonably learn soon enough of **Jasde and Arthur**, and probably gather some information about the **Purple Church**. And of course, **the swamp** itself is a constant threat and presence.

The cult is not a secret and references to it can be dropped casually in any conversation about the Purple Church or about the local nobility and the tension with the locals. Something about the cult can be easily overheard also in a tavern or in conversations in the market.

Beltrand, on the other hand, will keep a low profile at the start, unless the characters actively seek him and his advice. He will nevertheless keep an eye on the characters and slowly try to gain their trust and help.

All those involved in the **drug trade** are vocal and assertive against the plans of the nobles for the swamp and the worms.

It is also known that the **nobles** are going to try to push forward with their projects for the dam and the hunt. The characters may find a way to talk with the nobles (which will not hide their intentions and might try to enlist the characters for security or hunting), or may hear about it from the local garrison, from the merchants and their entourage, and so on.

Escalation of events

There is no precise plan about what will happen in the village, but this is left to random determination once you begin to play. Just remember that every action triggers a reaction from one or more of the other factions.

For the **merchants** roll 1d6 days after the characters arrived in the village, for the **nobles** 1d8 days after (1d4 and 1d6 days if your players are fast). **Repeat the roll after day 10** for one or both factions, if it makes sense.

When to roll

Merchants, roll 1d6:

1: They hire a killer to kill one of the nobles. If they succeed (75%) the nobles will stop pursuing the work on the dam or hunt for 1d12 days

2-3: They begin the works to try to keep Marrow Worms in captivity (not possible; they need way too much space). They'll keep trying for at least 1d6+3 weeks

4-5: They have agents in the cult, which will lead the cult in causing trouble in the village and try to undermine the nobles' authority, or at least get their attention away from the swamp and the worms

6: The same agents will attempt to lead the cult towards an open uprising, with the support of the locals, in an attempt to get rid of the noble families and their plans for a dam and a hunt

Roll for the merchants 1d6 days after the characters arrived in the village

The merchants will always try to sabotage the dam or the hunt but are unlikely to cause an uprising; instead they will look for a way to compromise the authority of the nobles or to interfere with the works for the dam

Nobles; roll 1d6:

1-2: They enlist forced labor for the dam, work to start in a week from now

3-4: They enlist forced labor for the hunt of the white worms, starting tomorrow

5: They arrest and try a random peasant as a member of the cult (he is not)

6: They arrest and try a real member of the cult. There is a 30% chance he will reveal the location of the dungeon, and in that case 1d10+10 guards will be sent to clear it out

Roll for the nobles 1d8 days after the characters arrived in the village

The nobles will always act with force against the cultists but seek some compromise with the rich merchants

Roll for the cultists every day after day one

Cultists; roll 1d6:

1: One of the cultists is openly preaching about revolution; probably will be arrested and executed

2-5: No significant actions, just the usual occasional ceremony in the dungeon

6: 1d10 villagers convert and become members of the cult. Always add 1 cultist to the number of those in the dungeon. You can get this result multiple times and each increases the size of the cult. If the cult adds 50 members to its original number, they will begin an open revolution even though they stand little chances against the armed guards of the nobles

Jasde does not have pseudo-random actions but a clear plan. It is just a matter to see how much time it will take her to reach her objectives

Jasde; every day after day one, roll a d6:

1: She is one step closer in the infiltration in the cult

2-5: No real progress

6: She is one step closer in finding the dungeon on her own

Run the story according to the steps (i.e. Arthur is concerned when she gets into the cult, she may become a victim of the nobles, or if she goes alone, she may want some protection, etc.)

In the infiltration of the cult, she will proceed by these steps: 1-Gather information; 2-Make contact; 3-Participate in one small ceremony; 4-Enter the inner circle of the cult; 5-Find the secret door

By step 3 she knows the location of the dungeon, by step 4 she believes the treasure must be in some secret place, by step 5 she will steal the treasure and run away.

In finding the dungeon on her own, she will need to complete 3 steps, 4 to explore it, and 5 to find the secret room and take the treasure.



SWAMP MONSTERS

This section contains additional notes about various monsters that can be found in the swamp next to the village of Balthergar. Besides the Marrow Worms, in fact, the swamp hosts several other dangerous beasts and supernatural monsters. If the characters explore the swamp in day time, use the normal encounters table found in the previous chapter. But if they move into the swamp at night, you might want to introduce a few other dangers, taking inspiration from your monsters's manual.

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

Giant White Worms

Giant White Worm

AC 14

Save 3

(4 vs magic);

HD 6d8 (30 HP)

2 attacks:

Bite (1d10)

Trample (1d12)

Giant Worms are believed to be simply a larger version of Marrow Worms, but they are actually a completely different species. Where Marrow Worms are simple beasts of The Wild, Giant White Worms are **real supernatural monsters**. They feed on anything: they can eat dirt and rocks, trees and animals, and even feed on magical energy.

There are two Giant White Worms in the swamp, but they rarely move together. In case of an encounter with one, there is only a 10% chance that the other will be nearby.

These two Giant White Worms are around 10 meters (30 feet) long, and have large heads, with a huge mouth capable to swallow a child whole. They prefer to keep in the water where they move slowly, floating around, but it's not uncommon to see them also on solid ground.

Giant White Worms have a **predilection for magic users and magic items**. See the rule to the side if the Giant White Worm is dragged into a fight. In this case the monster will probably attack magic users first (in case of multiple failed Saves, attack the magic user of higher level or determine the target randomly).

If magic users are missing, but anyone carries magic items, the Giant White Worm will be after those.

There is also a rumor, which might be known to the characters, that **eating the disgusting shit** of a Giant White Worm is somehow giving supernatural powers or poisoning, or a bit of both. The rumor is actually true: anyone eating shit once will gain the possibility to cast **one random spell once**. The spell should be determined randomly but the character will know its power. It may be used **at any time**, in this adventure or another.

This is actually true only the first time someone eats shit from a Giant White Worm in a time span of 24 hours. Eating more than once per day instead of granting a spell, will cause 1d6 damage.

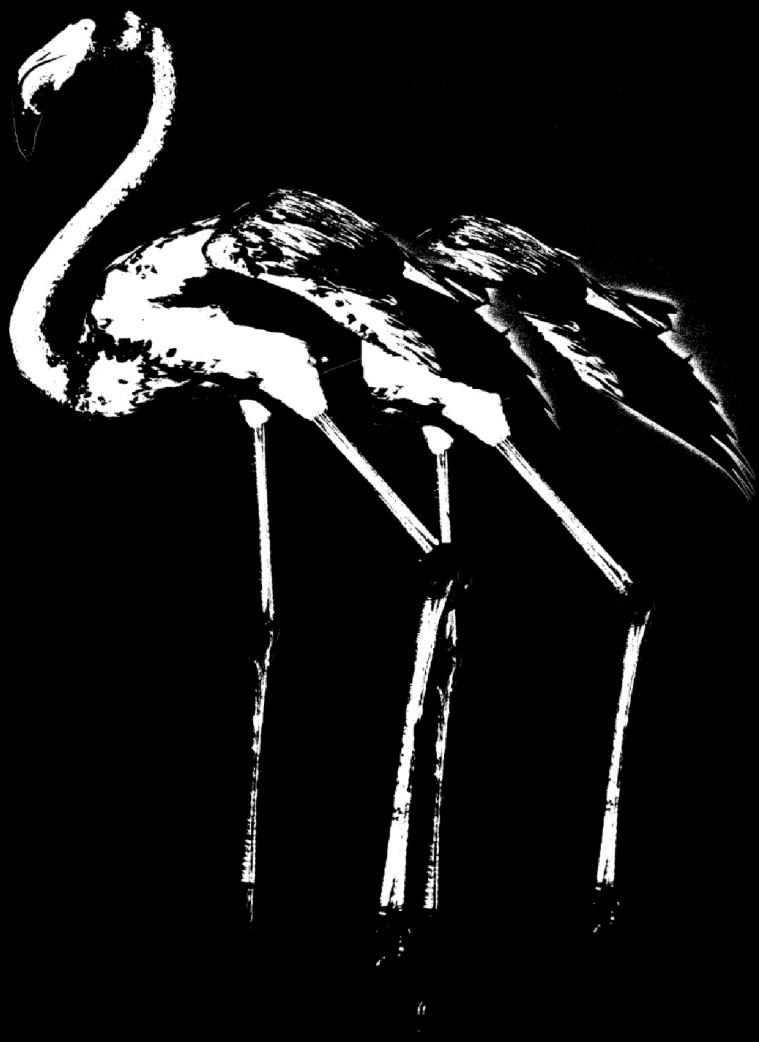
It is advisable to consider that a **magical overcharge** may occur if the characters collect, without using, a number of spells higher than their level.

Every day passed with too many spells memorized triggers a Save vs magic; upon failure all spells are lost and each will trigger a magic damage of 1d6.

When close to a Giant White Worm, any magic user must make a save vs. magic to hide their true nature. Any magic user that fails the roll will become the favorite target of the Giant White Worm

Note that Giant White Worms are not aggressive, typically. They are disturbed by loud noises, and fires, but otherwise they will not attack the characters. They might become aggressive only if a magic user gets close enough that they can sense them, and in that case, they will hunt them to feed on them and on their magical energy

There is a 25% chance that a Giant White Worm has contracted the Regar Sponge infection



Brakalas are monsters found only in swamps and sometimes close to small, temperate lakes. They look like very large feline predators, but their fur is actually infested by a parasite that covers it **in thousands of tiny tentacles**.

The Brakalas hunt for large animals and suck their blood, but also feed on cadavers and if need be, on tiny fish and insects captured by the parasite. They are lonely hunters but sometimes (20% chance) a pair of two males or two females may be found with 1d4 puppies.

If a brakala is reduced to less than 10 HP, it goes **frenzy in pain and rage**; drop the standard +3 to-hit and damage, and replace it with a +X where X is the HP left.

A large bird mockingly named after the angus - the cattle - because of its size. The Pink Angus has four thin legs and four large wings, and is covered in pink and white feathers.

During the mating season, females lose most of their plumage to make the nest for the coming offspring, while males turn from white and pink **to completely white or completely pink**, for some unknown reason.

Of course, among the nobles in the village and in the nearby towns, any decoration of Pink Angus worth having must be either fully white or fully pink. Nobody would pay for a mix, for the "regular" color. Therefore, the hunting is done only for males and during the mating season, often using trapped females as bait.

Pink Angus birds can fly, although not very fast and with no great agility. They feed by hunting for fish in ponds and lakes.

Brakala

Brakala
AC 14
or 15 (50%)
Save 3
(1 vs fire)
HD 6d8 (25 HP)

2 attacks:
bite (1d8)
claws (1d8)

Add +3 to to-hit
and damage rolls

Pink Angus

Pink Angus
AC 14
Save 2
HD 1d6 (4 HP)

1 attack: 1d3

Swamp Whitey

Swamp Whitey
AC 13
Save 2
(3 vs magic)
HD 2d8 (9 HP)

1 attack: medium
weapon (1d6)

Add +1 to to-hit
and damage rolls

Can turn invisible
for 1 round
once per fight

They might look like silly monkeys, but they are smarter than that and they can easily learn to communicate with humans by signs or even with a human vocabulary, although the concepts they express are rather simple

These are creatures found only in this swamp and in some similar places in the area, but nowhere else on the continent. They are called Swamp Whitey because of their color but the villagers lack a better name for them. **Nobody in the village will mention them**, because people like to believe they are just the product of the imagination of swamp hunters and of scary tales to tell kids.

Only if forced to admit that they've seen one, villagers working or hunting in the swamp will refer to them as demons.

In truth, the Swamp Whitey exist, they are not demons but **simple, moderately intelligent creatures**. They have spoken (but not written) language, and they refer to themselves in their tongue as "*the people forgotten here*".

They are small humanoids, shorter than a human teenager, very thin, with large bellies and a very pale skin. They have long skinny arms, thin legs that end with what looks like another pair of hands rather than feet.

They have vestigial wings on their backs, but they cannot actually fly. Wings are more for show and mating rituals.

They use wood and stone instruments and weapons, but often have also rusted, metal ones that they took from human corpses.

They have a complex system of traditions and are quite formal among their ranks. They also have enough of a vocabulary to share a common knowledge and have some shared memory of the past, back when this area was not a swamp.

Crocodiles are a terrible danger in any swamp: they are hard to notice and fast in their sudden attacks. A crocodile will always attack the last person or animal of a group, and has a 4 in 6 chances to surprise the victim. A **surprised victim** suffers the first bite as a automatic hit.

During combat, if both bites hit successfully the same target, the crocodile gains a **third bonus attack**.

On the ground, a human will easily outrun a crocodile, **but in the water** humans will fight with a -2 to-hit, automatically lose initiative and cannot outrun the crocodile.

Giant Leeches are a common feature of this swamp. They appear in large numbers; there is always 2d6 x10 of them when encountered (you may even rule that 50% of the times there will be even more of them). But they are indeed huge, and white, **easy to spot** in the shallow waters of the swamp. They are decently fast in the water but anyone not encumbered can easily outrun them.

Nevertheless, when they infest a certain pond or lake, they pursue any moving living creature with tenacity. To avoid their attacks, the only way is to either move with a boat, or to circle around the given pond or lake, which will take **one Turn more**.

If a character stays in the water long enough to be attacked, there will be one Giant Leech in the first round, then another, then another, up to a maximum of 6 concurrent Giant Leeches per character.

Crocodile

Crocodile
AC 14
Save 2
HD 5d8 (22 HP)

2 attacks:
bite (1d10)

Add +1 to to-hit
and damage rolls

Giant Leeches

Giant Leeches
AC 12
Save 2
HD 2d8 (9 HP)

2 attacks: bite
(1d4) + bite (1d4)

If both attacks hit,
the 2nd inflicts
+2 damage

Grukers

Grukers

AC 14

Save 2

HD 2d8 (10 HP)

2 attacks:
claws (1d6)
web (special)

If an attack hits with the web, the target gets a -1 until they take time to get rid of it. Multiple attacks cumulate the penalty, but whatever the penalty, a single round is sufficient to get rid of the web, instead of other actions.

Swam: if more than 2 Grukers attack the same target, every Gurker gains a +1 to-hit and to damage for each other Gruker involved against the same target.

Grukers are very large, crab-like spiders. Of the spiders they retain the fast movements and the capability to spin webs, and of a crab they have claws and thick carapace, capable of protecting them from great harm.

The Grukers can grow up to the size of large dogs, and hunt daily for small game. They often carry their victims to a nest where they share the meat with the other members of the group. In fact, Grukers always come in a pack of 1d6+6 and are rarely found alone.

They are too heavy to walk in their own webs like spiders would do, but use them nonetheless for hunting, placing them strategically close to ponds or on the path of small animals. Their webs are thin enough to be nearly invisible, but strong enough to capture such small animals.

The web is not thick enough to hold a human, although it will slow them down or hinder their movements. The claws, though, are strong enough to cause harm to an armored man, in the right conditions.

Grukers 'meat is actually quite good, and sometimes hunters set off hunting them in the swamp. To avoid their claws, the hunters use heavy mail or even plate armor, which are quite dangerous in a place so full of water.

It's not uncommon for a hunter or two in a group to drown during the hunt, which in turn makes the Grukers meat an expensive luxury. A dead Gruker weighs like mail armor for encumbrance purposes, but can be easily sold for 1d100+100 coins back in the village.

Sparkle Bats are so named because of their habit of scratching together their talons, causing little sparkles of light in the dark of the caverns where they usually sleep through the day.

There are, actually, several different species of the Sparkle Bats, and each of them is somehow magical. When the characters encounter a group of Sparkle Bats, roll a d10 for each bat, and see the table below for the exact type.

Each of the listed powers can be **used once per day** (i.e. drinking the bat's blood); if the same character tries to use the same power in the same day, Save vs Poison or suffer 1d6 damage, and get no powers anyway.

Note that Sparkle Bats will be asleep in their cavern **at daytime**, but any light (such as from torches, lamps or magic) will wake them up. **During the night**, only half of the Sparkle Bats will be in the cavern; the rest will be out hunting. Remain in the cavern long enough, though, for example using it to camp for the night, and the rest of the bats will soon return.

Sparkle Bats

Sparkle Bat
 AC 12
 Save 1
 HD 1d6 (3HP)
 1 attack: 1d4

They are not aggressive if not disturbed

When a character sees a Sparkle Bat of a given type for the first time, there's a 1 in 6 chance that they know its power of

Sorcerers or locals will have a 2 in 6 chance

d10	Sparkle bats appearance and powers
1-3	Four eyes; its blood grants dark vision for 1 hour
4-5	Fast, always first in initiative; its blood gives the same
6	Vampire, gain 1 HP on a hit; its blood restores 1d4 HP
7	Electric sparks, +3 damage on a hit; its flesh restores 2d6 HP and allows to skip sleep that night
8	Sweet meat; its flesh is delicious and pricy (4d10 sp)
9	Silver hide; worth 5d10 sp. Its blood makes any weapon to count as a silver weapon in the next combat
10	Four white eyes; its blood is just poisonous, save or go blind for the next 1d8 hours

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