

O Povo do Buraco 3





Bobo do Buraco

FROM THE PEOPLE OF THE HOLE TO THEIR SERVANTS

The Hole is a place where no one would like to visit. It is a place of inglorious pain where sacred rituals are carried in order to achieve favor from old entities who once have inhabited this plane of existence. The Hole is a filthy place crowded with all kinds of occult grotesqueries in where people dance at night and chant hymns of a far land, a place where animals are sacrificed so favors can be asked to the spirits hovering the chalk circles, drawn by old hands, who have already experienced so much and whose eyes have seen things you wouldn't imagine, cruelties that none of these soft-heart millennials would dare to imagine in their deepest darkest nightmares. The Hole is a place of black and red candles in where one should step barefoot to respect not just the sacred place but the sacred presences in there. This is the Hole and you are right now putting your very eyes over every word once dared to be written

on this parchment. Enjoy the reading and feel yourself at home, after all if you were brave enough to buy or download it, must be because you want to become one of us.

About this zine

Content

Village Generator: Catingal Afonsinho
Occult Objects
Unnamable Essences
A Tale of Chaotic Paranoia
Thoughts of the Impure

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VILLAGE GENERATOR AND CATINGAL AFONSINHO

Setting

Mumu do Cariri became famous suddenly. A simple peanut farmer has developed a unique Vatapá recipe in the village known as Catingal Afonsinho. People from all over the world started to visit the village in order of trying this delicacy, but what nobody really was expecting is that Mumu was no naive peasant. The herbs and spices used in the recipe would cause a very serious addiction to those who would dare to try the Vatapá.

Not too long after the constant visits to Afonsinho, the people from the peaceful village have become extremely violent thanks to the addiction. They started sacking each others hou-

ses, and fear has spread throughout Catingal Afonsinho. Mumu started to gain domain of the village through his recipe keeping a legion of addicted people under his control and influence.

When Rato Molhado de Pau-Fresco had discovered about all the money circulating in Catingal Afonsinho, he hired a group of adventurers lead by Paolo Bambini to steal Mumu's recipe. When the company arrived in Afonsinho, Paolo noticed that the herb named Gorlami, which is smoked by his people, could be used to eliminate the effects caused by the Vatapá, and instead of follow Rato Molhado's plans, he decided to become an ally to Mumu, and both spread



the excess of the Gorlami herb throughout the village.

Their partnership was a success for a long time, Mumu and Paolo would distribute the drugs and Rato Molhado would be in charge of receiving, counting and keeping the money. The news about what was happening in Afonsinho have then reached the ears of Moacyr Cand'algo, the Count of Lys who then send a commission to investigate the village.

Creating Catingal Afonsinho

Throw 5d6 and 8d10 in the centre of a blank sheet of paper in a way that the dice will be well spread. The d6 on the far left represents Mumu's house, the one on the far right represents Paolo's house. The resulting number on those dice will represent the fighter level of Mumu and the specialist level of Paolo. Draw a square around the die to represent Mumu's house and a rhombus to represent Paolo's. Throw separately to each NPC 2d4, the result is the number of level 1 fighters who take care of their houses.

Circle the other d6, so those

are the places in Catingal where the Gorlami and the Vatapá are being sold. The result of each dice represents the number of henchmen responsible for the drug houses (level 1 fighters). All the dice resulting in 6 will have an informant of the Count of Lys disguised as a henchman. These informants are level 2 Specialists. If none of the dice rolled result in a 6, an attack of the Count is expected to all the drug houses. The result of each d10 represents the number of houses in the region where the dice are.

The sum of all d10 results times four represent the number of inhabitants not working for Mumu and Paolo, and who are living in Catingal Afonsinho. Throw 1d100, the result will be the percentage of addicted people, round down, from the total of people living in the village.

eg: $8d10 \times 4 = 160$ people living in the village. The result of the d100 is 27, so 27% out of 160 people are addicted. In this specific case, 117 non addicted and 43 people that constantly consume the Vatapá or/and the Gorlami. Inside the village there is a temple to a greater god according to your campaign world.



The temple is located in the area with the largest number of people.

The Vatapá

When the Vatapá is eaten Save vs Poison. Successful rolls will give the PC 1d4 hours of euphoria and transform the character into a very easy-going person, during the time given, so get a +1 in any kind of social tests.

Now if the Save vs Poison fails, the PC will feel the effect above but when this same effect has passed, she will feel a horrendous and terrible stomachache. During 1d4 hours the PC will feel, every 10 minutes, an unbearable necessity to shit. In case of doing it in the middle of people, the smell will be intense and will cause nausea to everybody around, resulting -1 to all tests involving physical or mental activities.

If the PC or the addicted NPC couldn't take her clothes in time to shit, the feces will stuck to their clothes and thanks to the acidic properties of the herbs used in the recipe, the bottom part of the wearable used by the PC or NPC will be corroded. Users of the Vatapá can be easily recognized by the great dilation

of their pupil and because they speak a nonstop flux of words.

Every 10 minutes during the effect of the Vatapá, the PC or NPC have to Save vs Paralyze to check if they can get away from the social situation in which they are involved. Success means they could get away and defecate in a safe place, but if she fails at the test, roll a d2:

#1 Successfully took all the clothes off and defecated right where the PC or NPC was.

#2 Shat close to everyone and inside one's own clothes.

The Gorlami

When the PC or NPC smoke the Gorlami, Save vs Poison. Success means you are now safe from the effects caused by the Vatapá and only the beneficial effect of the Herb will be absorbed by your organism. When the Gorlami is smoked it will cause a 1d2 hours of constant attention and awareness and the user will feel her senses sharper. All tests related to perception will gain a +1 bonus, for example: listening through a door or noticing someone hidden nearby. After the



1d2 hours the user will feel a hideous hunger, and if the user doesn't eat something very unusual (such as watermelon with pork fat, caruru with honey, milk with beer, wine with Chilean bold, or anything similar) in 10 minutes

the PC or NPC will feel a terrible laziness, will have her speed reduced to half until at least 8 hours of sleep. Users under the Gorlami are easily recognized because of their red eyes and constant smile.



The Remarkable Ones

MUMU DO CARIRI

“O sertão é dentro da gente. E esse sertão não é feito apenas de aridez e provação, mas também de veredas, de estações de alívio e beleza em meio a solidão”.

-João Guimarães Rosa

Very charismatic and easy-going, Mumu calls the attention of everyone around him. His charisma hides a very obstinate spirit, the ability to solve problems and conflicts between people and a



cunning never seen before. Mumu is a natural born leader, who leads by respect and rarely by fear.

PAOLO BAMBINI

“A liberdade é a possibilidade do isolamento. Se te é impossível viver só, nasceste escravo.”

-Fernando Pessoa

Paolo is a very quiet man who tries to use every opportunity he sees in his favor. He has difficulties to command and because of that he is not very respected by his men. He avoids communicating with other people more than the necessary and is a shady and quiet man.

RATO MOLHADO

“Malandro é o cavalo marinho que finge que é peixe pra não puxar carroça.”

-Unknown Author

Rato has ears and eyes everywhere, he knows almost everything and almost everyone. Despite the way he reeks and the fact he is constantly drunk, Rato is one of the biggest bigwigs of the criminal world, or at least he believes so.



OCCULT OBJECTS

The following are objects of profane origin which could be found anywhere in your campaign world. They were thought to be used in a way to make your games spicy and weird and we strongly recommend you not to treat them as mere mundane objects that are constantly being trade. Magic items are dangerous creations, and their origins are based on the disruption of our reality through its cloth and the chaotic truth in which magic users dare to walk towards. Be aware.

Ibn Ghazi's Quill

A black quill wished by most of the occult collectors out there, not just the quill but also the ink pot that is always carried with the quill by its owner. The pot has unlimited ink that refills itself in 1d12 hours after the ink is gone. The writing instrument was conceived in order to find precious objects to its creator and it is easy to use. The one who has the quill should think about the thing he wants the most, then close his eyes and

start drawing using the tool. In 1d10 turns, the creation of the owner will depict the object he was thinking of and the surroundings of where this object is at the moment he had drawn. Once the drawing is done it is necessary to succeed in a Save vs Magic, or 20d20 points of experience will be drained to the quill.

Doppelgänger Silver

A hairbrush made out of pure silver with bristles cut from the mane of the most beautiful horse alive at the time! This is the description the bazar sellers will use to get rid of this infamous object, but in reality this is a nefarious tool created by the people who inhabit the islands of the north. The hairbrush is really made of silver and it's a piece of work done by a very skilled craftsman, but the bristles used to make it were taken from a far hideous creature instead of a beautiful horse. Such creature was found inside an ice block, froze by the strongest of the winters. Once the victim brush has



brushed her hair with it, a Save vs Magic will be triggered. Failing to it means a terrible result: the following day a pair of eyes will burst from the back of the victim's head. After a week, a whole face will be possible to be seen on the back of the PC's head and her hair will start to fall until the vic-

tim is completely bald. In a month time a whole head will burst from the PC's own head, and in 1d12 months an identical copy will be projected from the victim's head, and worse it will then become alive. The copy is identical to the original, it has the same attributes and physical characteristics, including the baldness. Everything but the moral standards. The copy will be the opposite of the original, so if the original PC is a loving been, the copy will hate everything, and so on. To murder the copy means losing half of the PC's HP for

good.

China Mug

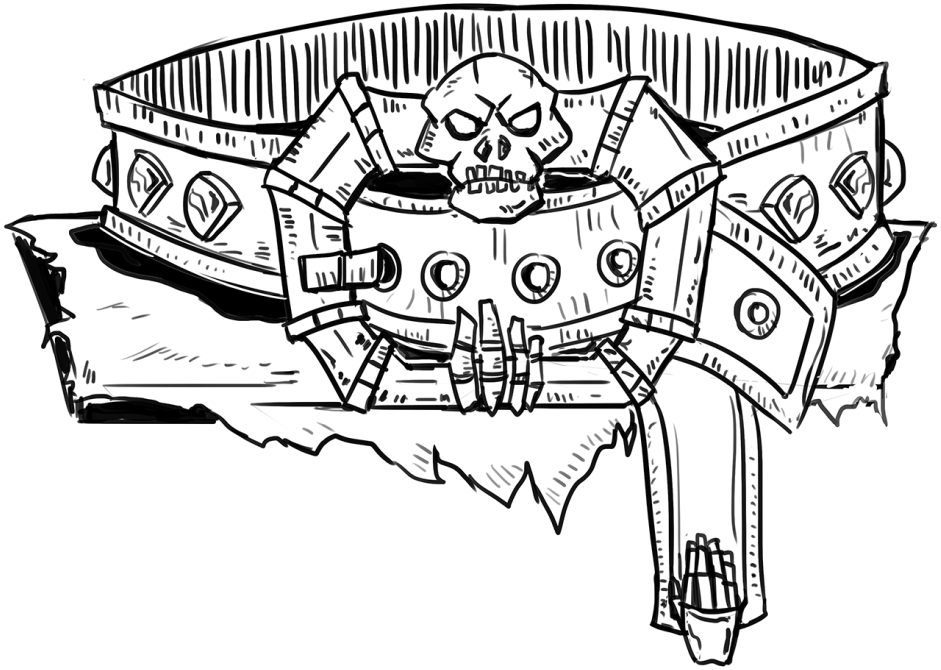
During a long time the only way to get china articles was through caravans coming from the East, that's how this object ended up in the west.

The mug is completely white with blue eastern details.

Drinking from it makes the details change and depict events that happened during the last 24 hours where the PC was thinking when he drank from the object. The mug was created by the emperor's warlock. The emperor ordered

the making of an object to help him find out if he was being robbed, the warlock promptly obeyed and the result was the crafting of such item. The mug causes 1d6 of damage when used for the first time, 2d6 during the second usage, 3d6 during the third time and so on. The mug sucks pieces of the character soul.





Black Leather Belt

During one of the oldest empires of human race, wizardry had a very important role in society. Some centuries after the foundation of Ur, the governor lived an age of excesses, just like his older daughter who would love to have fun teasing her suitors. One of these suitors got really offended by the way the princess behaved, and felt humiliated. The suitor look for the aid of Arash Kabul, the Leper, an old necromantic warlock who lived in the outskirts of Ur.

The Warlock developed a very curious item, ordered by the offended suitor: a very beautiful black leather belt full of red and black stones. The belt is cursed and was conceived under a bloody-red moon, it was also sent to the princess as a gift. When used it can't be taken off only by someone contaminated with leprosy. The belt causes 1d4 of weight loss per day until the PC or NPC reaches 1/4 of her normal weight and die in the process.





Catharine de Valois' Godemiche

A dildo forged with the metal from a fallen star, which has fallen in France. The craftsman who used the ore from the fallen star did so in order to please the princess, once her consort, the prince, was not really into trying to make babies. The dildo is cold to touch and it is powerful enough to get men and women pregnant. The resulting offspring of this detestable act is a descendent from Yum-ada, a dimensional entity responsible for tossing thousands of his seeds throughout the universe.

The offspring doubles in size weekly until it reaches his final size during the ninth week. It feeds on brains and obeys only its parent until the eighth week, after that the creature will rape its parent so a new offspring arrives. The monster is a grotesque mixture of dog and octopus, with several tentacles spread all over its body, six pawns and a swampy scent that emanates from the putrid liquid secreted by the creature's body. Its skin is greenish and the liquid emanated from its body is purplish. It has a mouth with 3 layers of very sharp teeth.



Yuhm-ada's Offspring

3 weeks

AC 12, Move 90', 2HD, 8HP,
Morale 5

1 Bite attack causing 1d4 damage and 2 claw attacks causing 2 damage each. Looking at it will cause a Save vs Magic, in which failure means the PC got hypnotized by the grotesque cutenes of this demonic puppy losing her next turn.



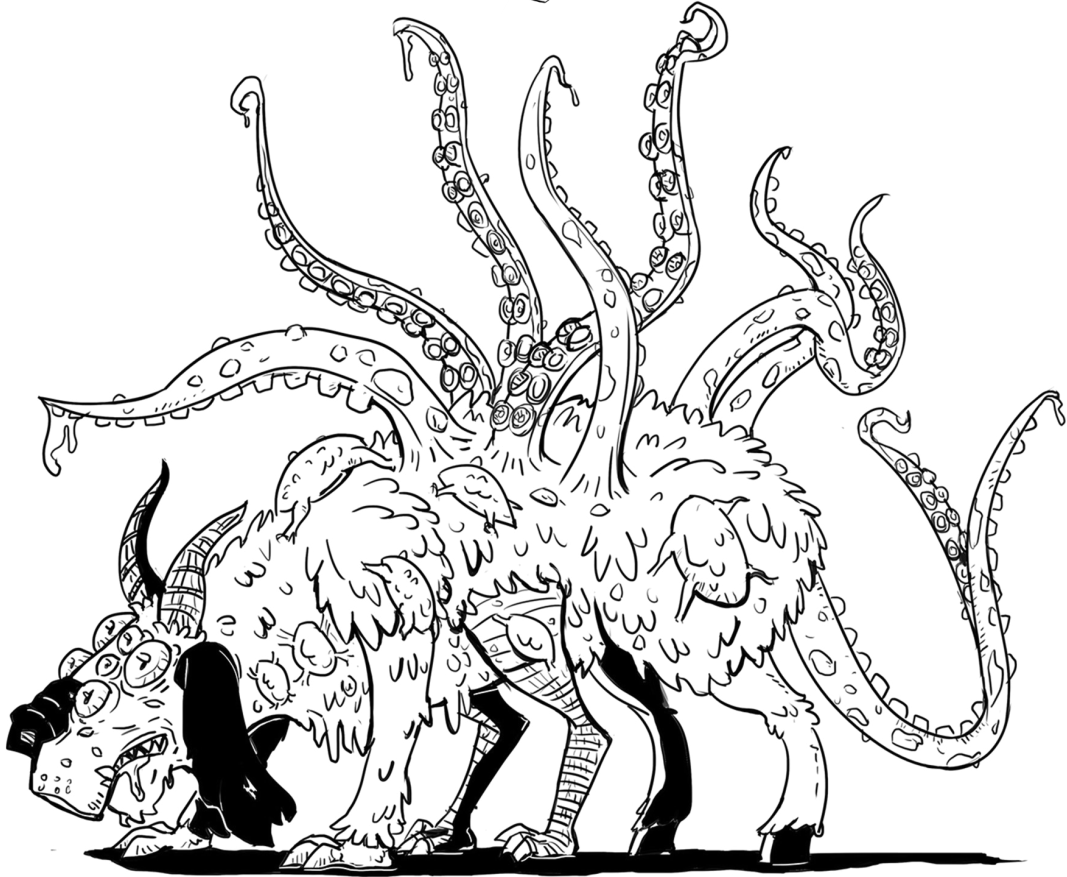
Prole de Yuhm-ada

6 weeks

AC 14, Move 120', 4HD, 18HP, Morale 8

1 bite attack causing 1d6 damage and 2 claw attacks causing 1d4 each. Its organs produce a liquid ooze that will trigger a Save vs Poison if touched. Fail results mean black abscesses will grow in the place of contact. Each one of them contain an acidic liquid that cause 1d4 damage if it gets in contact with any body part after bursted.





Prole de Yuhm-ada

9 weeks

AC 16, Move 160', 7HD, 32HP, Morale 12
1 bite attack causing 1d8 damage and 2 claw attacks causing 1d6 damage each. The creature howls every time it attacks using its claws, the sound is creepy enough to result in a *Save vs Paralyze*, fail results mean the PCs have lost their turn in fear and had also peed their pants.



UNNAMABLE ESSENCES

Gipsy Tears

Cost: 1.500 Silver pieces each small flask.

Type: Contact.

Time til effect: Instantly.

What it looks like: It looks, tastes and smells like water.

Ingredients: A tear of any Romani person, rain water, homunculus spit.

A very old recipe created by Romani alchemists. It is similar to water, which makes it very useful for poisoners and relatives who would love to claim thrones for themselves. It needs to be applied to the victim's eyes triggering a Save vs Poison. Failing to it cause the victim to cry instantly an unstoppable flux of tears. After an hour the tear flux will increase and after two hours the eyes of the victim will look like the darkest of the clouds, spurting a terrible storm. In three hours time the victim should roll 1d4 of dehydration damage, after four hours 1d6, after five, six and seven hours 1d8 until the victim kills a relative, otherwise it will die of dehydration in eight hours. Succeeding

on the Saving Throw means the victim's body absorbed the poison and filtered it inside the kidneys, in eight hours the PC should roll a d4 of damage once a small and pointy stone is eliminated from her body through the urinary system, while peeing blood.

Moloch's Sadness

Cost: 2.500 Silver pieces for 3 doses

Type: Contact.

Time til effect: 30 minutes.

What it looks like: A yellowish powder that smells like the ass of a leper street dog.

Ingredients: Dust from Moloch's hoof, crusts from a leper's wounds, black liquid from a black pustule.

A poison which can only be created once an invocation happens to call Moloch, the demon. The poison is a kind of powder that should be spread over the body of the victim so it works, causing a Save vs Poison. Those who fail upon this test will see themselves covered in skin rash that will suddenly become crusts full of



pus. The toes will slowly fuse with each other rearranging the bones in a way that look like a hoof, the nose will rot and fall leaving only a crack full of black ooze. A pair of horns will emerge from the sides of the victim's head such as the horns of a bull. The transformation takes 3 weeks and causes 1d4 damage every day. The only way to avoid it is by drinking the blood of a newborn, burn his little body and spread the ashes all over the victim's body. This ritual must be repeated once every season of the year in order to avoid this transformation. If the PC succeeded on the Saving Throw, she will only suffer a minor discomfort while a small and reddish rash itch in some parts of the body nonstop for 1d10 hours (rolls above 3 will cause 1d2 damage per hour and flaying of the flesh by being constantly scratching).

Soap of Basileus

Cost: 250 Silver Pieces each bar.

Type: Contact.

Time til effect: 1 to 5 minutes.

What it looks like: A bar of soap full of buboes and smelling like the hair of your first love.

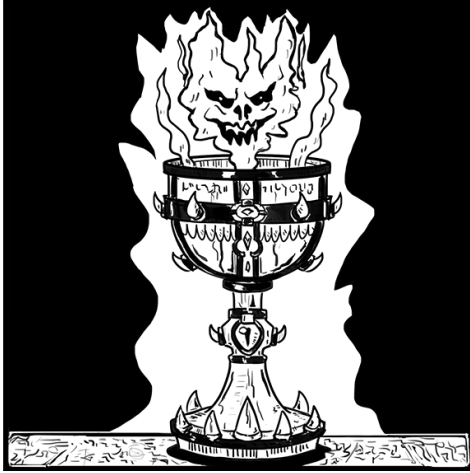


Ingredients: Basilisk's fat, alcohol and caustic soda.

If it touches your skin, Save vs Poison!!! Succeeding at it means having 2d8 damage to the contact area, which will burn severely as a third degree burnt. Failing to the test means the contact area becomes stone and the character will lose the capacity of moving that member, a daily saving throw will then be necessary meaning the infection has spread to the whole body resulting in death, better to amputate this limb as soon as possible. Using it during a bath requires a Save vs Poison, and failing to it means instant death by beco-



ming a statue.



Liquid Shadow

Cost: 2.000 Silver Pieces each bar.

Type: Ingestion.

Time til effect: Instantly.

What it look like: *It is pitch black and thick smelling like being in the complete darkness, alone.*

Ingredients: *Shadow of a demon, evilness of a child and suffering of a god.*

It is so dark that it sucks the light of any environment, except during daylight. It also emits a thin fog that dissipates over the glass in where the drink is. The recipe to produce such devilish brew was long lost and any available flask of it should be very

expensive. It must be drank in order to cause a Save vs Poison. Failing makes the victim's own shadow become alive and conscious of its nature. The shadow is naturally evil and will try to murder its caster at all means possible. The only way to avoid it is by being in complete darkness. If the shadow reaches its final objective and murders its caster, it will absorb the victim's body, which will disappear in 3d20 minutes. Once the body is gone, the shadow will burst and a new body will emerge with the same attributes but a completely different personality, homicidal and psychotic. This is the new PC and she does not cast any shadow. If the PC succeeds on the Saving Throw, the shadow will become alive and conscious but would not be able to interact with the real world.

Blood of the Drowned God

Cost: 200 Silver Pieces each bar.

Type: Ingestion.

Time til effect: 5 minutes.

What it looks like: *Greenish as the sea with the smell of two sharks fucking.*

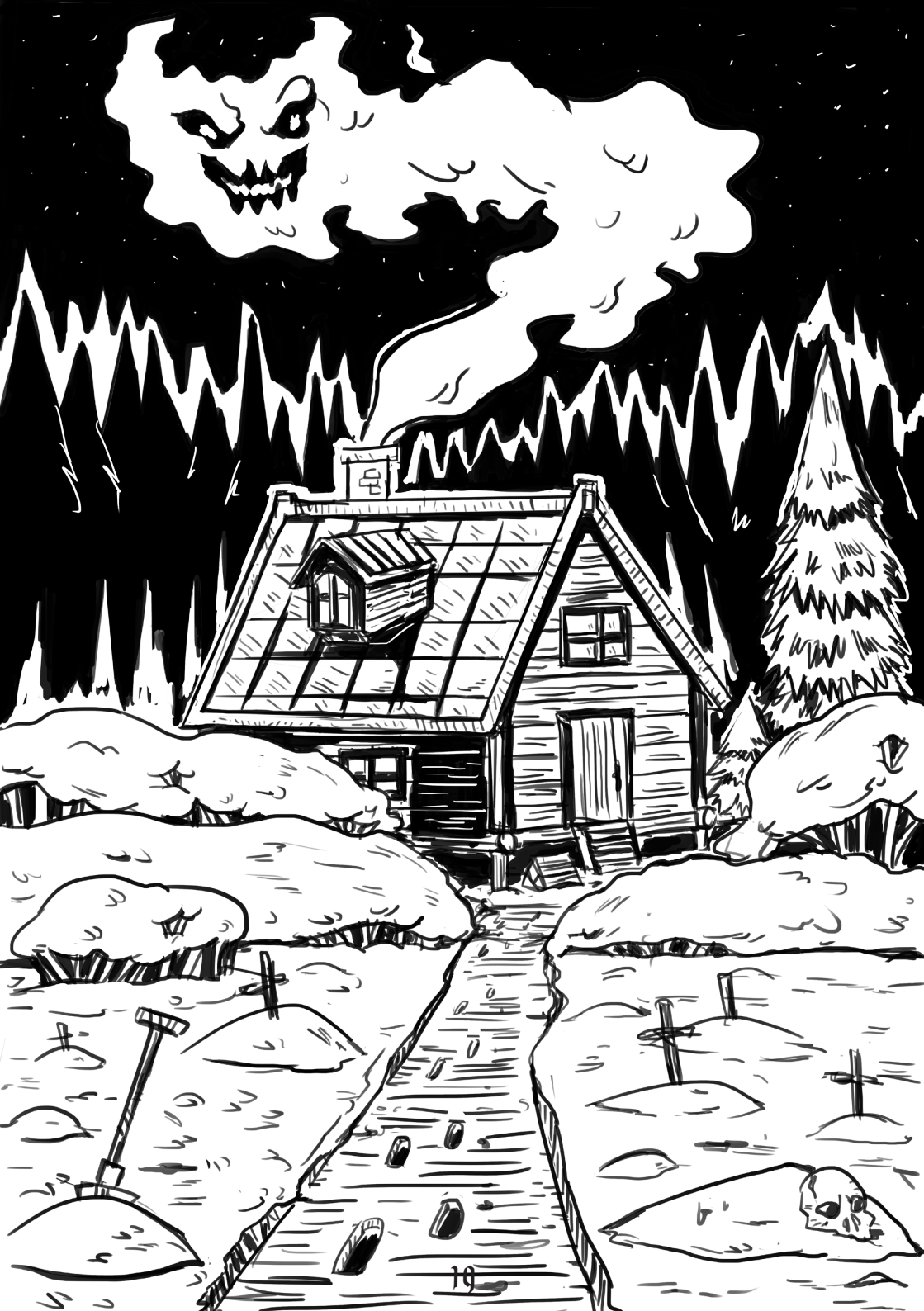


Ingredients: *Squid blood, belladonna extract, dust of green glowing rocks.*

Some say it is in reality the blood of an elder god, and that's why it is very expansive, others say it can be fabricated in the laboratory of an alchemist who knows the elder ways, what everyone agrees is that this is one of the most powerful poisons roaming in the societies of Europe. A spoon of it mixed with any meal

is enough to trigger a Save vs Poison, automatically causing a mutation to any one who fail. The lungs of the victim shrink and stop working and gills grow on the sides of the victim's neck. The rules for drowning now work while the victim is not with her head above water. PCs succeeding on the Save will feel difficulties to breath causing 1d4 damage per turn during 1d4 turns, while her organism tries to fight and eliminate the poison.







A TALE OF CHAOTIC PARANOIA

Setup

1629. Four people are trapped in a cabin in the middle of a Terrible blizzard in the mountains of Austria. None of them really know each other and they have to stay together in an old hut until the terrible blizzard outside ends... Or at least is what it looks like.

A strong and tall man equipped with a chain armor, a short and young man in his 20's with a stuffed waist pouch and a dark cowl, who is actually a Halfling. A priest with a side bag and a black goat wood idol. A man full of scars in the face, with a big backpack. In addition to them, there is also the owner of the place and all the PCs. The hut looks like a place to spend the night, with some beds, a space to cook and a fireplace to warm the bones during this cold night.

Each one of the NPCs have their own agenda, but the key for the plot is the priest. He has a corrupted idol from Scandinavia, which he intends to bring to a safe place determined by the

church. The idol is made of wood depicting a black goat full of yellow eyes. The object holds the spirit of the dark goat Black Phillis, a cosmic entity who was imprisoned by some cultists in the past, and despite being trapped, still can control the minds of people nearby it. Black Phillis is a chaotic spirit who feeds on intrigue and strife. Burning the idol is the only way to free the spirit of Black Phillis so he could get back to his dimension.

So far things seem pretty bad... Well, it can get worse. Adventurers will be passing by when the blizzard becomes a real killing factor. If they decide to stay outside they will take 1d6 freezing damage every 10 rounds until they get Jack Torrenced. If they decide to get inside the hut, ask who is going first and ask the player to roll a Save vs Paralyze. Failure means this PC will slip on the steps before the door, on the thin ice, hit the head and get temporary amnesia (which will take long enough to end the adventure).



The Hanging Hog

The cabin is actually an inn called The Hanging Hog, next to the Alpes, in the region between Austria and Lichtenstein. The Inn is divided into 3 parts, a small place where they use to cook, a common room where the fireplace is and the third place where there are six beds with straw and blankets. The three places are not separated by walls.

The place is located by the side of a road, it is a well known place to pass the night during a trip, and the owner, Big Umber, is famous for being a very lovely and benevolent man. Big Umber is actually a necromancer who had discovered that place by accident two hundred years ago. He was looking for bodies of people who had perished after a terrible winter, so he could steal coins and other objects from the corpses. He found an old and decrepit wood cabin in the middle of the melting snow. He noticed the place was a cultist's lair because of the adornments hanging outside and the demonic runes carved on the wood walls. He found the cultist's body rotten inside of it, and a big collection of tomes ready

to be read by a hunger mind. With the tomes there was also a complete alchemy lab (3.000 silver pieces for everything if not damaged) with many ingredients ready to be used.

Big Umber tried his luck getting down the basement, where he found an antique prison with the cells blasted up and destroyed. The walls of the prison were adorned with roman tiling, and most of the metal bars from the cells were lying on the floor all green-rusted. Inside one of the cells he found a big chalk circle with strange symbols inside of it, and on the top of the demonic circle Steve Buscemi was standing with an impatient face.

Big Umber has become a necromancer, and two hundred years after he gave his soul and mind to the dark arts, he started to kidnap people winter after winter, to use in his experiments, producing zombies and sometimes eating the flesh and organs of his victims. Unfortunately someone has invaded his house this morning and killed him. His body was dragged to the basement, which was dark enough for the thief not to see his uns-



peakable collection of oddities including the star of Fargo.

that the black goat wants mayhem and madness!

The Beginning of the End

This adventure was made to rely on dialogues and misunderstandings between the characters, creating mayhem, chaos and possibility of multiple homicide. The Referee can use the following tools to reach horrible results:

- The NPC's backgrounds.
- Black Phillis using his powers to make the PCs and NPCs confused.
- The amnesia happening to one of the players.
- The body found in the basement.
- The blizzard and the imminent risk of dying outside the hut.

It is important for the Referee to keep all the topics above in mind when planning the game and running it and remember, Black Phillis won't let things run so smoothly, and to take and break the idol will be a very difficult task, not because he doesn't want to, but because of the NPCs own agenda, keep in mind

The players enter the story when Ordulf arrives at the Inn looking for shelter from the Blizzard and encountering Ansilo and the rest of the NPCs who are already there. Some key points the Referee can use to bring Madness and confusion to the game:

- The fire wood is kept on the basement.
- Berchtold will forbid anyone to go with him to the basement.
- There is dried blood on the floor next to the entrance door.

Black Phillis!

It is a cosmic and extra dimensional entity, and it's imprisoned inside the wood idol which Ansilo takes to every place he goes. It feeds on bad, destructible, paranoid feelings and suspicion. Presencing these feelings makes him stronger. It has the power of mentally talk to every person in a radius of 1km. Black Phillis has a 4/6 chance of convincing people to do what it wants, although it is strongly recommended to do it through roleplay and not just roll checks. In case someone destroys the idol throu-



gh fire, Black Phillis will be freed to come back to his reality in the form of a gigantic mass of black smoke, which will get out of the idol and form a grotesque goat like face full of eyes and horns in the air, then it flies really fast to the nearest corner of wall, quickly disappearing, but of course he prefers to stay in our dimension to feed as much as it can and cause mayhem everywhere. The Black Goat can tell the players that inside of the wood idol they will find what they have been looking for, only to promote a bigger mess between them and the NPCs.

The NPCs

Each one of the NPCs in this scenario holds knowledge of another NPC, specific and dangerous knowledge thank to the whole situation. Below you will find a quick description of the NPCs and what they know about each other. It is important to say that this whole adventure is highly interpretative and narrative, most of the situation should be developed by conversation, so for the ones who appreciate a good combat, get used to some talking, although combat may happen because of the continu-

ous growing tension between them, but it's strongly recommended to avoid battles at first and try to develop the paranoid feelings in the players in first place.

The Relic Hunter

Ansilo is possessed by Black Phillis, and he intends to assassinate each one of the players, slowly, in the dark corners of the cabin, when nobody else is seeing. He wants to take the idol to Rome, so the evil spirit can possess someone else of a higher rank and take mayhem to a next level, increasing even more his powers before departing to his reality. He also behaves politely and is prompt to help anyone who needs, he appears to be the sweetest of the souls.

On the NPC's and characters' back, he is ready to lie, poison or slit anyone's throat, just to make the whole situations more and more chaotic until everybody is dead and his path is free again to continue his way to Rome. As a Cleric, he is well respected and known by the members of the catholic church as a relic hunter, relics which he brings back to the safest safes in Europe, the



gigantic basement of the Quirinal Palace.

The Fake Owner

Berchtold is not the real owner of the Inn, but actually a local thief who had murdered the original owner and has hidden his body in the darkness of the basement in a rush because someone arrived right after he had killed and dragged the body downstairs. Berchtold started to roleplay Big UMBER the best he could, but right after the first client arrived, more people started coming, and now everybody inside the place thinks he is the actual owner.

Secret knowledge: Berchtold knows the halfling looks a lot like a wanted murderer who is famous for killing member of the catholic church.

The Tomb Raider

Henkel is a tomb raider, a relic thief. He has heard from a seller, from the last city he had been to, that a member of the church with a very rare piece would be passing by the same road where The Hanging Hog is. He traveled through the road and reached

the place earlier and decided to wait until night to invade the Inn and steal the piece, but because the blizzard was too strong he had to choose: coming inside or freezing his ass outside. He intends to steal the piece anyway and even murder, if necessary.

Secret knowledge: Henkel thinks the Fighter is familiar somehow, if he is not wrong, the Fighter was burning witches in Paris some months ago, what makes him think he might be an inquisition knight or something.

The Serial Killer

An assassin who aims his wrath to members of the Catholic Church, Adalard is the follower of an elder cult which worship entities long forgotten. He is schizophrenic and listens to the voices of the Forgotten Ones telling him to murder as many as he can, take the scalps out and bring it to the altar in his village. Adalard ain't dumb, although he may seem a fanatic, he actually is pretty smart and intelligent, and the voices he actually hears are not the result of his schizophrenia, there is an entity who really communicates with him during his sleep and the echoes of this



conversation happen to be listened during the rest of the day. Adalard might want to cut the cleric's head and take out his scalp but he would not do it if his life is at risk, he rather do it at night, or when everybody is busy with something else.

Secret knowledge: Adalard recognizes the Specialist as a wanted tomb raider. If there is a tomb robbed or an antique shop lacking itens, for sure they were visited by Henkel Kitan.

The Knight

The most feared witch finder of the region, his origins lies in Scandinavia. Ordulf was send by the Church to help and test Ansilo in his quest of bringing the relic. He brings news: the location where Ansilo should bring the wood idol. It is supposed to be brought to a small and old church in England, and not to Rome, of course this will mess Black Phillis' plans up and can create a bad situation between them. Ordulf is very patient and cruel, he can notice when "something" is going on easily, and he is very good at spotting lies. For him the Sacred Church comes in first place even before God,

because the Church IS god. He also tortures himself in way to find the same pain inflicted to Jesus, trying to reach the enlightenment through a belt full of spikes tied to his left tight.

Secret knowledge: Ordulf have visited this Inn before, and he knows the present owner is not Big Umber.





BIG UMBER

Real Name: Berchtold Bodo

Specialist level 3

STR: 14 (1) **INT:** 9 (0)

WIS: 17 (2) **DEX:** 16 (2)

CON: 12 (0) **CHA:** 12 (0)

HP: 11 **AC:** 14

ATK Bonus: +1

4 daggers: 1d6 damage

Tinkering 2/6 - Bushcraft 2/6

Stealth 3/6 - Search 2/6

Sleight of Hand 4/6



HENKEL KITAN

Specialist level 4

STR: 8 (-1) **INT:** 12 (0)

WIS: 14 (1) **DEX:** 18 (3)

CON: 12 (0) **CHA:** 16 (2)

HP: 21 **AC:** 14

ATK Bonus: +1

2 daggers: 1d6 damage

1 rapier: 1d8 damage

Tinkering 3/6 - Bushcraft 2/6

Climb 3/6 - Search 4/6

Language 4/6

ADALARD LUKAS

Halfling level 4

STR: 11 (0) **INT:** 9 (0)

WIS: 15 (1) **DEX:** 17 (2)

CON: 16 (2) **CHA:** 16 (2)

HP: 19 **AC:** 14

ATK Bonus: +1

2 daggers: 1d6 damage

1 rapier: 1d8 damage

1 garrote: 1d6 damage

Sneak Attack 3/6 - Bushcraft 4/6

Poison Knowledge 3/6





ANSILO BURGOLD

Cleric level 4

STR: 11 (0) **INT:** 7 (-1)

WIS: 16 (2) **DEX:** 12 (0)

CON: 18 (3) **CHA:** 12 (0)

HP: 16 **AC:** 14

ATK Bonus: +1

3 level 1 spells

1 level 2 spell

ORDULF ERIKSON

Fighter level 6

STR: 18 (3) **INT:** 14 (1)

WIS: 15 (1) **DEX:** 13 (1)

CON: 17 (2) **CHA:** 12 (0)

HP: 37 **AC:** 14

ATK Bonus: +10

1 long sword: 1d8 damage

1 dagger: 1d6 damage

Spot Lies 3/6 - Bushcraft 3/6

Open Doors 3/6 - Search 4/6

Language 4/6





WHAT THE FUCK IS STEVE BUSCEMI DOING ON THE TOP OF A SATANIC CIRCLE?

Steve Buscemi is actually an elder entity, trapped by the original necromancer, so he could extract every information he wanted to know from Buscemi's all powerful mind, secrets about the neighbor kingdoms and personal information about the royalty. This knowledge gained from Steve worked and helped him to get lots and lots of gifts from the most powerful leaders from that time, but all this power came with a terrible price: having Steve Buscemi as companion.

As seen in Fargo, Reservoir Dogs and Armageddon his company can be a real pain in the ass. This was actually the reason why the cultist had committed suicide, as written in the last entry of his own diary. Once choosing between loosing all his powerful knowledge or having Steve as his resident was a very difficult choice to be done, he choose to kill himself and leave Steve trapped in there so he couldn't find him in hell, also because Steve had decided they where best mates and should be bounded forever.

Of course Steve Buscemi will answer any questions the players ask, just in hope to be "adopted" by the them, because it's really boring to be there alone in the dark with the body of his previous friend as only source of company. The price of freeing Buscemi is to have him as a companion until the end of the adventurer's life. He will follow you everywhere, and this will trigger a daily roll of 1D100 with 1% chance of the player commit suicide because it's almost impossible to handle Steve Buscemi's company. The referee should roleplay Steve as a real pain in the ass, which should be simple after watching movies like the ones mentioned above.

Unfortunately the events in the cabin are beyond Steve's knowledge once Black Phillis is a much more powerful and stronger entity.





THOUGHTS OF THE IMPURE

I believe everyone who is in deep love with a specific RPG scenario or system gets really crazy when a new module is released. I surely am not an exception to this rule. To each new module of my favorite pen and paper game, Lamentations of the Flame Princess, that hits the stores, which is basically an old D&D with a lot of texture, I instantly get into some kind of frenzy to run it.

I started to be very concise when running a game. I used to grab the module that fitted the best to what I was expecting, put the PCs into it, and then run the game. The games were all cool, the players used to like them, but at the end of every session I had this feeling that something was missing, and this something was the power of choice the players should have to choose in which shitty situations they would put themselves into, creating then their own plots fed on the tools I would put up so they could choose.

I did some research and started to think about how I could do a big sandbox using different mo-

dules of my favorite game. I came up with a few steps to be followed in order to achieve this idea of throwing the PCs into a big world full of adventures for them to choose. Obviously the following list is not the only way to set this style of gaming, but it is one that would value rhythm, interaction, collaboration and complete freedom of choice for the players.

#1 Read all the modules you can from the system/scenario you chose to play, all content related to your world worth at least a quick reading.

#2 Decide a starting point for the players. I always thought that putting the players closer to a first opportunity to become adventurers would be nice, that way the PCs would build their backgrounds together instead of writing big ten-page documents telling you about stories that have never happened in a game session.

#3 Because of number #2, ask your players not to write any background stories before the cam-



paigned starts, and don't spend a lot of time explaining about each other's characters in the first session. Names, physical appearance, age, gender and class are more than enough.

#4 Decide which modules would be closest to them carefully, because this is going to be their first "HUB" into an adventure. Choose a module with plenty dialogues, investigation, bizarre occurrences to keep the rhythm of the game in a way that every one will be interested. In case of trying to do this with Lamentations of the Flame Princess, the adventure called A Stranger Storm is a terrific choice

#5 Right in the beginning of the game it is important to establish that the players are the Stars here, and you are merely there to assist them instead of impose a story you have chosen to tell forcing them to follow the paths you have thought before. Never point the direction they should move to.

#6 Frequently ask them "What do you do?", "What do you want to do?", then according to their choices adapt the world to plug new modules to it. Use all their

choices to connect the world you are building together to new adventures.

#7 Use points of interest from a place to be the connector to a different module. An example is to take that old church from a big town and make it the trap door to the dungeon from one of the modules you like.

#8 Make the sessions short and prepare almost nothing. Preparation is important but when kept minimum, always reading the modules and being updated to different connectors in the story is the real deal here.

#9 Short sessions are perfect so you can end a game and right after read more about the module your players just got in, this way you will know exactly what you have to prepare for the following sessions.

#10 It is not necessary to reproduce the modules exactly the way they are written, but always be aware of their different types of texture, this way it is possible to improvise but at the same time keep its spirit.

