

Black Dogs

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



Issue VI

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 VI contains: instructions for Saves
skills and rolls conversion from LotFP
medical herbs, common and rare
more details about many creatures
a few alternative tables for adventures

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

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BLACK DOGS #VI

OCTOBER 2018

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



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



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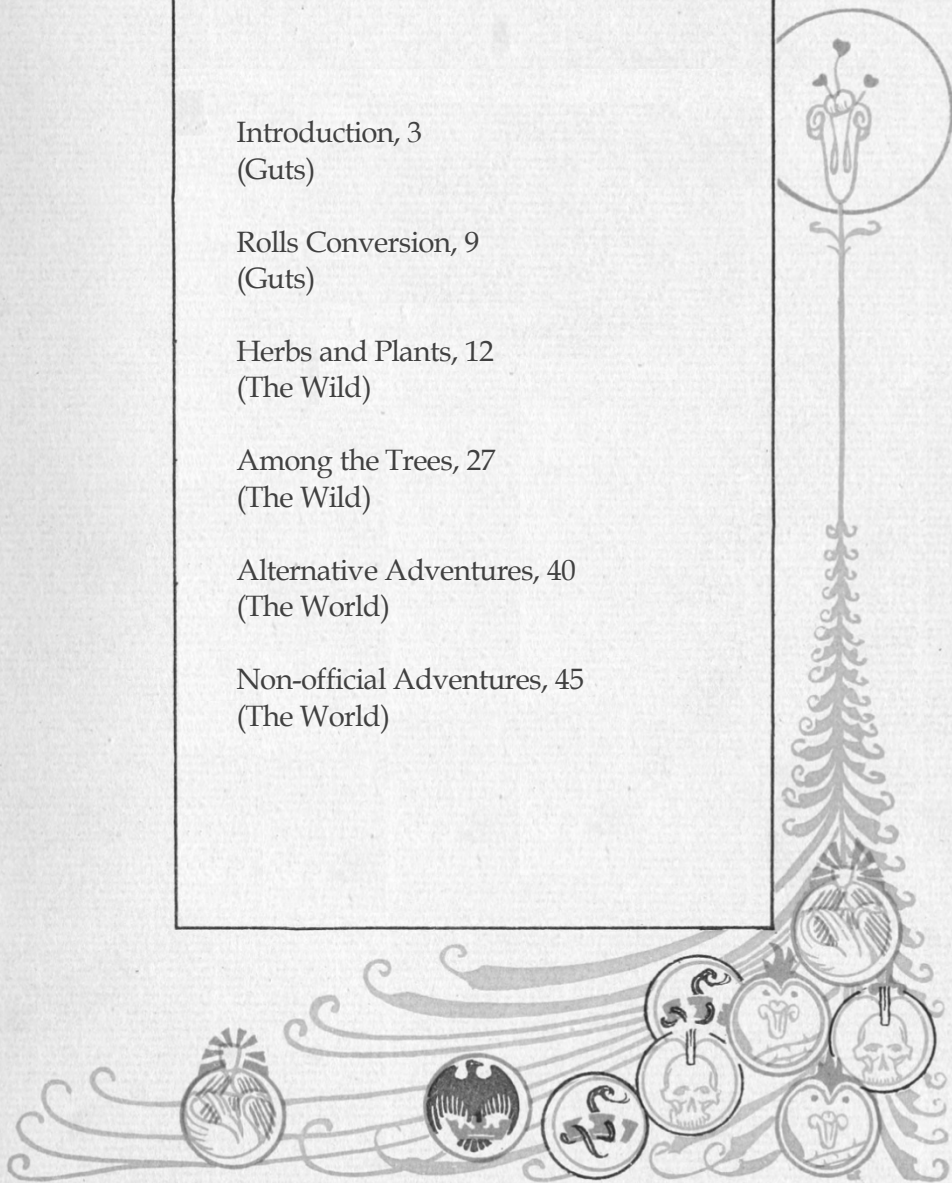
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INTRODUCTION

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

Credits

Davide Pignedoli
www.daimongames.com

Author

Eddie Hardy (looking for an editor?
Contact Eddie at edhardyjr@gmail.com)

Editor

Art is public domain
Map by Dyson Logos

Artwork

Beta 0.7

Version

Spirit

There's less horror in Black Dogs, although the material sticks to clearly dark fantasy tropes. In just a few words, Black Dogs is a dark, late medieval setting for monster hunters and mercenaries - brought together by the loose frame of an informal organization that lends some purpose to your characters.

When you play Black Dogs you play for three things mostly: **monsters**, **wilderness** and its encounters, and non-playing characters' **communities**. Basically, the material from Black Dogs aims to bring together three of the most popular fantasy literature and gaming tropes: fighting monsters, traveling in a foreign and fantastic world, and interacting with a fantasy community and its people.

Monsters

Fights are few, and are risky and important, with an emphasis on tactics. Monsters are many, but your characters hunt them with a purpose, and a fight is also an encounter, with all of the complexity that implies.

Wilderness

Wilderness and travel are handled with specific rules that can lead to additional encounters or different routes.

Communities

And there are NPCs to interact with: with their towns and villages, with their homes and jobs, with their troubles and their share of monstrosities.

Of course, there is some influence from a popular series of books and video games about a certain monster hunter, but Black Dogs shares very little with it. This is a game to play as a group, and while it has a taste for darkness, it has a different spirit than the aforementioned monster hunter books.

With issue #6 - this one - the 'zine begins to focus more and more on what can bring The Wild, and the world of the Black Dogs, to life.

The previous issues contained house-rules and materials for adventures, which help to focus your game in this Black Dogs world, but in a different way.

Here, and in the upcoming issues, you will find more and more **pure world-building materials**. Be patient, though: this issue begins with some mechanical stuff once again (a guide about converting the LotFP rolls in the Black Dogs rolls). But right after, you will find **plenty of herbs and plants**.

There are some simple ones, some weirder and peculiar; some have straight forward effects, others offer a random table with unpredictable results. Many of those, can be combined together for additional effects.

The hope is that this sort of material will be very easy to use in your campaign even if it's not a Black Dogs game.

Moreover, if you like to write your own materials, **consider that chapter as a framework** that will help you to produce similar content. Write your own stuff, make new tables, new combinations, **and share them**.

The plans

I'll be happy to publish your plants, herbs, and other drugs, in future issues of this 'zine



If you enjoy the content of this issue, consider what's coming next.

Issue #7 will offer:

- ❖ New creatures **to replace Elves** in your game
- ❖ An alternative approach to **Dwarfs**
- ❖ A **swamp** with an adventure, new monsters and stuff

And **issue #8** is already in the writing, too, and will probably contain:

- ❖ An alternative approach to **Goblins**
- ❖ Another short adventure, with some **intrigue**
- ❖ But most important: a full chapter dedicated **to dead monsters**. Kill the monsters and harvest their parts (each time a different one), combine them with alchemy (some parts provide an "activation method" so that another part's "power" can be triggered). I am quite proud of this chapter and I cannot wait to share it with you and hear about how it worked in your campaign







ROLLS CONVERSION

In many cases the characters' actions require no rolls; a simple reasonable judgment by the GM should determine if they can do what they want or if they are attempting something way out of their league. On the other hand, following the **guidelines in Issue II** (chapter "Rolling dice"), there are several occasions when you will have to ask for a roll.

This section offers simple instructions to convert rolls from Lamentations (or from other OSR games) to the Black Dogs rolls conventions. Remember that Black Dogs rolls are:

- ❖ **Ability check:** roll d20 equal or under ability score
- ❖ **Save:** roll d6 equal or under the Save score of the given ability

Conversion guidelines for Saving Throws (see also Issue I: "Basic Rules, Saving Throws"):

- ❖ **Paralyzation:** Save vs CHA
(and petrification, hold or charm spells)
- ❖ **Poison:** Save vs CON
(and other effects unrelated to Hit Points)
- ❖ **Breath Weapon:** save vs DEX
(and other area effects, *also for elemental spells with and area effect*)
- ❖ **Device:** save vs INT
(including wands, staves, rings)
- ❖ **Magic:** save vs INT
(including spells and innate abilities)

Basic rolls

LotFP Saving Throws

In bold the Save as in LotFP: next to it the Save vs Ability that you use in Black Dogs instead

Other Saving Throws

See also these guidelines, where I try to present various dangers in alphabetical order and to expand on the standard list from LotFP:

Remember that the original Saving Throws are presented in their priority order:

1 Paralyzation

2 Poison

3 Breath weapon

4 Device

5 Magic

For a paralyzation effect by poison or magic, for example, use a Save vs Paralyzation

In the Black Dogs, the order of priority is as follows:

1 (CHA) Charm, hold, paralysis or petrification

2 (CON) Poison, damage, deprivation or disease, harm or pain, starving, anything related to Hit Points, resisting long-term effects

3 (STR) Burning, drowning, freezing, resisting short-term effects

4 (DEX) Area effects, avoid, dodge, breath weapons, traps

5 (WIS) Cleric-like abilities, deception, illusions, undead magic

6 (INT) Curses, Magic, Magical devices, spells, innate abilities

- ❖ Anything **after being already hit**: Save vs CON
- ❖ **Area effects/spells** (avoid, dodge): Save vs DEX
- ❖ **Breath Weapon**: save vs DEX
- ❖ **Burning**: Save vs STR
- ❖ **Charming**: Save vs CHA
- ❖ **Cleric-like abilities**: Save vs WIS
- ❖ **Curses**: Save vs INT
- ❖ **Deception**: Save vs WIS
- ❖ **Deprivation** (generic **long term**): Save vs CON
- ❖ **Disease**: Save vs CON
- ❖ **Drowning**: Save vs STR
- ❖ **Freezing** (generic **short term** effects): Save vs STR
- ❖ **Harm**: Save vs CON
- ❖ **Hold spells**: Save vs CHA
- ❖ **Illusions** (incl. magical ones): Save vs WIS
- ❖ **Magic** (generic): Save vs INT
- ❖ **Magical Devices**: save vs INT
- ❖ **Pain**: Save vs CON
- ❖ **Paralyzation**: Save vs CHA
- ❖ **Petrification**: Save vs CHA
- ❖ **Poison**: Save vs CON
- ❖ **Possession**: Save vs CHA
- ❖ **Starving**: Save vs CON
- ❖ **Traps** (avoid, dodge): Save vs DEX
- ❖ **Undead magic**: Save vs WIS

Conversion guidelines for skills:

- ❖ **Architecture** = ability check on INT (with possible Investigation and Architecture skills)
- ❖ **Bushcraft** = ability check on WIS (possible skill: Bushcraft and Survival)
- ❖ **Climbing** = ability check on DEX (possible skill: Athletics and Acrobatics)
- ❖ **Languages** = ability check on INT (possible skill: Languages and Cultures)
- ❖ **Open doors** = ability check on STR (possible skill: Open doors and Break stuff)
- ❖ **Search** = ability check on WIS (possible skill: Perception and Searching)
- ❖ **Sleight of hand** = ability check on DEX (possible skill: Sleight of hand and Tinkering)
- ❖ **Sneak attack** = ability check on DEX (possible skill: Sneak attack and Stealth)
- ❖ **Stealth** = ability check on DEX (possible skill: Sneak attack and Stealth)
- ❖ **Tinkering** = ability check on DEX (possible skill: Sleight of hand and Tinkering)

Other
LotFP
rolls



HERBS AND PLANTS

If there's something not lacking in The Wild, it's medical herbs and peculiar plants. While some of those basic herbs also grow in the gardens of healers, monks and nobles, the majority can be found only in The Wild. Gathering medical herbs is therefore a useful - and sometimes lucrative - activity for those brave or foolish enough to venture into the woods of The Wild.

Basic
knowledge

By default, characters have just some very basic knowledge of such herbs, how to find and use them, and their effects. Unless a character has a specific background or skill related to medicine or lore, or experience living in The Wild, **only the basic plants** (Black root, Purple weed and Dryads' kiss) are known.

Experimentation
and skills

Other plants may be discovered by testing their effects, with **experimentations and skill rolls**. Usually a successful ability check should grant the possibility to determine roughly how to consume a new herb, and **experimentation** can clearly define if the effects are positive or negative. Don't use a single successful skill roll to give away all the information: let the players discover effects by using the plants and herbs.

Finding
herbs

While venturing into The Wild, the characters can keep an eye out for medical herbs and plants. If they do, this doesn't slow down their movement, but if an encounter occurs, they will always be surprised by it and lose initiative by default.

It is not possible for the party to split, half looking for herbs and half keeping watch.

If they decide **to roll on the table for medical herbs** (roll a d10), any encounter in the same turn results in surprise and lost initiative.

If the characters look for herbs, they lose initiative in any encounter that occurs in the meanwhile

If the characters move in The Wild **with the explicit purpose** of looking for herbs, they can roll a d20 instead of a d10 on the table.

Explicitly looking for herbs: roll a d20 instead

They are still going to be surprised in case of an encounter - that's why looking for medical herbs is so dangerous - and they also **move at a third of their regular movement rate**. This is not important, though, unless they do look for medical herbs while also traveling with some purpose, time constraints and limited supplies.

Roll a d10 if keeping regular travel speed, **roll a d20** if down to one third of the speed. In both cases, characters are surprised and lose initiative if an encounter occurs. If a rare plant comes up, roll on the second table.

Herbs Table

Roll	Herbs	Roll	Rare plant
1-6	Nothing	1-5	Ether mushrooms
7	Black root	6-8	Ghost's beard
8	Purple weed	9-10	Satyr's dangle
9	Dryads' kiss	11-12	Thunder weed
10	Rare plant ➡	13-14	Red thorns
11-12	Nothing	15-16	Kara-kara
13-14	Black root	17	Yellow echo
15-16	Purple weed	18	Silver weed
17-18	Dryads' kiss	19	Swinetree
19-20	Rare plant ➡	20	Queen's ring

Black root

There are usually
1d10 flowers
found together
in a single spot
or under
nearby trees

A simple dark blue flower with large thorns that grows in the shade of very large trees. Its roots dig way deeper than would be expected for a simple flower and they end in a tangle the size of a human fist.

The flower is just slightly toxic: handling it without gloves causes severe itching but nothing more. It is actually dangerous only if it gets in contact with the eyes, or some other very sensitive part, or if someone deeply inhales its pollen.

The roots are holding most of the toxin: the toxin is very bitter, though, so it's rare that it can be ingested by mistake or in large quantities.

Effects

- ❖ Touching the flower: skin irritation and itching
- ❖ On the eyes: Save vs. CON to avoid 1d6 hours blindness
- ❖ Ingesting the bitter roots: 1d6 damage (Save for half) and severe rushes all over the body

Preparation

- ❖ Put 5 root tangles in approx. 2 lt. of water, boil down to a single glass, results in a 2d10 damage very bitter and very dark poison
- ❖ Boiling further and adding sugar or fruits gives a very bitter syrup but kills the toxin

Combination

- ❖ Use its syrup to empower Purple weed narcotics
- ❖ In general, its syrup may be used to attempt to empower sleep, stupor and similar effects

Grows usually as a little bush, favoring sunny hillsides and warm climates, but it's a strong plant and even though a harsh winter has a negative impact on its yield, it can survive snow and freezes. Its small flowers are of a light pink turning purple when the toxin concentration is high enough. Among the entire continent the plant is known for its exhilarating and mildly numbing effects: it is usually consumed both smoking exsiccated leafs and flowers or smoking a purple paste obtained by its resin.

When smoked, it leaves a sticky sweet smell lingering around for 1d10 hours. The same smell persists on the smokers too. The smoke is purple (hence the name) and very visible.

Purple weed

Those who smoke purple weed habitually, have purple stains on their fingers and teeth. If the substance is abused for long periods of times, even the white of the eyes might turn purple

- ❖ Smoking dried leafs and flowers or the resin paste gives 1d8 hours worth of stupor. Roll everything at disadvantage (except perhaps friendly charisma interactions). Recover 2 HP at the end of this time period. A little use can reduce the hours at 1d4, but with no HP gain
- ❖ Eating fresh flowers gives the same effects, but with 1d6 hours delay

Effects

- ❖ Boil 2 lt. of water and a handful of flowers and leaves and roots, down to a single vial of purple sweet narcotic. Drinking it grants 1d10+10 hours of stupor and 3 HP at the end. Save vs CON or sleep 1d8 hours afterwards

Preparation

- Combination
- ❖ Mix the liquid narcotic with the bitter syrup of Black root for a stronger effect: 1d20+10 hours of stupor, regain 1d6+4 HP at the end. Save vs CON or sleep 2d8 hours afterwards
 - ❖ Smoke it to purify from Dryads' kiss cumulative effects

Dryads' kiss

Many have tried to determine if a certain color or a certain taste is related to a specific effect, but with no success

A small bush full of thorns and 5d20 colorful berries; the berries are known to be delicious, but also to cause inexplicably different effects each time.

The effects appear to be really only random, with the additional warning (if random effect was not enough) that eating more berries seems to bring even more drastic effects, which cumulate berry after berry.

- Effects
- ❖ Every time someone eats a berry, roll a d6, then the next time (for the same character) a d8, a d10, d12, d20. Reset to a d6 only after a full night sleep and proper evacuation, or after smoking some Purple weed. Use the table on the next page for the description of the effects

- Preparation
- ❖ Making a jam of such berries is probably a crazy plan, but if someone does, they must Save vs CON during the work or wear some kind of implements to cover hands and face and purify the air. Otherwise, the preparation causes them to suffer the effects of a d6, d8 and d10. If someone eats jam of Dryads' kiss berries, roll all dice (from d6 to d20) twice on the table, for cumulative effects

- ❖ Eat berries with the Black root bitter syrup Combination
and from the very first berry you can roll
with a d20 (aiming for example to the anti-
poison) or you can keep rolling with a d6 or
d8 or d10, twice each

Roll	Dryads' kiss effect
1-4	None; it's just a sweet berry
5	Mild nausea, -1 HP
6	Positive energy, next roll is at advantage
7	Strong nausea, -2 HP and next roll is at disadvantage
8	Regain strength, +2 HP
9	No need (and no possibility) to sleep tonight; make an excellent watch but cannot regain spells and HP
10	Narcotic effect; 1d4 hours of stupor; roll everything at disadvantage except friendly interactions
11	Puke uncontrollably for one Turn; cannot move or do anything else but stop the action of any ingested poison. Lose 3 HP at the end; save vs CON (if you want) to reduce the HP loss to 1 but lose also anti-poison effects
12	Turn eyes, hair and nails of some bright color, glowing in the dark (making you easy to spot) for 2d20 hours
13-16	None; it's just a bitter berry
17-19	Anti-poison (as 11) but also sleepless (as 9), with colorful and glowing eyes, hair and nails (as 12); all together
20	Save vs CON or collapse 1d6 hours with cramps and go down to 1 HP (regardless of your score). If Save is successful, lose half the HP and you're going to be fine in another 1 Turn (10 minutes) assuming you vomit

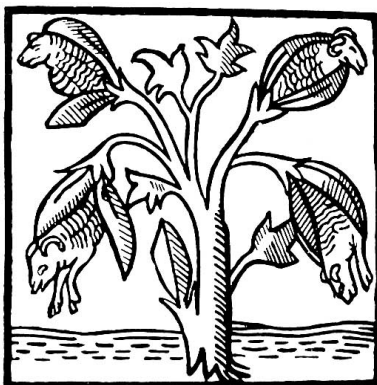


Ether mushroom

Rare enough, but not as other rare plants, the Ether mushroom grows along other mushrooms but it's quite easy to identify - with its peculiar light blue glow and transparency. It's listed among the rare plants not because it's hard to identify, but because it's rare to find. There is never more than a single dose found at once. Consuming it raw is intoxicating, while cooking it reduces its powers but also makes it safer to consume.

Effects

- ❖ Eaten raw causes a random ability between INT, WIS and CHA to roll at disadvantage for the next 3d8 hours (it cannot be an ability that already has a penalty). At the same time, it grants the eater the gift to see the invisible and to see past illusions. The eyes of the eater glow of faint blue as long as the effects last
- ❖ Cooked, it no longer turns the eyes blue and does not affect the ability rolls; but the gift to see the invisible and past illusions lasts only 1d6 Turns



An infection that affects trees nearby a ghost field, where spirits concentrate for whatever unknown reason. It grows as a thick, white moss over bark or leaves, but does not spread. Once consumed it does not grow again, and it's impossible to cultivate in gardens; it is a by-product of the presence of spirits in the area.

Consuming it causes the eater to be perceived as an undead or spirit by other undead and spirits. It is known to also affect the life of those who consume it, beyond their death.

Ghost's beard

It is usually possible to harvest 1d6 doses when found

- ❖ Eaten raw makes the user be perceived as an undead or a spirit from such creatures, for 2d6 hours (secret roll). Undead and spirits will not attack the user unless they're attacked first or the user does something really stupid and the spirits or undead have some sort of intelligence to notice it
- ❖ Eaten after boiling it, grants the same effect but only for 3d6 minutes (secret roll)
- ❖ In both cases, the eater must Save vs CON or permanently lose 1 CON ability score point. The roll must be repeated for every hour of the effect (thus eating it raw is potentially very dangerous). If CON goes to zero, the user dies and turns into a ghost

Effects

- ❖ Avoid losing the CON score points if consumed after boiling and then immediately treat it with Red thorns (suffer 1d4 damage from Red thorns, avoid CON score issues, but retain the positive effect of fooling spirits and undead)

Combination

Satyr's dangle

Unfortunately it is quite rare, and only one at a time can be found

Found only deep in the woods, it grows out of small trees and sucks the life out of them, eventually killing them and itself in the process.

It looks as it sounds by its name, has a dark blue color, and its known effect is to empower virility. It has no known side effects and yields a great price on any market.

It can be easily sold for 3d100 silver pieces if fresh, or converted in around 2d20 doses of medical powder, each sold for 2d20 sp.

Combination

- ❖ With Purple weed for an even more enjoyable experience
- ❖ With Thunder weed if you're a disgusting piece of shit

Thunder weed

Similar to Purple weed but of a much darker color. It is prepared and smoked in similar way but has a drastically different effect. Anyone consuming it seems to gain height, presence, charisma. Everyone around, regardless of their sex and sexual preference, will be drawn to the user. Its effect ends in tears and vomit, though.

Effects

- ❖ Smoking exsiccated leafs and flowers or the resin paste gives 1d8 hours worth of +5 to CHA score and all CHA rolls at advantage. Lose 1d6 HP at the end
- ❖ Eating fresh flowers gives the same effects, but with 1d6 hours delay
- ❖ Anyone kissing the user will suffer the 1d6 HP loss but gain no benefit

A bush with branches and thorns that are seemingly alive. If the bush gets a grip on someone alive (1 in 6 chances in case a person tries to cut a branch) it will inflict 1d6 damage per round, and it takes a successful STR Save to get out of the tangle (or someone else must pass the Save to drag you out).

The thorns also retain their aggressive reflex when a branch is cut from the plant, for up to 1d6 months.

- ❖ Use a branch on a poisoned limb or on the torso if the poison was ingested: suffer 1d4 HP damage but roll a new Save again against the poison or toxin. Allows up to 3 new Saves to stop the poison, but for each you suffer 1d4 damage

- ❖ Remove the thorns and exsicate the branches, cut in small sticks to chew. Eating one within 1 hour from being poisoned grants a single new Save without side effects. Can be used only once per poisoning

A colorful mushroom known for its poisonous effects. It has a strong smell and taste when raw, but once cooked it is almost colorless and tasteless, making for a great poison - but its effects are known, no way to conceal it.

- ❖ 1d12+4 damage when eaten raw, 1d10+2 when cooked (harder to detect)
- ❖ Its effects are quite recognizable: the victim begins to suffocate and spits colorful foam from the mouth

Red thorns

They are used by barbers and healers to treat poison and infections

Effects

Preparation

Kara-kara

Effects

Yellow echo

A simple plant with two large, yellow flowers. If two different people ingest the flowers, they are able to communicate in some magical way. When the same person consumes both, they're usually driven insane by what they hear about themselves.

Effects

- ❖ Eating a flower puts you in communication with the other flower. If the other remains on the plant, you feel the peace of nature. If it's eaten by another person, you can and must communicate with them telepathically. The effect lasts 1d6 days and distractions are unavoidable, thus all INT and WIS rolls are at disadvantage unless the other party is quite considerate of your needs for peace and concentration
- ❖ A feedback is caused when both users are in the same room: one must leave or both suffer disadvantage to INT and WIS rolls plus 1 HP damage per Turn as the feedback drives them slowly insane
- ❖ Eating both flowers is a powerful experience; lose 1d6 HP per day in confusion, self loathing, mind loops and insanity. If you survive, gain 1 point of INT or WIS



Grows only next to running water, and appears as a tall, large flower with silver looking petals, that appear almost as if made by metal. It is not well known, and everyone believes it's mostly toxic, although it has also hidden beneficial effects, which are referred to only in ancient texts. It is probably wise to test this narcotic before you consume it.

Silver weed

- ❖ Eating the flower causes confusion for 1d4 hours, all INT and WIS rolls at disadvantage
- ❖ If has no effect is smoked or consumed in other form, except raw or boiled (see below)
- ❖ If the flower is boiled and mixed with Black root syrup, it lasts 1d8 hours and also grants +2 AC

Effects

Combination



Swinetree

This is a peculiar small tree, looking almost like a miniature apple tree roughly tall as a man. It bears small, bitter fruits that not even animals would eat - perhaps only the famous three hungry pigs of the famous children cautionary tale. If one eats its fruit, nothing happens, and same is two eat from the same tree.

If three people eat from the same tree within one hour, each suffers a random effect as by the appropriate table. Other people eating from the same tree in the time frame will suffer no effects. Note that this applies also if the apples are taken from the tree and transported (they last up to $1d6+3$ days) and if eaten at any distance one from the other.

Effects

- ❖ None unless three people eat the fruits from the same tree in the time frame of 1 hour
- ❖ Affects only those three people and no one else afterwards; “resets” after 1 hour; works at any distance
- ❖ Roll first for the first person eating, then the second, then the third. Cancel the result when applied to a person; if the next roll yields the same result, go to the next



1d6	Swinetree apple effect
1	Mild nausea, -1 HP; the fruit is bitter and spoiled
2	Illusionary strength: gain 2 HP for 1 hour then lose 4
3	Strong nausea, -2 HP and next roll is at disadvantage
4	Insane hunger: for the next 2d6 days must consume double rations
5	Unnatural behaviors: swap STR with INT, DEX with WIS, CON with CHA, for the next 1d20 hours. Save to reduce the effect to 1d6 hours
6	Nightmares for 1d10 days: no rest available, no spells recovered. Lose 1 HP every night after the first. Can drive you insane until death
7*	Save or die; successful save means keeping 2 HP
8*	Save vs INT; if failed gain 1 point for INT or WIS after 1d4 hours visions. If successful, magically heal a mutilation or add 3 points to CHA

* Results of 7 and 8 are possible only if rolling 6 and the result of 6 was already taken.

A simple flower with a delicate stem. The flower is perfectly circular and prized among nobles for its rarity and delicacy. An unknown (to most) effect of the flower is as anti-toxin.

Queen's
ring

- ❖ Eat the flower and roll a simple Save vs CON: success means cancelling all poison effects (even of multiple poisons)
- ❖ Eat the flower together with one poison and become immune to the poison for 1d6 days

Effects



AMONG THE TREES

This chapter continues the work on the beasts and monsters of The Wild, following up on what was presented in previous issues. It adds a few monsters, new creatures, and includes rewriting and additional details about known creatures. If some creatures sound too familiar, consider that I wanted the Black Dogs to be a fairly stand-alone product, so you can play with these 'zines without the need for other manuals or bestiaries.

Note that while there is sometimes a blurry distinction between a monster and a large beast, there is a clear difference between a monster and an undead.

As a summary consider these guidelines:

- ❖ **Beasts** are wild, born in The Wild but perfectly natural; perhaps horrible, usually dangerous, but natural
- ❖ **Monsters** are even more terrible; they are the children of The Wild, they may or may not have supernatural powers or incredible features, but all are vulnerable to **silver** (double damage) and **magic** (regular damage, unless otherwise specified), while **normal weapons** do half damage to them
- ❖ **Undead** are a perversion of the powers of The Wild; they escape death but are not alive. Undead can be turned; they do not roll for morale; are vulnerable to **silver** (double damage) and **magic** (regular damage, double for fire), while **normal weapons** do half damage to them

Beasts, Monsters & Undead

Undead are despised and feared even by monsters: if you're alone with a Troll and a Zombie, the Troll may be your ally against the Zombie

Spirit

The Wild is a place of contradiction and confusion

The Wild is together neutral and evil but never good, not by the human standards

The Wild in The Black Dogs is something far greater than humanity and civilization. It is a place where nature commands, where every living creature has a niche, where humans didn't yet spoil things with their presence, with their noise, with their feelings and flaws. It's also a place where the only law is to eat and reproduce, where everyone is potentially a prey, where demons twist animals and plants, and perhaps poison the earth even worse than how humans would. It takes a fairly crazy human to live for long in The Wild. Humans, like it or not, are made for their safe little houses in their peaceful little villages. Not for The Wild.

Creatures Summary

These are the creatures of The Wild presented so far, with the related Black Dogs zine issue number for reference. In bold those with additional details described in this chapter.

- ❖ **Acid worms:** I, VI
- ❖ **Carnivorous stag:** I, III, VI
- ❖ **Centaur:** III, VI
- ❖ **Dryad:** III, VI
- ❖ **Frozen spirit:** IV
- ❖ **Giant crows:** VI
- ❖ **Green wasps:** I, III, VI
- ❖ **Mountain goat:** IV
- ❖ **Old wise troll:** III
- ❖ **Simple ghost:** IV
- ❖ **Smart zombie:** II
- ❖ **Snow-walkers:** IV
- ❖ **(Starving) Bear:** IV, VI
- ❖ **The Naked Tree:** I
- ❖ **Thukepra (Soul Tree):** I
- ❖ **Toxic ivy:** III
- ❖ **Trolls:** I, IV
- ❖ **Tushakra (undead of the Soul Tree):** I
- ❖ **White stag:** I
- ❖ **White wolf:** IV, VI
- ❖ **Wild Boar:** VI
- ❖ **Witch:** II

These black worms are known as a plague for adventurers traveling into The Wild. They are large as a thick finger and a foot long, blind but deceptively fast. They sneak into encampments in the night and have an insane attraction for leather, which they digest by spitting acid on it from one side, and slowly swallowing it from the other. Characters sleeping in leather armor will suffer 1d6 acid burns damage, -1 AC to the leather armor, and all weapons in leather scabbards or leather backpacks will get a -1 to damage because of the acid effects.

The worms can be easily chased away with sticks and non-metal weapons or tools but: any metal object used against them will get acid spits and take a -1 (i.e. to damage or AC etc., cumulative with the previous damage if any); any character trying to get rid of the worms with their bare hands will suffer another 1d6 acid burns; characters kicking them away in leather boots will ruin them permanently.

Acid worms

Acid Worms

AC 10

Save 2

HD 1d6 (3 HP)

1 attack: acid spit
(1d4) and
damage of -1 AC
to armor and
-1 damage to
metal weapons

There is usually 1d6
of them, together

In case the Acid
Worms are larger
than usual, they
become a real threat
and must be
fought like a real,
large monster



Carnivorous stags

They are usually solitary, but it's common enough that a few of them (d6) will gather to hunt together

All stags have a 5 in 6 chances to hear enemies approaching (any human; characters, hunters, commoners...)

Sometimes, when an animal is corrupted by the influence of demons or dark powers, it changes - and usually for the worse. This is the case with the carnivorous stags: they've become more common in the past century or so because they can breed with regular stags and when they do, there's a good chance their offspring will be carnivorous too.

Commoners' wisdom identifies carnivorous stags by their antlers, which are sharper and of a very dark red color. But females can be carnivorous too, and cannot be identified by antlers, only by their sharp teeth - usually when it's too late to escape.

They are aggressive animals, but often pose as shy, regular stags, in an attempt to lure their prey closer. Because their bodies are not built for hunting, they usually prey only on small animals, but the larger males are not afraid to engage larger targets.

Large white carnivorous stag AC 12 Save 2 HD 4d8 (17 HP) 2 attacks: antlers (1d8); plus bite (1d4) or hooves (1d6) Add +2 to to-hit and damage rolls	White Carnivorous Stag AC 10 Save 2 HD 2d8 (9 HP) 2 attacks: antlers or hooves (1d6) plus bite (1d4+2) Add +1 to to-hit and damage rolls	Male (regular) carnivorous stag AC 10 Save 2 HD 2d8 (9 HP) 1 attack: antlers or hooves (1d6) or bite (1d4) Add +1 to to-hit and damage rolls	Female carnivorous stag AC 14 Save 2 HD 2d8 (9 HP) 1 attack: bite (1d4) or hooves (1d6) Add +1 to to-hit and damage rolls
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Centaurs were once believed to be hybrids created by the twisted sorcery of The Wild, but are instead a species as old as humans are. They are often in conflict with humans because they see them as a threat to the wild nature of their forests, and because of the irresponsible usage of magic that humans do.

In general, all centaurs can see magic: they are not tricked by illusions and can detect magic (on things or living beings) by sight. Some are able to discern magical powers with a simple touch. They can't see the future, but usually they pretend they do. Perhaps they even fool themselves into believing they do.

One out of two is also a skilled archer. Centaurs only use bows, they despise crossbows and viscerally hate fire weapons. If they hear a fire weapon shot, they are likely to charge the shooter in rage.



Centaurs

Basic centaur

AC 14

Save 3

HD 3d8 (13 HP)

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

Add +2 to to-hit
and damage rolls

Archer centaur

AC 14

Save 3

HD 3d8 (13 HP)

2 attacks: *melee*
weapon (1d6+1);
plus hooves (1d6)
1 ranged attack:
long bow (b2d8)

Add +2 to to-hit
and damage rolls

There are legends
about carnivorous
stags with
(vestigial?) wings,
but no such
exemplar was
ever captured or
killed in the wild

Special abilities

Roll a d12 for every centaur in play; on a roll from 1 to 6 give them the special as by the next table, on a roll of 7 to 12, none.

Roll	Special
1	Magic +1 melée weapon
2	Magic +1 bow; arrows that miss the target magically and instantly return to the bow
3	Illusionist: at the beginning of combat, an identical centaur illusion appears and characters have 50% chance to hit the illusion instead of the real centaur. The illusion disappears when hit for the second time
4	Wise: the centaur has a supernatural gift to detect all lies unless they're masked somehow with magic
5	Magic sense: can identify anything or anyone magical by sight, and with a touch know all their powers
6	Poison: blades and arrows used by the centaur are poisoned; save vs. poison on every hit or suffer 1d6 additional damage. At the end of combat, save vs. poison to avoid another 1d10 damage for the additional effects



Dryads are legendary creatures that in the common folklore are presented almost as sirens: they are usually depicted as female and very beautiful, monsters tempting humans to venture too far into the woods, where then they fall prey to the dryads themselves or other monsters that feed on human flesh. They have a reputation for presenting themselves as seductive and enticing, then turning into violent and merciless killers.

Instead, Dryads are simply quite delicate creatures of the woods. They care not for humans, which they consider some sort of loud, dirty and unkind creature. They love the peace and silence of the woods, and fear most of the predators of The Wild, since they are not very strong to defend themselves. What appears as a vengeful and violent disposition, is simply fear; or at worse, an attempt to protect the woods and their silence from the loud presence of humans.



Dryads

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

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

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

What they lack in
strength, Dryads
compensate with
tactics and num-
bers, and with the
gift of being able
to merge into trees
and large plants

Giant Crows

Giant Crow
AC 14
Save 2
(3 vs magic)
HD 1d6 (3 HP)

1 attack: beak or
claws (1d6-1)

10% can see
ghosts, spirits,
invisible things

Domesticate a
Giant Crow

Everything in The Wild in the end turns out to be bigger than it should, and often crueler, meaner. Crows are no different: here in The Wild they are more Giant crows; twice the size of their regular counterpart, and much smarter.

They feed on almost anything and even though they lack the speed and agility of birds of prey, they compensate with sheer numbers, an iron stomach and an aggressive attitude. Giant crows have a strong sense of group: they provide for each other and therefore each and every one of them is willing to fight, to take risks, to get hurt or even killed for the sake of the entire group.

Giant crows are not hostile to humans; they are rather curios instead, and are among the few animals of The Wild that can be domesticated. A domesticated Giant crow can be used to relay messages, or carry a small note or a small object to a known location. To domesticate a Giant crow, a character needs **30 successful WIS ability checks**. Spend one ration for every roll, once per day. Nothing happens on a failed roll. Once domesticated a Giant crow has a memory of **3d6 slots** (roll at the end of the training): each slot can contain **a person** the crow recognizes by name and as friendly, **a word** to repeat, **a location** (where the crow must have been at least once during training). Crows can fly independently only location to location, but can identify specific people within the location. To replace a slot with something different, a WIS ability check is necessary.

A swarm of d100 poisonous green wasps: they look like leaves and simply wait for their prey on a tree, then swarm down on it. They usually do not attack large groups of 5 or more people, but will attack when there's 4 or less. If the characters have horses or mules, they will attack one of the animals first - they know humans will leave an animal behind to save themselves.

When the swarm attacks, every 10 wasps count as a single monster. Each Hit Point lost by the swarm, is one dead wasp. When half the wasps are dead, they fly away and do not attack again (no need for other morale rolls).

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

Green wasps

Green Wasps
AC 9
Save 1
HD 2d4 (5 HP)

1 attack:
poisonous sting
(1d6+1)



(Starving) Bear

Starving bear

AC 14

Save 2

HD 5d8+4 (25 HP)

2 attacks:

claws (2d6+2)
and bite (2d8+2)

If the bite attack is successful, it gains a 3rd attack with claws against the same target of the bite

Add +3 to to-hit and damage rolls

Regular bear

AC 14

Save 2

HD 7d8+4 (35 HP)

2 attacks:

claws (3d6+2)
and bite (3d8+2)

If the bite attack is successful, it gains a 3rd attack with claws against the same target of the bite

Add +2 to to-hit and damage rolls

A brown bear is one of the most formidable beasts in The Wild; it is strong, faster than you'd expect, with a cunning intelligence in a fight and a tremendous capacity to suffer punishment and pain while continuing to fight.

Bears are mildly territorial and not always aggressive, but if they are hungry, if you threaten their lair or their pups (or *they* believe you do), they become a nasty adversary that can destroy a whole party.

Even playing dead doesn't work against a bear: they never just walk away from a badly wounded adversary but usually mess with them a little longer, just to make sure they're really dead. The good news is: there is usually just one of them.



White wolves are among the most dangerous predators in The Wild. While the single white wolf is a danger even when alone, their strength is in their number and their hunting and killing tactics as a pack.

White wolves are slightly bigger and definitely stronger than regular wolves. They are white because for long they mostly lived in the far north of the continent and the white color allowed them to hide on snow terrains. In the past century or so, though, they've traveled south and have now spread all over the continent. They do not breed often with regular wolves, but if they do, this turns the local wolf population to be more aggressive against humans and cattle.

White Wolves

There is usually at least 1d6+6 of them, or more, in an encounter

White wolf
AC 13
Save 2
HD 2d8+2 (11 HP)

2 attacks:
claws (1d4)
and bite (2d6)

If the bite attack is successful, it gains a 3rd attack with claws against the same target of the bite

Add +1 to to-hit and damage rolls

Regular wolf
(as reference)
AC 12
Save 1
HD 2d8 (9 HP)

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

If the bite attack is successful, it gains a 3rd attack with claws against the same target of the bite

Add +1 to to-hit and damage rolls

Pack
(all wolves)

If 3 or more are fighting against the same target, they all roll to-hit and damage at advantage

Wild Boar

Wild Boar
AC 14
Save 2
HD 3d8+6 (18 HP)

2 attacks: gore/
tusks (1d8+1)

If both attacks succeed against the same target, the target falls to the ground and the Wild boar gains a free 3rd attack against the same target, as a charge

Charge
If the Wild boar has the Initiative and enough space to charge, it will. A charge counts as +3 to-hit and +5 to the standard tusks damage

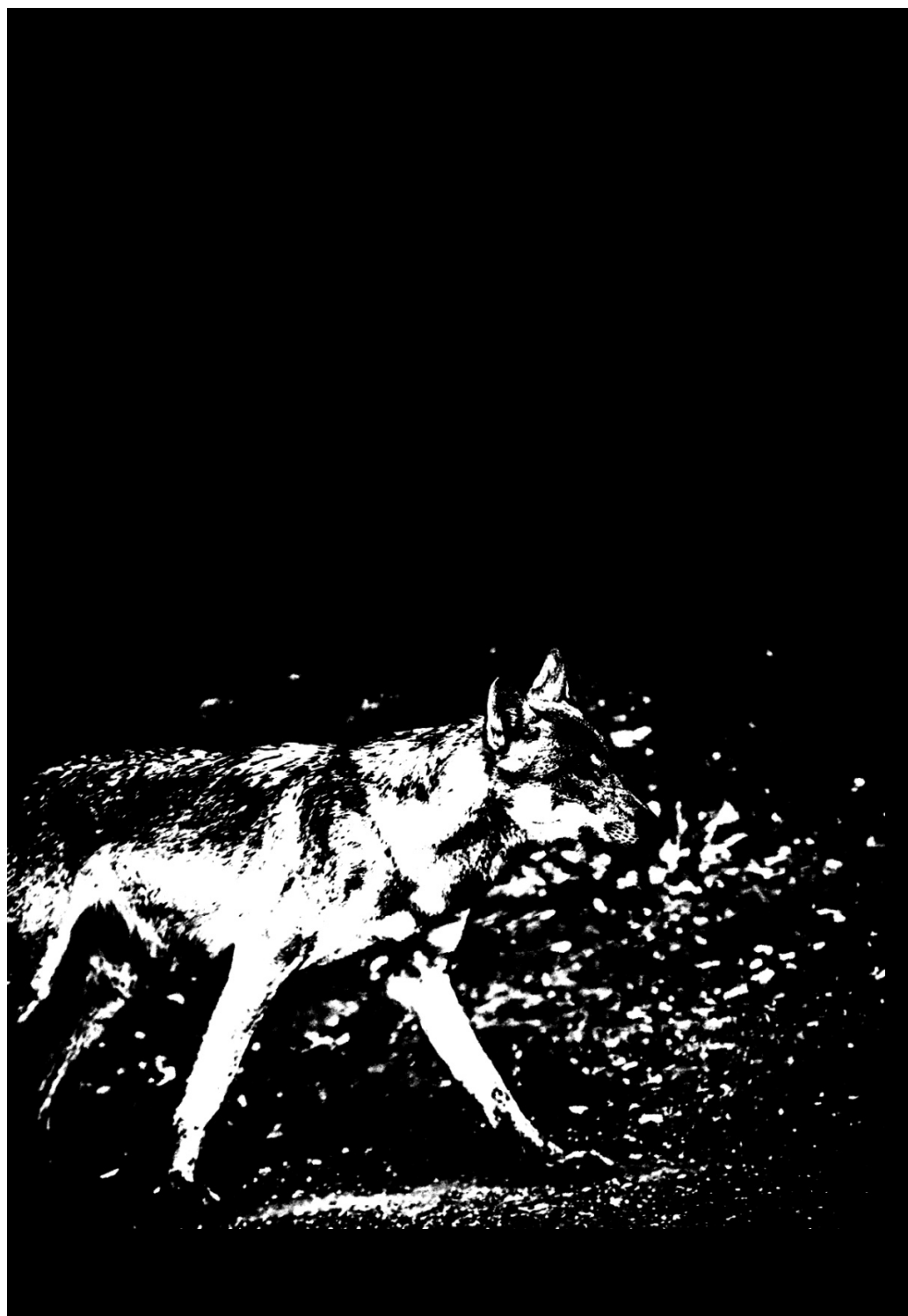
Numbers
If more than one Wild boar charge the same target, each one of them has a cumulative +1 to-hit and to damage for each Wild boar besides the first

Although not exactly carnivores, these animals are so ferocious and ill-tempered that they can almost be treated as monsters. They will charge any potential threat - and they consider humans in The Wild as such.

Sometimes, for no apparent reason, they even attack villages (perhaps inspired by some dark magic or some twisted mastermind in The Wild). These attacks are usually a unique occurrence: Wild Boars in great numbers charge through the village at day time, when everyone is busy outside. They often leave many dead and many more severely injured.

On occasions, they attack the same location multiple times, at day and night; they charge through the village but also farmers in the fields or hunters in the woods and so on. On such occasions, the local noble is expected to intervene with knights and hunters to solve the problem.





ALTERNATIVE ADVENTURES

LOCATIONS TABLE

d6	d8	Example features		
1-4	1-3	S	V	Ghosts live among humans
	4-5		X	A circle of magic trees
	6-7	S	V	Everyone is mute
5-6	8	M	V	A treasure on display
	1-3	S	V	Everyone has a different god
	4-5	M	V	Hidden sacrifices
	6-7	S	T	Plenty of refugees
	8		X	A gate to another place

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

Type: V=village; T=town; X=out of civilization

POPULATION AND TROUBLES TABLE

d6	d8	Example NPC	Trouble
1-4	1-3	Rebels against nobles	Menace from outside
	4-5	Crazy artisan	Unexpected mercy
	6-7	Saint or preacher	Trade with The Wild
5-6	8	A talking tree	Cloning dead people
	1-3	Smugglers or thieves	Foreign power
	4-5	Heretic knights	Twisted religion
	6-7	A spy or emissary	Bloodlust
	8	A famous doctor	Hidden threats

You can use these tables to replace the standard tables presented in Issue III for a single adventure (replace for example the Location table, or any other table, or all of them). Alternatively, use the tables adding to an existing adventure (add a Location with an NPC, a second monster, another NPC, a special connection...).

These couple of pages contain a few alternative tables to use to generate adventures

MONSTERS TABLE

d6	d8	Example features		
1-4	1-3	U	(1)	A curse waking all the dead here
	4-5	M	(4)	A witch-hunter frenzy with rage
	6-7	W	(8)	Pacific but colossal mammoths
5-6	8	W	(3)	A band (3d6) of merciless dwarfs
	1-3	W	(3)	A gang (1d8+4) of slave hunters
	4-5	U	(6)	A talking and walking armor
	6-7	M	(5)	Wizard paladin "purifying" the land
	8	W	(8)	Two Giant Elfs

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

Numbers in () represent an indication for Hit Dice

CONNECTIONS TABLE

d20	Possible connection	Alternative
1	Hidden magical/cursed item	Return/love
2	A revenge to obtain	Victims
3	There is not enough food, ever	Confusion
4	Someone paying mercenaries	Passivity
5	Someone exploiting weaknesses	Corruption
6	An ancient quest/spell awoken	Treasure
7	This wealth is too much	Foreigners
8	Return this place to The Wild	Traps/illusions

WEIRD ADVENTURES

LOCATIONS TABLE

d6	d8	Example features		
1-4	1-3	S	V	Everyone ages backwards
	4-5		X	Roaming tribe, always generous
	6-7	S	V	Making sacrifices, perhaps worthless
	8	M	V	Worshipping an ancient god
5-6	1-3	S	V	Everyone is always annoyingly happy
	4-5	M	V	All are “clones” of some 99 ancestors
	6-7	S	T	No kids, but the town grows
	8		X	Humans, slaves to an unknown entity

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

Type: V=village; T=town; X=out of civilization

POPULATION AND TROUBLES TABLE

d6	d8	Example NPC	Trouble
1-4	1-3	Slavers and pirates	A fake bounty
	4-5	Famous artist	Insane project
	6-7	Offspring of a pope	Become The Wild
	8	A blind monk	An infection
5-6	1-3	Former torturer	Blasphemous rites
	4-5	Lost mercenaries	A secret about religion
	6-7	Identical twins	Love or lust
	8	Can pass through walls	Hive mind

As for the tables in the previous two pages, these could be used either one by one (to insert a single, very weird element into an adventure) or used all together to generate a complete adventure. The tables contain only very simple inspirational elements - not stats, rules or mechanics.

Do not to pack too much weird into a single adventure, or in every adventure. Keep the weird as an unexpected twist

MONSTERS TABLE

d6	d8	Example features		
1-4	1-3	M	(1)	Cultists of a false, eccentric God
	4-5	U	(4)	The aforementioned God is just a ghost
	6-7	M	(8)	1d6 levitating giant squids, of course
5-6	8	W	(3)	Telepathic flying plague wolves
	1-3	U	(3)	A gang (1d8+4) of undead war-children
	4-5	U	(6)	A spirit fueled by pain and loneliness
	6-7	W	(5)	Swarms of giant insects
	8	M	(8)	A spider-eagle. Black. Shadowy. Giant.

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

Numbers in () represent an indication for Hit Dice

CONNECTIONS TABLE

d20	Possible connection	Alternative
1	A disease of "things"	Terror
2	Once a month, a random minor wish	Curse
3	Feeding the monsters	Religion
4	This place must be purified	Submission
5	A hidden passage, a hidden treasure	Addiction
6	Something far more ancient is here	Mind-control
7	Gold from blood	Ancient pact
8	Hostages given to The Wild	Reproduction



NON-OFFICIAL ADVENTURES

This section contains a few non-official adventures which I found can work very well as an alternative to the LotFP official stuff. By mixing official and non-official, weird and less weird, you will keep your players on guard.

The adventures listed here are presented as it was done in the previous issue. There is a short introductory paragraph - where I am basically selling the adventure to you as GM - and then a "what to say" paragraph with the intent of helping you to present the adventure to your players.

This is a short module, which can be prepared by reading it just once. It presents a tomb, but there is no big treasure there. I used it often as one of the very first adventures for a group, because it's less deadly and also doesn't give away too much treasure - therefore being "realistic" and making my players willing to take more risks in the future, in hope of greater rewards. The adventure presents spending the night in the tomb as a rite of passage for tomb-robbers, but it can be easily tuned for your campaign as a Black Dogs' initiation rite, or simply as a challenge.

Taglar's Tomb
by Hereticwerks

If you want to be taken seriously, you have to spend a night in Taglar's Tomb. And if you manage to actually return with a treasure, well, you'd be the first in a very long time, and you'd get even more credit for doing that.

What to say

Sleeping Place
of the
Feathered Swine
by Logan Knight

Again, an adventure for low-level characters with a short time preparation. This one comes in a great format also in terms of presentation: each area has a short description and a few inputs such as how it smells, to tell to players. It teaches you to stimulate their other senses, not just their sight. Infection by the worms will guarantee a decent amount of self-mutilation to keep this adventure within the LotFP domain.

What to say

The wizard Felix Longworm wants his spellbook back. The alchemist was ready to pay good money for each feather swine cyst to Felix, and he will likely pay you as well. And you wouldn't pass on the opportunity to make some easy money while actually having the chance to see a feather swine, right?

The Stygian
Garden of
Abelia Prem
by Clint Krause

This adventure works well also if your characters have advanced a little further, but are not too high-levels. It might be introduced in a Black Dogs campaign as an investigation (perhaps Abelia supported the Black Dogs in the past or required their service but never paid for it?) or as something that simply comes up, as a rumor the characters hear while they are in town.

What to say

Where there is an abandoned manor, there is a mystery. And where there is a mystery, there must be a treasure. The manor and its garden will be an entertaining exploration ground - if you manage to survive. This adventure is highly recommended for the challenge it poses to you as a group of explorers, and because it will tempt you to keep going further and further ahead. Will you be brave enough to reach the deepest recesses of the garden?