

# Flame Princess Cult

an unauthorized weird fantasy role-playing zine



JULY 2020



## A MESSAGE FROM THE EDITOR

Welcome to the inaugural issue of **Flame Princess Cult**, a fanzine devoted to James Edward Raggi IV's *Lamentations of the Flame Princess Weird Fantasy Role-Playing*! I hope there will be more issues, as I've committed myself to producing at least three. And I already have sufficient submissions for at least one more issue. But life is full of strange twists and turns, and I just wanted to use this space to thank the members of the LotFP community who generously signed on when this project was just a passing notion.

Although not an official LotFP product, the online home for this zine is the official Lamentations facebook group. If you're reading this and aren't already a member, please join us! You'll find there a variety of opinions regarding what LotFP gaming can be, as I think is expressed nicely in the variety of articles you'll find here. Some of the things you find in these pages take the default Early Modern setting of LotFP very seriously. Some don't. And some are just plain weird.

This variety is exactly what I was hoping to see when I volunteered to take on this project. LotFP and this zine fulfilling their promise of being about *weird* fantasy means never accepting a baseline definition of the word "weird". To do so would lead to a new normal, the very antithesis of the concept of weirdness. So if you read this zine and have an idea completely perpendicular to the articles appearing in it, congratulations! You may have a concept that could appear in the next issue.

Jeff Rients  
North Wales, Pennsylvania

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# MONSTER: VEGEHOUL

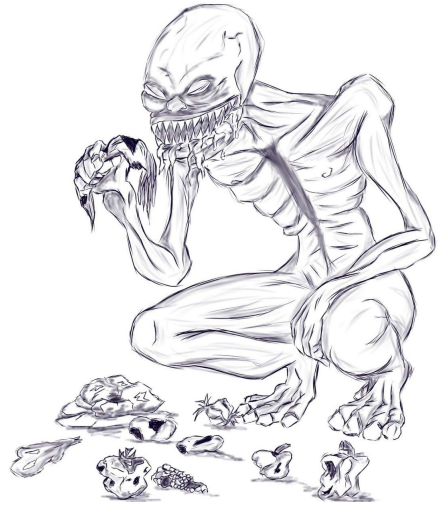
by Krzysztof Kiser

These creatures owe their name to their physical resemblance to ghouls. They feed on rotten vegetables, fruits, or grain. If compost begins to disappear on the crop, and crops begin to deteriorate quickly, a Vegeghoul probably feeds on your fields. The feeding of these creatures makes the harvest wither and rot. Farmers say that the smell of rot then attracts more of these creatures. It is true that Vegeghouls are the reason for the breakdown of crops, but what lies behind the appearance of them in greater quantity is more terrible than what people imagine.

HD: 2, Speed: Like human, Armor: Like leather armor, Low Intelligence, Attacks: Claws, 1d6. Bite, 1d6 (see below).

Vegeghoul is not an undead. It is a host to a parasite.

After eating infected food or a bite by Vegeghoul, the character must make a save against Poison. In the event of failure, the larvae of the parasite are introduced into the body. Within 24 hours larvae reach a size of 1.5 millimeters and sexual maturity, after which they begin to mate with each other. Hatching still occurs in the uterus and the female after another 24 hours gives birth to about 1,000 live larvae, which enter the circulatory system, from where they migrate throughout the body. On the same day, the carrier begins to feel severe fatigue and nausea. After retiring, he falls into a coma. If he is not given help (magical or medical - at the discretion of the Referee) - his body will undergo terrifying transformations and the parasites will multiply in his body. After 1d3 days he will wake up as Vegeghoul. Larvae in Vegeghoul's saliva secrete putrefactive enzymes.



Vegeghoul is sentenced to death because of a colony of constantly multiplying parasites eating him from inside. The creature dies 3d6 days after awakening.

# MONSTER: THE HEADMASTER

by C.A. Paul

On a crisp, fall day, one can hear the leaves crackling in the trees. The sun's a bit duller and the birdsong less lively. Summer is over, and with it, all the hopes and dreams that grew with spring are quietly dying in the fields, forgotten to fleeting and frivolous amusements.

*The party is desperately seeking information, and in this desire the Headmaster is summoned.*

Its body is like a millipede measuring 10' in diameter and about 100' long, with 300 legs ending in cloven hooves. Its face looks like a skinned fox with chicken-like beaks on each side of the snout and cheek pads and a throat sac like a male Bornean Orangutan.

It quickly encircles the group, quick and lithe, its hundreds of cloven feet treading the ground around them. Attacks, both mundane and magical, have no effect. Attempts to flee are met with hyena-like giggles as it gently nudges them back into the fold. "Be calm," it whispers. Once the party has settled down, it turns to the first character, its voice grating and sublime, emanating from the three beak-mouths simultaneously. It utters a single word, and then, "Spell it."

Referees should choose a method for determining words that players will be spelling. This can be done by randomly picking words from the dictionary, using a random word generator, or preparing a list in advance. Demon etiquette allows the player to request the word to be used in a sentence, and to hear the word repeated. Players are not allowed to look the word up or receive help in any way. (If this is done, then even if the word was spelled correctly it is counted as wrong and all those participating in the "cheating" suffer the penalty.)

If the player spells the word correctly, the Headmaster moves on to the next player and asks them to spell a new word. If all players consecutively spell their assigned word correctly, then the Headmaster will provide them with a piece of needed information and scuttle off, disappearing with a puff of black smoke.

If a player misspells a word, then their character will forever be tormented in a way pertaining to that word. For example, if they spell "defenestration" incorrectly, they will regularly experience being thrown from windows, or having things thrown from windows landing on them. Perhaps they can avoid this by never being near a window again, but windows can always come to them in the form of carriages, spaceships, or outer dimensions.

Once all players have had a chance to spell a word, and assuming at least one of them incorrectly spelled a word, they will have a chance to attack the Headmaster. The players go in the same order that they were challenged.

The Referee will need to have a calculator ready. The current player will roll any two dice they want and must multiply the results. Meanwhile, the Referee must use the calculator to multiply the two dice. If the player gets the correct answer quicker, they deal that much damage to the Headmaster. If the Referee is quicker (again, the calculator *must* be used, even on easy facts) then the Headmaster gains that many hit points. If brought to 0 or fewer hit points, the Headmaster will dissipate in a flash of sulfurous smoke.

*The Headmaster: Armor 18, Move 120', 20 Hit Dice, 101hp, Morale 12, doesn't directly attack but will block or grapple to stop victims from fleeing.*

## MONSTER: TOLL FREE SHEEP

by Filth Pig

They sneak up on you when you're alone, when you're vulnerable - when you take a few steps out of the campfire's circle of light to relieve yourself, when you're on watch by yourself and everyone else is asleep. When you've just gotten back from town and you're waiting on everyone else to return. Don't ever be alone. It won't stop them, but it helps.

You might see one from a distance, on its way to torment some other lost soul. It'll look just like a regular sheep from 100 paces out, but the closer it gets - you'll see it's wrong. The wool isn't natural. It's miles and miles of tightly coiled analog phone cord. Your character won't know what that is, but they'll be able to tell the wool is wrong immediately. If they touch it, they'll be slightly disturbed by the feel of the plastic coating on the wires.

The head is an old rotary telephone complete with cradle receiver. The wire of the sheep's body connects to the receiver and they can be easily unravelled, but this kills the sheep.

The Toll Free Sheep pose no more physical danger than a regular sheep, probably even less so because they lack animal instincts and aggression, but they do trade in a more insidious pain - shame and guilt.

You'll be approached by a sheep and it will begin to ring. You have to answer - the other party won't hang up and terminate the call. They're insistent. They want to talk.



You could kill the sheep, it's not that hard. They'll fight back, but only with as much ferocity as a mundane sheep, and while that's nothing to laugh at, it wouldn't last long against a sharpened sword or heavy maul.

The ringing will grow louder the longer you refuse to answer. No one outside the immediate area seems to hear it - the point of the Toll Free Sheep is not to draw attention to the characters and have something come ambush them because of the noise. As the sheep's head rings, the receiver shakes in the cradle and the shaking becomes more violent as the volume increases. At some point, DMs should consider having the receiver shake itself off the cradle completely and fall to the ground where the conversation can begin or have the ringing cause damage once it's reached a certain volume - the sheep must be dealt with; answer it, kill it, run from it.

Once the character picks up the receiver they'll hear the voice of someone they know, someone they love and care about. It could be anyone, as long as it isn't someone from the party they're with. They could be living, they could be dead - dead might even be better.

The caller starts lamenting your actions, saying they raised you so well or you were such a good friend to them and you used to be so nice, so good - they don't know what happened. They'll talk about your recent conquests and heroic deeds as if they're dirty shameful things no civilized person should be doing and they'll wonder why you're like this now. What's wrong with you? You were raised right, three squares a day, your own room which was no small ask in the poor town you grew up in, they'll have you know. Your mother and father stayed married your whole life and your father never took the rod to you, not once. It doesn't matter if none of that is true - the caller will say it anyway. This is the narrative they believe. The story they've told themselves. You're the bad guy here, not them.

They'll cry the heavy, forlorn sobs of anguish of mother's whose children have killed themselves, or become addicted to drugs and stolen from the family to pay for their next fix. The whole time they're talking, but you can't respond. You can, but they can't hear you. You're just listening in, because the caller is talking to someone else. They might be responding, but you can't hear that side of the conversation.

This just continues on for as long as your character can stand to listen; an endless diatribe about what the caller views as your failures. They wished so much more for you, why couldn't you have married that nice girl from the village, why are you down in a hole desecrating graves like a monster?

The Toll Free Sheep don't have much of a point. They're just meant to be a slightly unsettling, weird encounter to throw at your party. You might want to be careful using them if any of your players have had particularly traumatic childhoods or were raised by narcissists. Narrating the phone call might hit too close to home for some of your players.

## **Editor's Note**

Based upon pages 49-50 or the LotFP Grindhouse Edition Referee book a normal adult sheep probably has stats something like this:

Sheep: Armor 12 (14 if in need of shearing), Move 90', 1 Hit Die, attack 1d3, Morale 6. If facing a whole herd (10 or more sheep), any hit doing more than 1 point of damage requires a save or the foe is knocked down.



# SPECIALIST SPECIALIZATION

by Lord Mhor

This is a variant intended to make every possible character concept with only three classes from the core rulebook. If your game currently uses any classes other than Fighters or Magic-Users, these will all roll into the Specialist class.

With skills, give all Fighters and Magic-Users one skill point at character origin to apply as desired to any standard skill, and one skill point per level increase. They are restricted to improving one or another standard skill as desired. The rest of their energies go strictly to fighting or casting spells.

Specialists receive the traditional four skill points at origin and two points per level gain. They now have expanded potentials, allowing them to replicate any character concept. They may use \*two\* skill points to do the following:

- 1) Acquire one first level spell (from any possible source, including the original Magic-User or Cleric spell lists). This is now the only way to get Cleric spells.
- 2) Gain one general attack bonus. Fighters as written start with two.
- 3) Acquire one Fighter special attack style. Fighters start with all of them.
- 4) Open a non-standard skill such as glassblowing, harlotry, or one of the hiring skills in the core book. Any skill that is acceptable to the GM works.

Specialists can never acquire the exact same non-standard \*thing\* more than once at character origin (ie: neither two attack bonuses or two spells are allowed). They can acquire two different non-standard skills (such as Cooking, Soap Making, Embalming, or Tattooing) if they sacrifice all four skill points and gain nothing else. Additional spells or attack bonuses at increased levels will always cost Specialists two points each, essentially replacing any other Specialist gains at that level, but once Specialists have paid two points to acquire a non-standard skill, they can raise it one point per skill level as with standard skills.

Treat any demi-human or exotic special power as a two-point attack bonus or spell acquisition at character creation. A player may designate the character anything desired on a character sheet, but mechanically there are now only Fighters, Magic-Users, and Specialists. You can now run a righteous tentacle monster paladin, a hedonistic were-wombat kleptomaniac tattooist, or anything the GM will tolerate without keeping track of more than three character classes.

# PHYSIK SKILL FOR LOTFP

by Mark Hess

Physik skill is a kind of optional first aid roll, if the roll succeeds the patient heals +1d3 hp. May be used once per wound. Can also be used to stabilize a dying character, or as a knowledge check for medicine or human anatomy, etc.

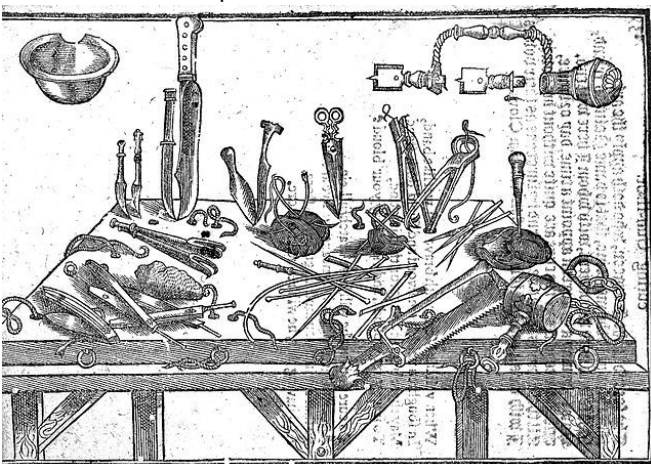
Modifiers may be added for certain conditions such as being in the field (-1), in the middle of battle (-2). Having a doctor's bag (the equivalent of Specialist's Tools) adds +1, being in a clean environment with food, water, clean bandages, and proper tools adds +2. This would be unlikely in the 17th century.

This skill has the possibility of harming the patient just as much as healing them. Very little was known about hygiene in 17th-century England. People were not aware that disease was spread by germs. The only available treatments were bloodletting, leeches, purges, calomel (a tincture of mercury), opium, and quinine.

On a roll of 6 (or 12 if you're maxed out) [Or 1's if using the new *Eldritch Cock* playtest rules. -Ed.] something has gone terribly wrong.

Roll 1d6

- 1) Patient loses 1hp.
- 2) Patient loses 1d3 hp.
- 3) Patient develops severe fever over the next few hours. Poison save or lose 1 Con.
- 4) Patient's condition worsens over the next few days. Poison save or lose 1d3 Con.
- 5) Severe infection leading to amputation, possibly losing more Con and Dex.
- 6) Doctor has killed the patient.



# A NEW SPELL

by Łukasz Krupiński

**Madame Merkia's Myriad Murderous Mouths** *is a rare spell, known only to the most conniving magic users. Wizard/Warlock/Witch/Summoner spell level 3, range 10'/level, instantaneous. A random extraplanar entity emerges from a portal, attacks the target and jumps into another exit portal – in one fluid motion. Roll d12.*

- 1) Portal of Steel: a masterless Saint of Blades delivers a +5 cut for 3d6+3 damage with his great sabre, save negates, triple damage on a crit
- 2) Portal of Law: a Justiciar of the 11th Tower of Elim – using the knowledge of the target's True Name – banishes the target to another Plane
- 3) Cat Portal: Sabre-Tooth Duelist claws (+8 for 2d6) and bites (+8 for 2d8) the target
- 4) Timeless Portal: a Twice Murdered King throws a diamond dust storm at the target dealing 4d4 damage and blinding it for d6 turns, this attack leaves 2d12 x 10 gp worth of diamond dust in the vicinity of the target
- 5) Mycworld Portal: bioluminescent spores land on the target making it easier to hit (roll twice and use a better result), the spores have a 1 in 6 chance of overloading the target's brain and temporarily giving it a +2 bonus on attack & damage rolls and causing it to charge directly into combat with the nearest creature for d10 turns
- 6) Prophesied Portal: a Burning Spoke of the Many-Eyed Wheel turns undead like a third level Cleric, target counts as undead
- 7) Portal of the Envenomed: High Sting of the kim'Waa makes the target weep poison for d6 turns, giving it -6 penalty on all rolls, anyone in physical contact with the tears is also affected, save ends
- 8) Gate to the Stars: the light of faraway stars gives the target a random insanity, save negates
- 9) Portal to the Mutarealm: radiation from the portal makes the target swell grotesquely, doubling its height and multiplying its weight by 8, has a 2 in 6 chance of being permanent, otherwise lasts a minute
- 10) Punch Dimension Portal: a disembodied fist punches the target in its solar plexus, suffocating it for d6 damage for 2d6 turns, save negates
- 11) Portal of Khag Æsar: creates a 30' sphere of magical darkness and silence for 2d6 turns, temperature drops to -20°C for the duration
- 12) roll twice and use both results, cumulative



["Matthew Hopkins, Witch Finder General." From a broadside published before 1650, reprinted in *Extraordinary Popular Delusions and the Madness of Crowds* by Charles Mackay. The latter work I recommend to LotFP referees who can stand 19th century prose. -Ed.]

# FAMILIAR BINDING

by King Brackish

## Bind Familiar

Magic-User 1

Duration: See Below

Range: See Below

This spell allows the Magic-User to bind an otherworldly entity into a contract, bestowing gifts of knowledge and power in exchange for sacrifices. The spell must be cast at night under a full moon in a private space, the ritual takes 1d8+4 hours to cast and must not be interrupted by outside forces. Roll on the tables below.

The familiar requires a vessel to house (and disguise) it while it lingers on this plane. The caster must provide the corpse of one of the following:

- |    |               |     |                  |
|----|---------------|-----|------------------|
| 1. | <b>Hare</b>   | 7.  | <b>Cat</b>       |
| 2. | <b>Monkey</b> | 8.  | <b>Goat</b>      |
| 3. | <b>Crow</b>   | 9.  | <b>Toad</b>      |
| 4. | <b>Lizard</b> | 10. | <b>Dog</b>       |
| 5. | <b>Snake</b>  | 11. | <b>Owl</b>       |
| 6. | <b>Rat</b>    | 12. | <b>Tarantula</b> |

or... (if CHA score is less than 9)

- |                              |                            |
|------------------------------|----------------------------|
| 1. <b>A Child</b>            | 3. <b>A Hideous Person</b> |
| 2. <b>A Beautiful Person</b> | 4. <b>A Party Member</b>   |

The following may be offered during the casting to increase the chance of contact:

- Burning of 100sp worth of incense. +1 to Save.
- Ritual Sacrifice of a sapient innocent. +1 to Save per sacrifice(s).
- Burning of elaborate candles wrought from human fat. +1 to Save.

After the end of the casting make a save vs magic with a bonus equal to the number of offerings used to contact a potential familiar.

- If successful, continue to the bargaining portion of the spell.
- If failed, the spell must be performed again from the beginning with fresh components.

# The Bargain & Contract

Once contact has been established, the bargaining process begins. The player rolls randomly to determine the familiar's demands but may choose the boon.

## The Familiar demands... (d12)

- 1) Blood fed from your breast, 1d3 hp's worth per week.
- 2) Ritual Sacrifice of a Virgin, 1 HD's worth per week.
- 3) No hair to be on your body, you must groom daily.
- 4) One of your limbs which it devours once the bargaining phase is complete.
- 5) You only consume live insects for sustenance.
- 6) Wealth, to be burned in ritual sacrifice. 50% of all treasure/income gained each week.
- 7) Pain, you must inflict X points of damage to yourself each week. X equals your level.
- 8) Your offspring (all of them, forever), if none your fertility, if none your genitals. Roll again if you possess none of these things.
- 9) You worship it. You must dedicate an entire day (12 hours) to worship once a week.
- 10) You always lie or tell the truth, flip a coin each day to determine.
- 11) You consume the blood of a whore, 1 cup every 3<sup>rd</sup> day. (Diseases may apply.)
- 12) You are always intoxicated. *See Drunk rules in the LotFP Rules & Magic book*

## In exchange... (d12)

- 1) You are able to use your familiar as a magical conduit, you may prepare and cast an additional spell each day.
- 2) You get the Devil's luck, you may re-roll any of your dice rolls, once per day and take the better result. Twice per day at 6th level & after.
- 3) The familiar has denied your death, you resurrect the next night in a nearby cemetery/graveyard. Roll on a Dismemberment chart and add that deformity to your body. You will only be resurrected a number of times equal to your Charisma Modifier.-
- 4) Your left hand turns to silver. Anything you touch with it turns to silver.

- 5) Your irises turns blood red when this ability is used, you instantly learn any spell you see cast. Save vs magic for each time you use this ability more than once a day. Failure means you go blind in one eye then the other if failed again. Ability lasts 1 turn.
- 6) The familiar grants you the tongue of babel allowing you to be understood in any language.
- 7) Your blood has healing properties for others. 1 HP worth of blood heals 1d2+1 hit points.
- 8) Your familiar has stolen an angel's voice, you may cast the cleric spell *Command* once per day. Twice at 6th level & after.
- 9) Your familiar revels in combat, you gain the Fighter's Attack Bonus and progression.
- 10) You may cast Dispel Magic as the Cleric spell, once per day. Has no effect on the Familiar and it'll mock you relentlessly if tried.
- 11) You gain supernatural beauty, +1 to CHA mod. You may cast Charm Person once per day.
- 12) The familiar whispers demonic knowledge to you in your sleep. You gain 4 Skill points and have a 1% chance to gain a skill point each night.

Additionally having a familiar reduces all costs and time associated with spell research by half. This represents the familiar's knowledge as it aids your research.

## **Referee Notes:**

- The Familiar is its own entity, not a slave to be commanded at will, it has its own goals and ambitions and should be played as such by the Referee.
- If the magic-user does not perform their sacrifices, the Familiar will redact it's boon & bestow a curse in it's place. Only a great tribute will please the familiar.
- If the Familiar is not given its sacrifices after a week it will drag its master to hell, killing them in the process.
- The familiar has HD equal to the caster's level and is immune to non-magic attacks. Should the familiar die it will reappear 3 days later in the same form it was summoned in.
- Safely breaching the contract with the familiar is a quest in itself.
- Should the Caster be killed their familiar will explode into a summon spell equal to twice the caster's level and automatically be out of control.

# NPC: THE FRUITFUL FRIAR

by Ignacio Fernandez Ivern



Brother Symposius (real name Honoré de Gourmand) is a French Magic-User from Picardy playing the long con of masquerading as a friar. So long, in fact, that aside from his secret lack of Faith there is scarcely anything telling him apart from the real thing. He has the belly, the hair, the habit, the fondness for good wine and cheese, the less than perfect Latin, the bits of folksy wisdom anyone could get behind, the perfect practiced balance of joviality and distance - through them, this godless man has made a better monk than true devotion ever could.

**Brother Symposius:** unarmored, Move 120', 2nd Level Magic-User, dagger 1d4, morale 9. Knows three random spells plus *Bathed every Veyne in Swich Licour*, casts with Weird Magic System rules, can cast while holding a cross, in the manner of a Cleric

The Fruitful Friar drives a cart pulled by a donkey, loaded with spirits of above average quality of his own creation. He will sell them or trade them, though he will not part with his entire supply. He is willing to offer a free sample to anyone who makes a good enough impression. His wine has helped him make quick friends along the road, and as such he is likely to have stories and rumors of other notorious pilgrims.

The Fruitful Friar's wagon will also contain concealed supplies stolen from groups of parched adventurers previously met.



# Bathed every Veyne in Swich Licour

Magic-User level 1, Duration: See Below, Range: 60'

This spell renders everyone but the spellcaster who has even a single drop of an intoxicant within the next hour, or has had one in the past 24 hours, absolutely, comically, cosmically shitfaced within one round. Their Dexterity and Attack Bonus are reduced by 4 and Saves and Armor are reduced by 2. If trying to resist the effect, they will instead act as if affected by a *Chaos* spell. This lasts for 2d4 rounds, after which the real fun begins (the penalties to Dex, AB, Saves and Armor remain; characters are always Surprised on the first round of combat):

## Off the Friar's wagon (1d8)

- 1 Attacks the nearest person
- 2 Acts as if hopelessly devoted, platonically or otherwise, to the nearest person
- 3 Evacuates bodily fluids in every imaginable way
- 4 A near-comatose sleep only broken by Magic
- 5 A sleepwalking state in which the character is highly suggestible and prone to reveal secrets
- 6 Acts in an amorous way towards the nearest non-humanoid living being (vegetable or animal)
- 7 Idyllic Visions: believes himself to be in a *locus amoenus* surrounded by all he finds pleasurable. He will begin talking at length, to others or to himself, describing the place in great detail
- 8 Delirium Tremens: horrific visions of unassailable doom plague the character, who flees in a random direction on a successful Morale check, or otherwise curls up on the floor and rocks back and forth babbling of pleas and despair

This second stage lasts for 1d8 turns (full success on a Save vs Magic), 2d6 hours (partial success) or 1d6 days (failure), after which an Intelligence check is necessary to remember anything *specific* about what has transpired.

# NPC: ODRIC RAVENSKRAFT

by Mark Craddock

Odric is a sage in his late 50's who operates the Bookery, which has become known as the region's best source for rare and exotic tomes. For the right price and enough time Odric has proven capable of locating whatever rare work he is tasked with.

A benefit of his work is that it allows the pursuit of his own interest, conjuration magic. While Odric has studied arcane magic, he's a 4th Level Conjuration Wizard/Magic-User, he has always had a fondness for the field of conjuration and summoning and collects any work on the field that he comes across. Thus far, he has a personal collection of 99 books and has feelers out for a new title he's learned about, *Summoning From the Lower Planes* by Pedagogue Mueller.



Odric is 6' tall, but he stoops, he has occasional tremors in his left hand and walks with a slight limp due to an injury he sustained on horseback in his youth. He is fond of using large words and clicks his tongue on the roof of his mouth while talking. He is also a devout worshipper of Bane and keeps a small shrine to Black Lord in his attic. He closes up shop at 3pm at midweek to perform rites to the God of Tyranny. He is a widower and has no children, but his nephew Poul visits from time to time. Poul is a scribe and has found a solid patron due to his uncle's influence.



# NPC: LARS VAHN

by Adam Steele

Bright hazel eyes framed in freckles and a mop of copper-streaked russet locks gives Lars the quintessential look of unsullied and unburdened youth. On the cusp of manhood, Lars is rapacious for knowledge and experience. His guileless enthusiasm and earnest gratitude can disarm even the most curmudgeonly. The plumpness of cheek and ungainly proportions of youth have given way to his lithe form and coltish health. Lars is obviously not a threat in physique, demeanor, or annoyance.

And within, spread like cancer from entrails to eye sockets, a Hellish maggot marionettes the youth. The Demonchild sprang from the failure of the ambitious, desperate cast of a mourning and unprepared parent. Grief choked and unfocused, the intention was to imbue the blue and lifeless husk that had been the crown jewel of marriage, a beautiful son to carry the family name. Lars came back. But what came back as Lars wasn't him. Cheeks ruddy with vitality gave heartbreaking hope, and yet compounded the tragedy all the same.

What gave animation to Lars' form has an insatiable developmental hunger, both cognitive and physically. It gleaned what it could from Lars' dead neural pathways, and through cruel charade drew from Lars' parents all it could in education, talent, and etiquette. They attributed Lars' amnesia to his death and resurrection, finding out their mistake only weeks later when he took from them their lives and their choicest vital organs. Fleeing the ghastly scene of cannibalistic parricide, what is now Lars has wormed its way from teacher to mentor, sage to master craftsman, repeating the pattern.

Lars may be encountered innocuously in city bookstalls, village schoolrooms, libraries, student-frequented cafes, or as a new apprentice to a skilled crafter. Alternatively, he could be chanced upon in a scene of blood covered carnage, skillfully masquerading as the sole survivor of an animal or occultist attack. Wherever he is found, his first effort will be to ingratiate himself with a member or members of the party without cheap flattery or insincerity. Whether an appeal to pride in teaching him, good humor and cheer, or through making himself indispensable, Lars will find a way to be accepted as a harmless mascot or protege. He might help nurse a wounded companion back to health, gaining trust and demonstrating integrity. He would not only safeguard wealth, but return it with added

interest and a pleasant story of how he improved the fortune by utilizing knowledge the character had shared with Lars.

Once accepted for his facade, Lars will systematically probe and absorb knowledge from those around him. After exploring every area of expertise, every talent, skill and ability, Lars will move on to a plan to consume his patrons. This might mean that Lars spends weeks or even months with his new companions. Lars will move only when the opportunity is ripest. Perhaps poisoning, paralyzing, and vivisectioning his victim; or learning what height would cripple or kill from a gentle push; or determining exactly how many times a sewing needle would need to pierce the skull before brain death; Lars' murderous turn is strictly fueled by the need for novelty.

Or Lars could serve as the unsuspected pursuit of a series of Ripper-like murders investigated by the party. If so, he should be introduced with a handful of equally unlikely suspects, or sessions before the murders begin to take place so as to diminish the likelihood characters will associate him with the grisly crimes.

The larval form, once satiated, will molt and emerge from Lars' spent host. This newborn creature could then serve as a future antagonist, or be the culmination of the player's discovery, pursuit, and believed vanquishing of the human form. Whether the creature flees to harry the party in their future endeavours, or stands and fights, the Demonchild will use the knowledge gleaned from the party members against them. If Lars was taught swordplay by a character, that character will have a penalty to strike Lars as he can seemingly predict their every move. If Lars was taught magic, that very magic can be used against the teacher, or perhaps the magic may prove ineffective when used against Lars. Secrets, shames, and sorrows shared with Lars could be thrown back in their faces, poison them against their comrades, or be turned over to authorities or party members as would maximally injure.

Lars, human form (Armor 12\*, Movement 120', \*\*Hit Dice, \*\*hp, one punch 1d4 and special\*\*\*, Morale 8)

\*If Lars had any martial training with a character, Lars has effective Armor 16 from attacks by that character

\*\*Lars should be equal in Hit Dice to one half the total number of party members, and his hit points should be calculated as four times that number, e.g. if facing six party members, Lars has 3 Hit Dice and 12hp.

\*\*\*If Lars studied with a magic using character, he will have access to the same number and type of spells.

Lars, molted Demonchild (Armor 16, Movement 90', \*\*Hit Dice as above, \*\*hp as above, two claws 1d6 and \*\*\*special as above, Morale 10)

# ENTROPIC FLESH

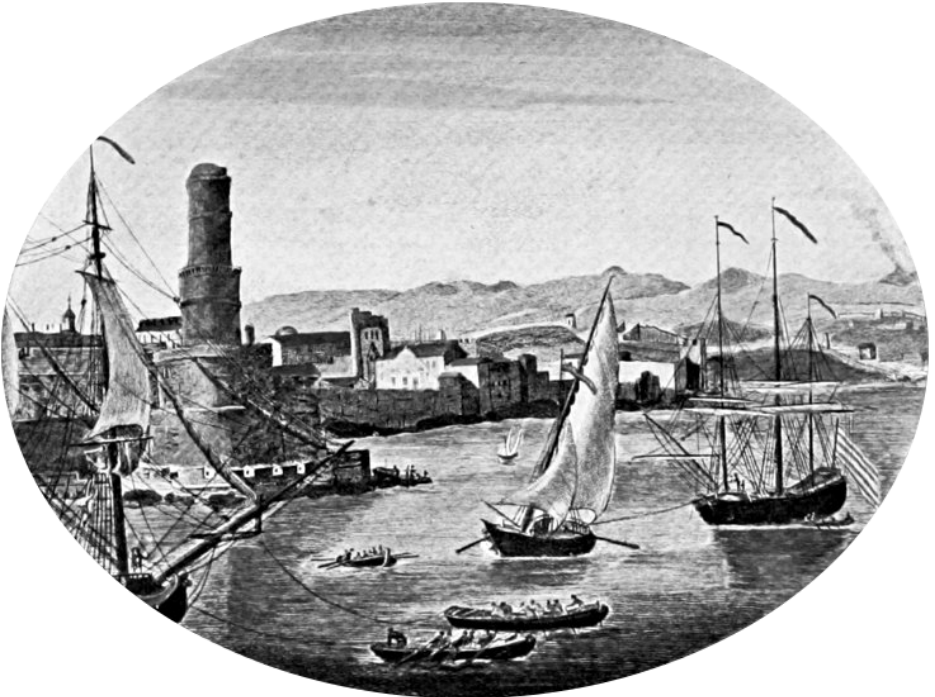
by Ian Zebarah Shears

Sometimes, a thing from beyond the spheres does not dissolve completely at death. These remains can be alchemized into tonics and viands with deleterious effects. They are always random and uncontrollable. Only a lucky few will develop something useful after consumption and even then a price must be paid. Curious and incautious adventurers have a habit of drinking potions and eating unknown substances. Referees may place this new and highly unusual hazard as they see fit. A character ingesting this item must take a saving throw versus Poison to avoid the effects. Some examples include: a potion, inside a decanter, or as a piece of meat on a plate. Some results have added effects such as forms of insanity. Work with the player to select something appropriate.

Roll 1d20:

1. The character painfully vomits out all organs, dying the next round.
2. Tastes like curdled milk, no effect.
3. Character is aged 3d10 years.
4. A dead eye appears on a random part of her body.
5. The character's mouth is replaced with that of a lamprey.
6. Horrible gastritis ensues.
7. Skin is riddled by undulating tremors making skills at -1.
8. The character now suffers from permanent vertigo.
9. The character's nose melts off her face.
10. 1d3 new fingers sprout like twigs off of the character's hands.
11. A second stomach forms. +1 on poison saves and 1. She must eat twice as often or 2. She gains permanent nausea.
12. +1 on the character's next *Summoning* spell roll.
13. An eye with a horizontal pupil forms on the character's forehead.
14. The character's tongue is replaced by a tentacle.
15. The character gains access to 1 randomly chosen spell. It may be cast only once.
16. A telepathic link with an outré being is established. Up to three questions may be asked. After the third, the character develops a permanent mania after prolonged contact with an inhuman mind.

17. The character may speak with the dead 1/night. However, she develops a nervous tic.
18. The character is able to digest inorganic matter, but she now has pika, characterized by needing to eat small items during stressful situations, like nails, or chalk.
19. The character's flesh becomes rubbery, granting a +4 armor bonus against bullets while diminishing her sense of touch.
20. When casting the next spell, the character may select the result. Afterwards, permanent ennui sets in. She will have problems holding interest, finding joy, and concentrating on tasks or even spells, as she knows they will never taste such wondrous power again.



# REAL WORLD LOTFP TRAVEL ENCOUNTERS

by Zak Sabbath

Encounters don't encompass everything that happens and everyone the party runs across during their travel, only things that present significant danger or significant and obvious opportunity.

## Land Encounters d20

- 1) Battle between opposing armies
- 2) Tiger in Asia, bear in Europe (either in Russia), cheetah in African jungle, d4 scorpions in the desert
- 3) 2d4+2 wolves or—in Africa—wild dogs or a python, in tropical and subtropical asia: a python
- 4) 2d10 bandits
- 5) Leopard in Asia, d4 wolves in Europe, rhino in Africa
- 6) Wild boar
- 7) Venomous snake
- 8) Bandits in act of banditry
- 9) Exploratory mission: surveyors, biologists, etc.
- 10) Weevils in the rations—have the best party member make a Bushcraft roll, failure means party arrives with no rations.
- 11) d4 crocodiles in tropical and subtropical asia or desert, lion in african jungle, d10 homicidal religious zealots in Europe
- 12) NPC party
- 13-20) A quiet journey

There were bears in England until about 1000 AD, so if you want to be historically accurate, trade them out for more wolves or insane religious zealots. Most African animals listed (rhinos, lions, etc) have both desert-adapted and jungle-dwelling populations.

## At Sea d20

- 1) NPC party
- 2-4) Pirates attack!
- 5-6) Pirates in act of piracy (roll d10 on this table to determine target)
- 7) Local warship
- 8) Foreign warship
- 9) Small ship—exploratory mission-oceanographers, biologists, etc.
- 10) Merchant ship. Goods aboard with an sp value=crew size x10.
- 11) Warships fighting—two local ships
- 12) Warships fighting—two foreign ships
- 13) Warships fighting—one foreign, one local
- 14) Extended doldrums/calm sea, you arrive at your destination with no rations
- 15) Encounter during storm, roll d20 again—if the result is 14-20, no encounter
- 16-20) A quiet journey

If someone falls in the water during a fight, there's a 2 in 6 chance of d4 sharks.

## Ship classes and crew size d10 (see *Rules & Magic*, page 43)

- 1-2) Caravel
- 3-4) Cutter
- 5-6) Carrack
- 7-8) Frigate
- 9-10) Galleon

## Other Travel Considerations

If you're keeping track of time, assume about 50 miles per day and 30 overland on horseback.

If you want to make life difficult for armor-clad northerners, assume that *traveling* while wearing chain or plate in subtropical or tropical and desert areas means you always lose initiative to more sensibly-attired foes.

**Bandit, Pirate or Soldier** HD 2 HP 10 Speed 120' Armor 14 (leather) or, for soldiers—16 (chain) **Morale** 8 **Attack** +3 d6 crossbow or short sword

**Bear** HD 6 HP 30 Speed 120' Armor 16 **Morale** 10 **Attack** 2 claws: +6 d8/+6 d8hp or one hug/bite: +6 d20hp

**Cheetah** HD 4 HP 16 Speed 260' Armor 15 **Morale** 10 **Attack:** +4 d8

**Crocodile** HD 3 HP 13 Speed 120' (swimming or on land) **Armor** 15 **Morale** 7 **Attacks** 2 attacks Bite 2d4 Claw d12

**Horse** HD 3 HP 9 Speed 240' **Armor** 15 **Morale** 8 **Attacks** (3 attacks per round) Hoof: +3 to hit d6hp (only two hoofs per round) Bite: +3 to hit d4hp

**Leopard** HD 4 HP 20 Speed 120' (including climbing) **Armor** 15 **Morale** 10 **Attack:** +4 d10hp

**Lion** HD 6 HP 22 Speed 120' **Armor** 16 **Morale** 11 **Attack** 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the lion may make two additional claw attacks in the same round on that target.

**Python** HD 3 HP 10 Speed 120' **Armor** 13 **Morale** 8 **Attacks** +4 Constricts while grappling—d4hp



**Religious Zealot** HD 1 HP 10 Speed 120' Armor 12 Morale 11 Attack +1 d8hp bohemian earspoon, pitchfork or torch d4hp

**Rhinoceros** HD 9 HP 45 Speed 120' Armor 16 Morale 9 Attack (2 attacks/rnd) +9 trample 2d4hp, gore 2d6hp

**Scorpion (common)** HD 1 HP 1 Speed 120' Armor 13 Morale 5 Attack +1 to hit d4 plus Save vs poison or take 2d8hp.

**Shark (Hammerhead)** HD 6 HP 30 Speed 240' Armor 16 Attack +6 2d4 bite

**Shark (Tiger shark)** HD 8 HP 40 Speed 240' Armor 16 Attack +8 3d4 bite

**Tiger** HD 6 HP 24 Speed 150' Armor 16 Morale 10 Attack 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

**Venomous snakes** Level of venom varies by exact species—roll d10 for venom level. HD 1 HP 3 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 plus venom—save vs Poison each round until a save is made taking venom-level hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take venom-level hp every morning until it is treated.

**Wild Boar** HD 4 HP 17 Speed 150' Armor 15 Morale 9 Attack Bite +4 to hit 3d4hp

**Wild dogs, African** HD 2 HP 10 Speed 120' Armor 14 Morale 10 Attack: +2 2d4hp bite

**Wolf** HD 3 HP 12 Speed 180' Armor 15 Morale 8+number in pack Attack Bite +3 to hit 2d4hp



# THINGS ONLY GET WORSE: THE PASSAGE OF TIME IN THE EARLY MODERN CAMPAIGN

by Jeff Rients

The default setting of LotFP spans the period 1492-1683 (*Rules & Magic*, page 158), with official historical-type modules dated from 1600 to 1684. It is the tendency of modern gamers with their modern sense of time to want to rush headlong from one adventure to the next, which drastically reduces the chances of covering even the shorter of those two spans in a single campaign. What I propose here is something similar to the Winter Phase of *Pendragon*, a deliberate slowing of the pace of game events by the insertion of intervals of non-play time between adventures.

The basic mechanic is dead simple: **after the horrific conclusion to an LotFP adventure, 1d6 years pass.** During this time the surviving party members go their separate ways before fate gathers them for a new season of wonders and terrors. Everything that follows below is an attempt to account for the implications of this advancement of years.

## Aging

Tracking the ages of the party members becomes important under this scheme. First, the starting age of new PCs must be established. GygaX provides some guidelines in this regard, setting the starting ages of newly minted fighters at 15+1d4 years, magic-users at 24+2d6, and thieves at 18+1d4 (per 1st edition DMG, page 12).

If using Ramanan Sivaranjan's excellent LotFP character generator at [character.totalpartykill.ca/lotfp/](http://character.totalpartykill.ca/lotfp/), you can employ the following die throws to determine a PC's exact starting age:

Child 5+d8

Youth 13+d8

Adult 20+d20

Mature 30+d20

Old 55+d20

Decrepit 80+d20

If you don't use the totalpartykill generator and you don't like GygaX's numbers, you can simply select a dice range for all new PCs to throw. I quite like a range that encompasses multiple categories, allowing for child

prodigy PCs and later bloomer adventurers. Perhaps something like 5+3d20.

Of course, we wouldn't want to ignore the ravages of old age as PCs speed through the years, would we? The following chart is also derived from Gygax (DMG page 13).

### Aging Chart

Age Reached	Con	Dex	Int	Str	Wis
21st year				+1	+1
41st year	-1		+1	-1	+1
61st year	-1	-2		-2	+1
91st year	-1	-1	+1	-1	+1
Every year after 120	-1	-1	-1	-1	-1

Characters reduced to less than a 3 in any attribute die of old age. You have a 50% chance that your new replacement PC is the rightful heir of the deceased, but there's only a 50% chance they successfully gain the inheritance. Otherwise they are cheated out of it by grasping relatives (d6, 1-2) or else it is confiscated by the government (3-4) or the church (5-6), undoubtedly for back taxes or fines for various crimes.

### Material Possessions

There is a **1 in 6 chance the PC is flat broke** (i.e. no cash money on hand) since last we saw them. If they do have money, it probably isn't as much as they possessed last time. Use the chart on the next page to reduce the amount of money possessed by the PC. (Investments follow *Rules & Magic*, pages 53-4.)

Number of Years Since Last Adventure	Divide cash on hand by
1	d4
2	d6
3	d8
4	d10
5	d12
6+	d20

For non-cash objects, use the following rules. For magic, bejeweled, or custom items, **the number of years passed is the chance in 20 of losing each special item** at some point along the way. E.g. if five years have passed each item saves by rolling a 6 or higher on d20. Retaining the services of associates (henchmen, hirelings, familiar spirits, etc) uses the same rules. 50% of objects lost in this matter are outright destroyed, the other half are lost or stolen. Roll d6 for each NPC lost along the way, 1-2 indicates they are dead, 3-4 indicates they were otherwise separated from the PC by strange circumstances, 5-6 indicates the parting involved some sort of bad blood between them.

If the PC maintains a household as per pages 53-54 of *Rules & Magic*, the number of years advanced becomes the percentage chance the domicile is lost to flood, fire, war, etc.

## Individual Events

Each player then rolls 1d20 to see if anything noteworthy happens to them during the time passed. If they roll their PC's level or less, roll another d20 and consult the chart on the next page. The premise here is the more successful an adventurer becomes, the harder it is for them to behave themselves among normal people.

## Fun Times Between Adventures (d20)

1. You wind up caught up in some sort of war for a bit. You pick up a nasty facial scar. -1 Charisma.
2. You spend a large amount of time bedridden with a horrible illness. Due to all the quack cures you tried, you really screwed up your innards. You are now -1 saves on ingested poisons.
3. You get dragged into one of the umpteen zillion religious controversies of the era. 1 in 6 chance you experience a genuine Road to Damascus style moment of religious reverie.
4. You spend most of the intervening period imprisoned in some dungeon. -1 Con due to malnourishment and mistreatment. 50% chance you escaped and are on the lam.
5. You bum around Europe and the Mediterranean, never quite getting into big trouble. Roll on the Language/City chart that follows to learn a new language. Make a Linguistics check to speak it fluently, otherwise you only know the absolute basics (how to swear, order drinks, negotiate with a harlot, etc.). If you already know the result rolled, you are now so fluent you can pass as a native speaker.
6. You spend much of the time at sea. Not on glory voyages around the world, just two-bit stuff in the Mediterranean and/or North Sea. If your Seamanship skill is only level 1 you may increase it to 2.
7. You committed some heinous crime and now are actively sought by agents of the church and/or state. Roll on the Language/City chart to determine the scene of the crime.
8. You spend most of the intervening time living in sin with a beauty of your preferred gender. The break-up was bad and now you're heartbroken and gloomy much of the time.
9. You've been drunk most of the time and can't remember anything that happened to you.
10. You settle down in a city, where you get into so much general mischief that you are now banished from the place. Roll on the Language/City chart to determine the location. On an Int roll you now know the place like the back of your hand. Too bad about the death sentence if you are caught there again.

11. A series of misfortunes led you to spend most of the period penniless and homeless. You are only now mostly back on your feet. -1 Con and -1 Str from the terrible conditions you suffered.
12. You spent your time following a treasure map that an old sailor sold you. It was a fake.
13. You spent most of the period confined in a madhouse. -1 Int as your mind cannot process the human suffering you witnessed there and 50% chance you back is covered with scars from brutal whipping sessions.
14. You manage to befriend a rich idiot who takes you on as part of their retinue. You live high on the hog for much of the period, but shifting political winds brings the whole thing to ruination.
15. You end up spending much of the period as a highwayman, robber, pirate, or bandit. Roll on either column of the Language/City chart to determine the location you plundered. You are still wanted there. 1 in 6 chance you are now famous as \_\_\_\_\_, the Terror of the Basque Country or \_\_\_\_\_, Black Dog of Munich or something like that.
16. You devote yourself to absolute debauchery. Permanent -1 hit point.
17. You are in hiding from some powerful enemy almost the entire period, quivering in terror at each unexpected sound. You're sure you've now given them the slip. If your stealth skill is level 1, you may raise it to 2.
18. You actually spend time with your biological family. You are permanently -1 on any saving throw against any form of madness.
19. You marry your soulmate and settle down in a quaint cottage with a garden and spend nearly the whole period in perfect domestic bliss. About a month ago religious nutjobs went on a rampage. Your spouse is dead, the cottage burned, and you just barely escaped.
20. You spent some time as a member of a Cthulhu-type cult. More orthodox religious authorities broke the cult up, but you somehow escaped. Invent an entity to worship and its unsettling doctrines.

d20	Language	City
1	Arabic	Amsterdam
2	Armenian	Athens
3	Basque	Berlin
4	Danish	Budapest
5	Dutch	Constantinople
6	Finnish	Copenhagen
7	French	Edinburgh
8	Frisian	Geneva
9	German	Helsinki
10	Greek	Lisbon
11	Irish	London
12	Lithuanian	Madrid
13	Polish	Munich
14	Portugese	Paris
15	Romani	Rome
16	Russian	Tunis
17	Spanish	Naples
18	Turkish	Venice
19	Welsh	Vienna
20	Yiddish	Wilno

