



LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

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of the
GINGERBREAD PRINCESS

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of the

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PRINCESS

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FOR LEVELS 1-4

THE EXILED HALFLINGS

King Connolly IV (really more of a minor lord) ruled over a small fiefdom of several thousand, his knights barely numbering two dozen. It was a fairly boring and mundane farming community with a small side industry in timber. There was also a fairly large halfling community (several hundred) under his rule. But the townsfolk accused them of thievery, foul practices, and curdling goat milk. Of course far more importantly, King Connolly found their beady little eyes unattractive so he called a pogrom to burn their holes and drive them from their apple orchards. They fled as refugees into the great forest to the north.

Later King Connolly realised their apple brandy and other luxury goods made up a good portion of his revenues. As his own inbred peasants were far too daft and unskilled to take over the orchard he has promised a reward of 1000 pieces of silver to any who can bring back the halflings to work their orchards and pay their taxes. If that alone is insufficient, the pogrom did not succeed in keeping them from escaping with the vast majority of their valuables.

THE TRAIL THROUGH THE FOREST

Several hundred refugees with wagons moving through a forest leave a fairly obvious trail to follow. The destruction caused by such a migration can easily be followed for a day and a half into the woods. These woods have not been properly patrolled or cleared of ill-doers in the ten years since King Connolly III died. The forest seems to have an almost palpable consciousness of its own. The sound of the wind blowing the trees is actually their conspiratorial whispering to the Dark Heart of the Woods who rails in nigh impotent fury at these beings of law and civilization which dare trespass in its forest.

Random Encounters

Roll one random encounter for every twelve hours of travel in these woods. The forest is listening and senses the very auras of the player characters and their lackeys, so random might be the wrong word. The forest is hunting them. Roll 3d6 during the day and a d20 at night to see what beings appear. Furthermore, the Dark Heart of the Woods does not like beings of Law in its forest. Subtract one from the roll for each Lawful character and one per level per Cleric in the party. The Dark Heart of the Woods can be placated by its faerie minions; however, add one for each Chaotic character and one per level per Elf in the party. If you use something other than an elf in your game which is otherwise mechanically the same, it does not gain this bonus. This is the domain of the faerie courts and any elf poser be straight trippin yo.



-5 or less:	The Dark Heart of the Woods raises enough anger to animate one of its dark avatars and assault the party.
-1 to -4:	Faerie Knight and Retinue
0:	The Black Hound
1:	Ole One Eye – A giant bear
2:	Elven Raiders
3-4:	Bandits with druidic ties
5-8:	An angry wild boar
9-12:	Poachers
13-16:	All is quiet
17-18:	A feral horse
19:	A trio of sorceresses
20:	Talking Owl
21:	Friendly Pixies
22-24:	The Great Green Cat
25+:	The White Stag appears

THE ABANDONED CAMP

Wagons are left abandoned with their cargo still packed. Iron pots are still sitting on the overgrown remains of campfires. Tents are ripped to shreds. The trail seems to end here, but it looks like many people abruptly walked off to the east based on evidence left behind (broken branches). To the west can be seen a flickering green glow through the trees. Heading west leads to the faerie circle, to the east leads to the mysterious hedge.

THE FAERIE CIRCLE

A grove of thorn bushes grow around a circle of stones and multi-coloured mushrooms. Their branches seem to weave together to form an arch over the center of the stone circle. Approaching closer one can see that inside is a small green pixie who appears to be ranting a drunken diatribe and periodically exploding leaves from the bushes in flashes of green light. She is insulting and hostile in speech, but not immediately violent. Intruders can easily leave (to screams of, “You better run!”) or attempt to ply her with further alcohol to hear her ranting story. She can drink as much as a human. Not as much as a human her size, as much as a human. It’s magic, a wizard literally did it, move on.

If the players can get her blind drunk she will explain fully about the fact that the mysterious hedge grants wishes and that she missed her shot when some damn kid made a wish and lured the whole village with her. Except she uses more racist slurs to convey the meaning. Most of them don’t



even apply, but she still uses them. She will also vomit up pixie dust. Any characters who throw this pixie vomit on themselves can fly 20' per round for a random number of rounds. At the start of every round the Referee should roll a d12 out in the open and not say why. If a 12 is rolled the spell wears off immediatly. If any characters ask for mushrooms after they start drinking with her they should make a Charisma check. A success results in mushrooms, a failure results in the pixie demanding they perform a nearly impossible sex act and leave. The local name for the sex act is the Gnarled Rowan Root, which should make the mechanics involved clearly obvious to the gentle reader.

Mushroom Mutations

If a character eats a mushroom, roll 1d12 , 1d8, and 1d6 and consult the following chart. The d8 is used if a limb is ever specified while the d6 is an additional randomizer.

1 = Skin, 2 = Left Leg, 3= Right Leg, 4= Left Arm, 5= Right Arm, 6 = Torso, 7 = Tail or Posterior, 8 = Head.

- 1.** A random limb becomes the most iconic part of the first animal the player thinks of in the next 2 seconds. If they think of nothing the limb disappears. If they randomly quiz why they are naming an animal, their thoughts are too jumbled. The limb becomes a mangled unrecognizable and non-functional mess that causes constant agony for the next week until the characters gets used to it. Later they can be a model for Picasso.
- 2.** Hair becomes the colour on the rainbow equal to the d8 result with 8 being all the colours of the rainbow (assume red is 1).
- 3.** The individual grows the d6 result extra random limb(s). On a 1 (on the d8) they grow horns instead, while on a 7, the absense of a tail results in the growth of tails.
- 4.** A random limb swells the d6 result times its normal size.
- 5.** The character becomes colourblind (1-3 on the d6) or sees everything in brilliant technicolour (4-6).
- 6.** The character drops all equipment and turns into a self-sized dragon. This lasts until their first combat when they turn back to normal on a 1-5 (on the d6), or until they eat meat on a 6.
- 7.** The character becomes invisible. This secretly ends whenever the roll of the d6 is the result on any die the player rolls.
- 8.** If the character claps, all intelligent beings must make a save versus Magic or also clap. The character can do this until the next full moon.



9. A random limb is covered in a thick layer of fur.
10. The character grows tiny wings that let them fly the result of the d6 in feet per round.
11. The character turns into an Elf of the same level. They retain the same memories. Their alignment is Chaotic until this effect ends. They continue to advance at their old XP rate.
12. The character trips balls.

The effects of the mushrooms end immediatly if a Cleric ever casts *Bless* or *Turn Undead* upon the character. Mutations and changes are instantly reverted.

THE MYSTERIOUS HEDGE

This appears to be a hedge cube some 10' by 10' centered around a bronze statue of a smiling, vaguely apish humanoid. At night the flicker of candlelight can be seen filtering through the hedge. There does appear to be a path to crawl under the hedge that looks like it has seen heavy traffic. Should the players crawl under the hedge they will find themselves in the land of milk and honey.

WELCOME TO THE LAND OF MILK AND HONEY.

Crawling through the hedge will reveal a vast field of fake paper grass as far as the eye can see. Looking back appears to be an endless hedge as far as the eye can see. It appears to be impossible for anyone to crawl back through the other way. Welcome to the box canyon.

The only noticeable features appear to be two oddly coloured rivers (one is in fact milk and the other honey) which merge and section a piece of land into a small island covered with the faint outlines of buildings surrounding a large tower. It looks like there is a windmill on this side of the river as well. Individuals must cross the lone bridge or swim the river of milk if they don't want to wander endlessly on paper grass, or dig into the hard packed brown sugar soil as they avoid the



delicious sugary beverages which periodically rain from the sky every few weeks.

THE WINDMILL

The windmill is a large gingerbread structure with its door open. The arms of the windmill appear to be made of large wafer cookies. These cookies could easily be turned into a raft. The grindstone itself appears to be two giant chocolate chip cookies spinning on candy candle axles. Several bags of white sugar are piled up in the corner. There is also a rotting halfling corpse, which looks like it has been dead for several weeks. He chewed his own wrists open.

THE BRIDGE

The bridge spanning the river of milk appears to be similar in design to a rope suspension bridge except it is built out of four giant candy canes, biscotti and licorice. It is thus safe from collapse because who wants to chew through black licorice? Blarg. The bridge is always guarded by two halfling sized teddy bears with pots on their heads holding pot lids and kitchen utensils, such as ladles or barbecue forks.

THE GINGERBREAD VILLAGE

There are dozens of gingerbread houses and halls, with lots of icing and gumdrops. They are surrounding a giant white tower that overlooks the town square. In the town square appears to be a giant peppermint stick. The village is patrolled by teddy bears, purple poodles and flying cupids who check up on the halfling villagers (who are always smiling). The halflings look grossly overweight and in ill health; many have their teeth falling out. There are probably a hundred or so halflings milling about but no children. If any players talk to the halflings they will stress how happy they are. If they ask if the halflings are really and truly happy the player should make a Charisma check. If they succeed the halfling will break down and scream in anguish about how much they hate it and how they can't take it anymore. If the players stay hidden or don't ask, there is a 1 in 12 chance that a halfling will have a similar spontaneous break down any given hour they are awake. When that happens the other halflings will clear the area around the freakout. Teddy bears will rush over to restrain the halfling while cupids will fly down to exclaim, "Uh oh! Someone has a case of the gumpies! You know what that means! We get to have a maypole dance! Yay!"

THE MANDATORY MAYPOLE DANCE

Everyone will mill out to the town square while the cupids lift the struggling and cursing halfling up high. Other cupids will unscrew the top of the peppermint stick revealing a sharpened point. The halfling will be lowered onto the spike with its hands now bound by licorice (See? Foul stuff.). Its own weight will be slowly driving the spike through its innards in a shower of blood. The cupids will then slice the belly of the poor halfling and draw out a line of intestines to the crowd



below. Chanting happy songs and smiling their mandatory smiles, the halflings drag the victim's innards around the peppermint stick to the wailing screams of the victim. One or two related halflings may fall to their knees and weep; they will be shot with little heart shaped arrows by the cupids, slaying them. The cupids will remark about how, "Happiness is mandatory, silly heads!" Due to their supernatural skill with such torture, the poor victim may live for as long as a half hour in this manner. All of the halflings die a little more inside each time this happens. Except for the one, he dies completely from the inside out.

The Perfect Poodles

There is a pack of five purple furred poodles in a traditional french poodle cut. They are snarling beasts that fight as warhounds, and their bark has the power of *Turning Undead* save that it can also be used on supernatural creatures of Law. They are usually unleashed only to catch those who attempt to flee the town, or to suppress any sort of riot that may occur.

Purple Poodle Pack: 2 Hit Dice, Armor as leather, 2d4 damage, average morale, twice as fast as an unencumbered man.

The Cupids

These flying imps patrol the village and occasionally lead the hunts after those people who try to escape. They slowly fly around with their bows and magic heart tipped arrows. Each carries 12 arrows which give a +1 to hit and force a saving throw versus Magic if an individual is struck. Failure indicates they will fall romantically in love with the next being they see. The spell will not end until after consumation. Try to avoid looking at your horse.

Cupids: 1d4 hp, Armor as unarmoured, d4+1 damage with arrows, poor morale, fly as fast as a heavily encumbered man.

The Teddy Bear Patrol

These diminutive little fuckers are demon infused nightmare fuel. They trop around as little haffling sized teddy bears adorned with basic kitchen wear. They are immune to blunt weapons and only take 1 point of damage from piercing weapons. Fire will destroy them utterly. There are 40 maintaining order at the moment.



***Teddy Bear Poh-wees:** 1 Hit Die, Armor as leather with shield, d4 damage with weapon, superb morale.*

THE IVORY TOWER

The white tower is actually ivory. As in it is literally built from bricks of carved ivory. The only ground entrance is through a pinkish glass door adorned with gold carvings of roses. The door is barred from the inside. There is also a balcony 60 feet up that an enterprising Specialist might be able to reach.

The glass of the door is magical and counts as magical object if used to attack someone with it (such as loading fragments in a blunderbuss). It also has the effect of making anything viewed through it appear wonderful and fantastic. Do not look through the glass with one eye but not the other; there could be disastrous results.

THE GROUND FLOOR

The main floor consists of a fine silver and crystalware set on a giant table covered with tea and cookies. There is a spiral staircase on the wall of the tower leading to the upper floors. It has no railing and anyone struck on the staircase must make a dexterity check or fall off to the floor below. There is a giant crystal chandelier suspended by a silver chain to the floor of the upper level. The set could be rolled into the table cloth and carried as an oversized item. The set would be worth 4000sp if handled carefully to avoid breaking the crystal. If handled roughly the silverware portion would be worth 500sp.

There is also Buttons, an 8'6" tall teddy bear with button eyes and several patches sewn into him. Buttons has the same immunities as other teddy bears but is unimaginally strong and vicious. Anyone staring in the "eyes" of buttons must make a saving throw or be paralyzed with visions of themselves being tormented in a land of fire and brimstone.

***Buttons:** 4 Hit Dice, Armor as leather, d8 damage, superb morale.*

THE UPPER CHAMBERS

The upper chamber is an X-shaped hallway with 4 rooms and an exit to the balcony overlooking the town square.

THE FAIREY PRINCESS

This room is the usual stomping ground of the Fairey Princess in her sparkling ball gown and glimmering Tiara. It contains a giant four-poster bed, her vanity (full of costume jewelry and her diary/spellbook) and a wardrobe full of additional silk dresses. She gingerly floats about, slowly flapping her wings behind her back. If there is a disturbance she may be on the balcony. She is a 5th level Magic-User and carries a Wand of Rainbow Bolt with 4 charges. Her costume jewelry is worth either 10sp if sold to a jeweller or 5000sp if sold to a poor schmuck. While it is just costume jewelry, it is very convincing and only a jeweler would be able to tell.

Fairey Princess: 14 hp, unarmoured.

Spells: 1st: Charm Person, Faerie Fire, Feather Fall

2nd: Gingerbread Curse*, Cookie to Flesb*

3rd: Fireworks*

* new spells.

THE IDOL'S VOID

Opening this door reveals an endless intergalactic void, though there is air and heat. Somehow. Look, a wizard literally did it so just go with it. The idol is about 15' away from the door. It is the same statue from the hedge, and the players can see it holds 16 candles in its cradled arms, and all but 2 are extinguished. Blowing out the candles will allow a wish. Tugging on the idol will not budge it under normal human power. However if ingenious means are used to cause massive force, the idol will shake and cause massive earthquakes in the land of milk and honey, possibly collapsing the tower (1-2 on 1d6) and almost certainly any gingerbread structure (5/6th of the town, as well as potentially the windmill and bridge on a 1-5 each on 1d6).

THE LIBRARY OF WISHES

This small room contains a chalkboard with erased writing on it that might be able to be made out. It also contains several books of repeated text. These are past wishes people have made. Things are written along the lines of "I wish for great strength" in one handwriting style followed by a distinctive second style adding words like "in my convictions." Other wishes have different writing for the first portion, but the same distinctive handwriting for the second.

"I wish for gold *that's stolen*"

"I wish for omnipotence *and impotence*"

"I wish the last wish had never happened, *to me at least*"

"I wish to rule China *as a madman*"

"I wish to crush my enemies in pitched battle, *but still lose the war*"

The last wish states

"I wish my people to be happy as long as I live, *or else*"

Feel free to make up your own wishes; hundreds have been written on the board. But no wish

has more than 12 words in the original handwriting (including “I wish”) and none of the second handwriting has more than half as many words as the first portion (round up).

THE POOR GIRL

Sitting on her own four poster bed, propped up on pillows and kept under a constant dose of drugs to keep her asleep and docile, is the girl who made the wish. She is guarded by 1d6 animated toys at any given point, such as rocking chairs, jack in the boxes, dolls with straight razors or the like.

Given her wish (see above) it may be grisly to end this curse. No one but the girl can leave this area once they have set foot in it (probably). Several different options are below. You can either pick an option based on comfort level of your group or roll randomly *before the adventure begins*.

- 1. (the Heroic™ option)** Killing the Fairey Princess will end the wish. Get cracking!
- 2. (The Opportunist option)** Making another wish ends this one! Get to that idol!
- 3. (The Dark Bargain)** As the next option, but Mistysparkles also has the power to open a portal and leave. He chooses to stay. He will let everyone escape, but he demands a bargain: The players must burn King Connolly’s castle and town to the ground in 40 days or he will own their souls. He will let the player characters (and only them) leave if they kill one of their own as an offering to him. They must vote upon who will be sacrificed. Henchmen without levels comparable to the player characters cannot be selected. Level 0 henchmen can never be selected. He doesn’t want shitty offerings.
- 4. (The Grim option)** Well the wish says they are stuck being happy until the day she dies. The players can either kill her (and end the wish) or help her escape and be doomed with the villagers until she dies of natural causes. She is 8.

Toys: 1 Hit point, Armor as chain with shield, d2 damage, unbreakable morale.

THE WISH ENDS

Upon the end of the wish, this altered reality will collapse fairly quickly into a swirling mass of colours before dumping the players and any surviving folks (except for Mistysparkles) back into the “real world.” Anything the players have looted that they do not have on their person is lost back into the aether.

MISTYSPARKLES, CLIP CLOPPING LORD OF THE DARK FAE

Mistysparkles deserves a mention. This creature is not part of the wish, but rather a powerful faerie lord who came to investigate and liked what he saw. Although even he cannot leave through the normal method, he is powerful enough to create portals into the worlds between worlds and

re-enter realities at points of his choosing.

He has chosen the form to fit his surroundings: He is a pastel blue unicorn with pink pegasus wings. He is quite sadistic and loves to see others tormented. He can however be bargained with, as long as more suffering is caused. Players may be able to threaten him, but only if they are far higher level than this adventure is intended for (or very lucky, or in possession of some horrendous item).

Mistysparkles: 13 Hit Dice, Armor as plate, d12+5 damage with horn or 2 attacks at d6+1 with hooves, superb morale, runs five times as fast as an unencumbered man, flies twice as fast. Casts spells as a 13th level Elf; selecting spells as needed.

YOUR TURN

After the wish ends, the players can easily reach the idol and see that it has two still-burning candles on its arm. A character may blow out a candle and make a wish. The idol will broadcast into their minds the rules of his bargain. They may make a wish with up to twelve words (starting with “I wish”) and the trickster in the idol will add on up to half as many again to (in his words), “make the wish more interesting.” It is not malice that drives the idol but rather pure mischief, gleefully smashing hubris and irony. But I am sure the players don’t mind, I mean? How could their wish go as bad as this one did? Think of what they could gain!

REFERENCES:

FOREST ENCOUNTERS:

Dark Avatar

The Dark Heart of the Woods may once have been called a god, but its power is but a faint shadow of its past influence on the region. Should it be enraged enough it may still attempt to flail in rage at interlopers. It could inhabit the bodies of the thirteen first trees of the forest and go on a rampage of physical fury, but only seven of the original trees are left: Pine, Oak, Rowan, Birch, Willow, Ash and Apple. The Tree will become supernaturally mobile, its roots crawling along the ground like tendrils while its branches can be used to pummel mercilessly. A grotesque and screaming face will appear in the trunk of the tree. Whenever a cleric spell is cast in the presence of the Dark Avatar, roll a d4. If the result of the die is greater than the spell’s level it is dissipated without effect (though it is still lost from memory).

Dark Avatar 20 Hit Dice, Armor as plate, d6 attacks each round dealing d20 damage. Requires fire, iron or magical weapons to harm. Moves as an unencumbered man.

Faerie Knight and Retinue

Although the power and glory of the faerie courts has long since been broken, many knights and nobles still exist. Though they no longer have peasantry to command they still act like they do. Any Faerie Knights encountered will be out on a hunt and consider the player characters perfect sport. The Faerie Knight will be mounted on a great elk steed and clad in wooden plate, a cape

of leaves billowing behind him or her. The knight will have a shield, wooden lance and a crystal sword with a bramble hilt. The retinue will be 2d6 animal men armed with wooden truncheons and manleather armour. Stoats, eels, frogs and crows are most common, though wolves, boars and other beasts are not unheard of.

Faerie Knight: 5 Hit Dice, Armor as plate with shield, damage as weapon, good morale.

Elk Steed: 2 Hit Dice, Armor as leather, d8 damage with antlers, good morale.

Animalmen: 1 Hit Die, Armor as leather, d6 damage with clubs, poor morale.

The crystal sword is worthless in combat when wielded by anyone who is not Chaotic. If someone who is Chaotic wields it, it gains +2 to damage against individuals in non-metal armour and is otherwise a regular sword. The wooden plate is similarly limited to those who are Chaotic, in which case it is as strong as steel but does not provide encumbrance. It does have the unfortunate side effect of aging the wearer 1 week for every day it is worn, but elves live so long that it is never noticed.

The Black Hound

The black hound is a feral wolfhound of pitch black colouration. It is a favoured pet of the Dark Heart of the Woods for it turned on its master and slew him when it heard the call of the wild. It has been warped and mutated with the blessings of the Dark Heart. Any time it injures a living being an immediate duplicate image of itself is formed which will continue to attack that same target until they are dead (at which point the duplicate dissipates). An individual can quickly find themselves being swarmed by a seething mass of the hound. All of the “hounds” however share the same hit points. Harming one harms them all.

Black Hound: 8 Hit Dice, Armor as chain, 2d4+2 damage from a bite, excellent morale

Ole One Eye

Ole One Eye is a massive black bear, the size of a small house. There are grey tinges in the fur, and one eye is but a mass of scar tissue from some unknown battle. The beast is loyal to the forest which houses it and hides it. If it flees it will seem to simply meld into the vegetation and return the next day fully healed.

Ole One Eye: 9 Hit Dice, Armor as leather, two attacks at d8 damage, poor morale.

Elven Raiders

13 elves, newly formed from stolen children will dash from the trees to assault the players. They are level 0 elves who are nude save for a wicker shield and a crystal tipped wooden spear. Each knows the spell *Shocking Grasp* which they can cast through their spears to deal extra damage.

Elven Raiders: 1 Hit Die, Armor as unarmoured with shield. Spear for d6, poor morale.

Bandits with Druidic Ties

Although they are just normal men, to survive in these woods they have made simple pacts with the forest. They are left untouched in exchange for simple offerings and their continued raids on civilization. 2d6 bandits will be encountered. The leftmost d6 is the number who have leather armour, daggers and a bow. The rightmost d6 is the number with leather armour, a spear, shield and

hand axe. They have 1d6sp each in personal wealth.

Wild Boar

It is angry, stupid and does not discriminate between targets very well. The pig will burst into the clearing and attack until two rounds go by without it being struck, at which point it leaves.

Wild Boar: 3 Hit Dice, Armor as leather. gore for d6+1, poor morale.

Poachers

Three locals from the village are illegally hunting in this forest. They receive -2 to any reaction rolls if the party is obviously engaged in their own illegal behaviour. This is anything where it becomes obvious the characters aren't going to turn them over to the local bailif. They are armed with bows and boar spears.

A Feral Horse

What luck! A wild riding horse is in the forest! A reaction roll indicates its temperament. It will not fight unless cornered, preferring to flee. It was born wild and is not branded with any owner.

Trio of Sorceresses

These three women have been sent to find the party. One is a beautiful young woman no older than 20, the second is a rather plain woman in her thirties and the last is a hunchbacked woman in her nineties. Each one is a 3rd level Chaotic "Cleric" without armour or weapons, though they choose their spells from the Magic-User list. As long as there are no hostile actions they will provide basic information to the party, including the location of the halflings' abandoned camp. If there are any Clerics in the group they will attempt to convert the Cleric, pointing out how they already travel with those opposed to the forces of order. They say that Clerics actually draw their magic from a terrifying extra-dimensional force that seeks to bring stasis and oblivion to all existence. They are willing to perform a ritual to convert the Cleric to a sorcerer. Should the Cleric partake in the ritual they will be turned Chaotic and be able to choose their spells from the Magic-User spell list instead of the Cleric spell list. However they cannot memorize a spell a second time until they have memorized every other spell in that spell level at least once. Spells cannot be removed from memory without casting.

The ritual itself is highly psycho-sexual and involves all three sorceresses. It involves a great deal of ingesting of bodily fluids. It is obviously unwholesome. Unless *Bless* is cast on the bodies, death will only impede these three until the next full moon.

Talking Owl

An owl will appear on a nearby tree and begin speaking the common tongue of the region. It will ramble on with gossip about the various forest creatures, becoming annoyed if players interrupt it. Every two minutes of conversation it will allow the players to ask one question about the forest and respond with very detailed information, for two minutes. If the players interrupt more than

twice the owl will leave. If captured, it will lose all abilities once it leaves the woods.

Friendly Pixies

2d8 pixies dart about the party, singing and dancing in an ancient and completely made up faerie language... so maybe not so much 'ancient' as 'twenty minutes old.' They provide light equal to a torch and will not be hostile unless the party actually attacks them. They will also defend the party should it be attacked, each pixie being willing to cast a single *Magic Missile* before retreating.

Pixies: 1 Hit Point Armor as leather, a single magic missile, poor morale.

The Great Green Cat

The Great Green Cat is an elemental force of nature, causing destruction upon the very forces of civilization wherever it encounters them. It takes the form of a great green tiger that stalks these forests, especially in areas which have been tended to by man (such as the royal hunting ground). Its blood will cause plants and flowers to grow in its footsteps. Its bite will deliver a vicious poison that will kill any Lawful cleric instantly unless a save versus Poison is made. A Lawful creature (or a Cleric which has made its save) will instead take an extra 1d12 points of damage. The creature is not interested in harming Chaotic or Neutral beings.

The Great Green Cat: 7 Hit Dice, Armor as leather, two claws for d8 damage, or a single venomous bite, excellent morale. Moves three times as fast as an unencumbered man.

The White Stag

The White Stag is the favoured child of the Dark Heart of the Woods and viewing it is the only thing that brings it joy. It is a large albino stag with glowing green eyes that seems to radiate light. Wherever it wanders, it is preceded by a swarm of vibrant coloured butterflies. Any Chaotic characters regenerate 1d6 hit points per round in sight of the Stag, while Lawful creatures take an equal amount of damage. Should anyone attack the White Stag they receive -5 to all future checks in the forest. Should they injure it they receive -20. Should it be slain, all the remaining avatars of the Dark Heart of the Woods will awaken at once and immediately converge on the characters with a deafening roar that echoes through the forest.

The White Stag: 3 Hit Dice, Armor as leather, trample for d6 damage, terrible morale. Moves three times the speed of an unencumbered man.

Magical Spells and Items

THE DIARY OF THE FAIREY PRINCESS:

There are so very many sparkles, and it is pink. It has tassels. Really this is just the most obnoxious looking sparkly diary you can picture a 6 year old ballerina wanting. But here it is, the spell book of the Fairey Princess. Inside are scrawled dark spells that require uttering black tongues of ancient days. This would be more imposing if all the dots and umlauts were not drawn as little pink hearts.

The following spells are written in it:

1st Level:

Charm Person

Faerie Fire

Feather Fall

2nd Level:

Gingerbread Curse

Cookie to Flesh

Nightmare Fuel

3rd Level:

Fireworks

Rainbow Bolt

NEW SPELLS:

GINGERBREAD CURSE

Magic User Level 2

Duration: 1 turn/level

Range: 10'

The caster points at a target and wiggles his or her nose. The target is transformed into a gingerbread person for the duration of the spell if a save versus Magic is failed. As a gingerbread person, any damage suffered results in bits of the cookie crumbling. Hit points lost in this way cannot be healed as they instead lower the target's hit point total. As a side effect the target of the spell will be able to run 10% faster than anything chasing it. Because run, run as fast as you can, you'll never catch the gingerbread man.

COOKIE TO FLESH

Magic User Level 2

Duration: Instantaneous

Range: Touch

The caster may cancel a Gingerbread Curse or turn up to 5 pounds of cookie or cookielike material to unknown raw meat per caster level.

NIGHTMARE FUEL

Magic User Level 2

Duration: Permanent

Range: Touch

The caster may use this spell to permanently animate a stuffed doll or other toy with unholy life. The spell requires both a children's toy and either a bound demon, djinn or spirit. If there is not a bound spirit, the spell can also be cast on a fresh grave on the night it is buried, or simply in the presence of a demon, djinn, ghost or similar being. This is not without risk.

Once the spell has begun, the caster rolls 1d6 every round. When a 6 has been rolled the spell has been successfully cast and a check should be made to bind the spirit into the doll using 1d20. If the spell is interrupted, a check is made immediately using 1d6.

The caster should roll the d20 (or d6 if interrupted) and add her caster level to the roll. The spirit being placed into the doll should roll 1d6 if it is bound already (such as in a magic jar), or 1d20 if it is not (such as a fresh grave) and then adds its level or hit dice. If the caster exceeds the score of the spirit it is bound and must obey the caster's every whim. The doll can never willingly harm the caster. If the caster does not exceed the score of the spirit but still exceeds the level or hit dice of the spirit it is bound into the doll but has complete free will. If the caster does not even exceed the level or hit dice score of the spirit the caster's soul is destroyed and the spirit is now possessing the caster and has access to any spells or other memories of the caster.

The dolls have a Strength and Dexterity score equal to the caster's level plus their own level or hit dice. They maintain their own memories, spells, morality and are shifted to a Chaotic alignment. They have 1d6 hit points, adding the total of the caster's level and their previous level or hit dice total as a bonus.

FIREWORKS

Magic User Level 3

Duration: Instantaneous

Range: 20'/level

The caster causes an area of space with a radius of 5'/level to explode intermittently in glorious and spectacular fireworks, creating a large amount of noise and light. It also is potentially fatal to those inside. The caster should roll 1d6/level, each 1 or 6 dealing that much damage to those inside, who may make a saving throw versus Breath Weapon to take half damage for the round. Any roll of 2-5 is put aside and rolled again the next round in the same manner. Eventually every d6 will do damage, it is simply a question of when. When there are no d6s remaining the fireworks display ends.

RAINBOW BOLT

Magic User Level 3

Duration: Instantaneous

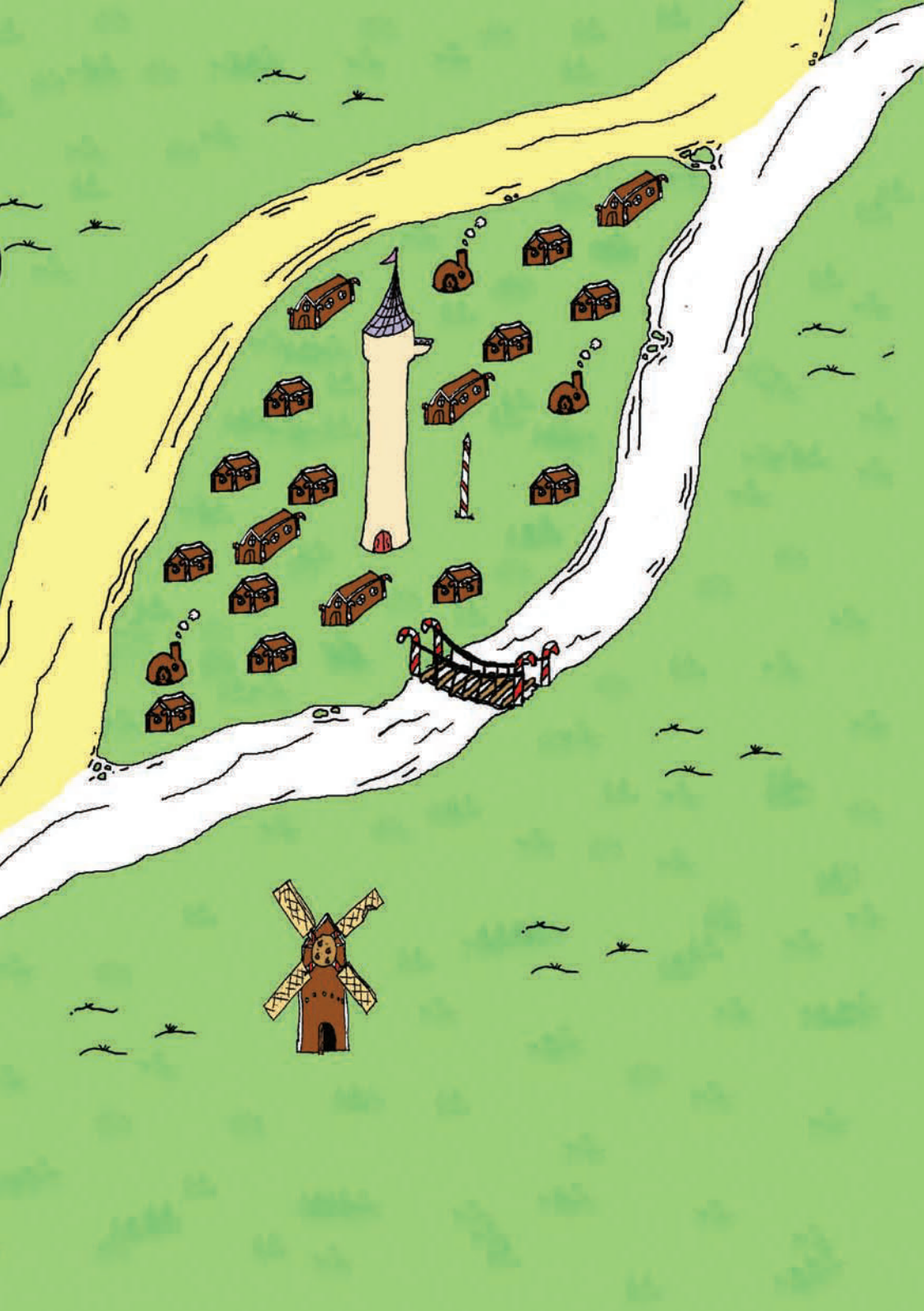
Range: 20'/level

The caster fires off a vibrant rainbow at a target and may make an immediate attack roll against a target. If this shimmering rainbow hits the target, the caster should roll 1d7 for damage and multiply the result by the caster's level. If you don't have a d7, roll 1d8 and re-roll any 8s. Damage dealt represents matter being converted into small pieces of candy.

WAND OF RAINBOW BOLT

This wand is a clear glass cylinder two feet long and no wider than a man's thumb. Attached to the end is an oversized five pointed star coated in gold foil and glitter. Two pink streamers and a single white streamer are also attached at the end of the shaft, so that they can flutter in the breeze as the wand is waved about. The wand can contain 13 charges at most, but has been depleted down to 4. *Rainbow Bolts* cast from this wand count as being cast from a 5th level Magic-User.







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