

Flame Princess's Quilt

an unauthorized weird fantasy role-playing zine



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A MESSAGE FROM THE EDITOR

Hey! We did it! You are reading the second issue of **Flame Princess Cult**, a fanzine devoted to James Edward Raggi IV's *Lamentations of the Flame Princess Weird Fantasy Role-Playing*! One of my biggest fears upon announcing this project was that I wouldn't have the continuing interest to sustain a second issue. Yet here we are.

My other big fear was that no one would send me anything for publication. Many thanks to all the nice folks who submitted words and pictures for the zine. If you haven't seen your stuff yet, fear not! Unless I explicitly reject a submission, you can count on it eventually appearing in a future issue.

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! It's a friendly bunch of people who will be happy for you come add to the fun.

Stay weird!

Jeff Rients
North Wales, Pennsylvania

TABLE OF CONTENTS

Article	Author	Page
Hydra Plants	Anthony Hernandez	2
Veins house rules	Pat Mathis	5
The Farmer's Demoness	Matthew Austin	9
The Magic Laboratory	Vagabundörk	12
Death & Dismemberment	Tim Harper	19
Il Debito & il Pagamento	Tuomas J. Salo	20
Cuckold Generator	Andrew Knapp	21
Early Modern Random Fighter	Jeff Rients	23

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MONSTER: HYDRA PLANTS

by Anthony Hernandez

My dearest Hugo,

I write this in desperation. You were once my friend. You knew me, saved me, made me stronger. We sought out each other's hearts and found mirrors to our own, where all else there was nothing. I found a comfort in that. A warmth that spread hope across the landscape of our souls like the rising heat of the sun, itself a blanket, insulating us from fear. Protecting us from sin.

But with you dead, that hope is gone.

I've seen such awful things my friend, things too horrible to describe even to your memory. Was it a mercy you were killed by these grotesque creatures coming from the scattered inkblots between the heavens? From somewhere inside those unending depths above us, where its creeping darkness is pinned in place by stars along a cosmic sea? Horrors beyond the reach of the divine had met with us, to whisper and infect the secrets of death into mortal men. It is too late for me - my veins are hollowed of blood and the itch of madness claws at the back of my eyes. My faith has eroded, becoming instead the voices that beckon me towards an unknown fate.

I missed my chance while you yet lived, so here I say, from deep within my bottomless heart,

Farewell.

-A message found besides the headless corpse of an unknown cleric deep within the unnamed territories

What They Are

Hydra Plants are a hivemind species of parasitic creatures that came to our world from the depths of space. Collected data and field research has unearthed very little about their culture, if indeed they have anything of the sort. What we do know is their intent; to propagate their species - to pass on their genes. At the heart of this infection lies the Corpse Matriarch. In appearance, the Matriarch seems a large tree with many branches, on which hang the heads of its first victims. A Matriarch's bark resembles callused skin, it's vines more like blood red veins, with patches of hair substituting moss. Found in cemeteries and graveyards, a Matriarch grows deep it's fetid roots to feed on the bodies buried there. This in turn, is what supplies the fruit on its branches. Each head grown speaks as they did in life, retaining their memories and catalogue of knowledge worth lifetimes. Whether puppets of the Matriarch or true reincarnations remains a mystery.

What They Want

Matriarchs want only to obtain more bodies for it's unholy garden to feed upon, and to this end they have but one option. By planting a head into the earth, a Matriarch may grow a full body for it. These Corpse Servants resemble their victims in all ways but for two exceptions; that they are pale as the moon and entirely covered in fungus, save for head and hands. Corpse Servants are able to blend in seamlessly to any community, at any level. Once infiltrated, they will begin abducting innocents, vomiting a string of fungus laden organs into their mouths once isolated, causing them to expire from poisoning.

Afterwards, they lop off the heads and bury them in the ground up to their ears. Only their faces may be seen pointing at the sky above. In this state, the heads are referred to as Corpse Lilies, who sleep until interrupted by passersby. While asleep, the Lilies grow a body, becoming a Corpse Servant if undisturbed. Sometimes, Lilies are planted in remote locations, or layed out as traps. It might be that adventurers stumble across a Corpse Lily and agree to it's plea for freedom. That they dig out the creature, only for the wretch to jettison a plume of yellow spores from its mouth in an attempt to infect them with its disease. Fully loosed from its soil, a Corpse Lily still without a body has only its head completely intact, with many-headed flowers of vibrant colours pushing out their eyes, a large trail of organs hanging from the stump of its neck riddled with fungus.

Armed with this knowledge I beg you fair traveler; beware. Beware old battlefields and abandoned mausoleums. Beware the kindly stranger hiding behind a smile and promises of reward. Beware the innocent, whose gaze will turn to daggers that carve out canyons across your back as soon as it's turned. Beware, and be safe.

Corpse Lily: Armor 12 / Move 30ft / 1 Hit Dice / 10hp / [1 attack] Bite 1d6, Breath Weapon 2d4 save against disease / Morale 12 / Flight 30ft.

Corpse Servant: Armor 14 / Move 30 / 2 Hit Dice / 16hp / [2 attacks] Claw 1d6+1 save against disease / Morale 8 / Vomit Organs to force a strength save or suffer poison.

Corpse Matriarch:

Armor 18 / move 0ft / 3 Hit Dice / 40hp / [3 attacks] Branch 1d6+3, head lob 1d6+3 [30 ft distance] / Morale 12 / Root Barrier: Erect a 15ft wide, 15ft height barrier of roots anywhere within 10ft / Decrepit Hymn: All heads shriek in unison, make a constitution saving throw or be put to sleep.

[Disease] Blood Pulp | Incubation Period: 4 hours, Intervals: 6, Infection time: 2 days



MY VEINS OF THE EARTH HOUSE RULES

by Pat “doctor Pat” Mathis

Darkness

Levels of Darkness

- 1 - Normal dungeon darkness - Halfling have 30' infravision
- 2 - Halflings lose infravision
- 3 - Elves and 1/2 Elves lose infravision
- 4 - Dwarves lose infravision
- 5 - all others lose infravision, or Darkvision, even if by spell.
- 6 - Ultravision no longer works, even if by spell.
- 7 - Moonmilch no longer gives off light
- 8 - Bioluminescence no longer gives off light
- 9 - Flame no longer gives off light
- 10 - Electricity no longer gives off light
- 11 - Magic no longer works as a light source
- 12 - Radiation no longer gives off light

Although there are twelve levels of darkness, When the players first entered the veins, I started them in a chamber with level one darkness. Each chamber they entered after that was one level darker, until they reached level 6 darkness, which continued until all their light was expended. We then rolled on the “When lost in the Dark” table (p199) until they found a safe place. From this point, they were on my hexmap and each chamber would have 1d6 darkness. When they traveled off this hex map, chambers where 1d8 darkness. If they had gone deeper, the next hex map would have been 1d10 and after that, they would have been 1d12.

The Plural of Lume is: Luma.

The cost of the various lamps, I set at: ten times the radius of light it gives off in Luma. “Lights of Decay” came in a bag of mercury that was worn under the armpit so that body heat would make the mercury liquid. A bag of ten costs: 1500 Luma and each Light lasts ten Luma (hours)

New Classes

These Classes/Races become available, after they are encountered.

I imported from a *Mazes & Minotaurs* game: groups of tribes of Barbarians and Amazons that believe that they are in Tartarus. According to their legends, the Founders of their tribes were banished to the Veins by the gods for getting too close to 7th level.

Amazons - Like in Frostbitten and Mutilated except instead of rolling for abilities at first level they get: Frazetta Armor and Damage dice with the shortbow have a number of extra sides equal to Dex bonus. Ancient Greek is their native language. Their Alignment is always Chaotic. Their Priestesses are Druidesses

Barbarians - Like Amazons in Frostbitten and Mutilated except instead of rolling for abilities at first level they get: Can add their Wisdom bonus to AC if unarmored except for helmet or shield. Have an oversized Barbarian Weapon (in the form of a Great Sword, Axe or Club) that they can wield, one-handed. Damage for a Barbarian Weapon is 1d8 plus a number of extra sides equal to STR bonus. All Barbarians are male. Ancient Greek is their native language. Their Alignment is always Chaotic. Their Priests are Druids.

dERoS - Physically resemble Dwarfs. They roll their attributes 3d6 six times IN ORDER. No switching or adjustment allowed. dERoS roll Saves, initiative, skills, and Hit Dice as in the EC Play-test Notes. 4 of their initial Skill points must be spent on Tinker. Any remaining may be spent as the player choses. dERoS begin play with a number of rolls on the effects chart equal to their HD size and gain one more per level.

The Rapture will never stop encountering them.

They begin with Madman Equipment.

dERoS have infravision that reaches a number of feet equal to their WIS score x ten and works in 1d4 level darkness.

If a dERoS fails a save against an illusion spell, after the spell "expires" it will continue to exist as a sentient entity for the dERoS. Roll a reaction to see whether the illusion harasses the dERoS or becomes an ally. dERoS that meet each other can fail a Save vs Spell to determine if they can see each other's illusions.

Dvargir - Like Dwarfs, except Infravision is 120' in up to Level 3 Darkness. Archetecture Skill can be used for Climbing cave walls.

Fungoids (Mushroom Men) - Have no sense of smell, are immune to all poisons, "breathe" through the undersides of their caps, Do not defecate or urinate, but instead, vomit their waste several times a day, Can not eat cooked food. Prefer to eat rotting flesh or plant matter, do not have individual fingers or opposable thumbs. Their HD size is randomly rolled each level. They gain a patch of random coloration each level. Eating part of the coloured patch of the Mushroom Man grants powers but causes 1d6 damage to the Character, 1d4 if he eats himself.

Gnonmen - Like Halflings except Infravision is 120' in up to Level 3 Darkness. And they are skilled in Swimming, instead of Bushcraft and 5 in 6 in Climbing, instead of Hiding.

Aelf-Adal - This is an alternate version of the Elf Class. Aelf-Adal make saving throws as LotFP Elves. Like all other PCs except Fighters, Aelf-Adal start with a +1 bonus to attack rolls. This increases by +1 per level. But their total attack bonus, including strength, dexterity, magical bonuses and situational modifiers can never exceed +7.

They can cast Magic User spells and cast without risk a number of spells per day equal to their level. They must have one hand free in order to cast spells. Their spellbook begins with one random 1st level spell. Aelf-Adal can not cast from memory spells higher than 5th level. But they may write higher level spells in their spellbook and create scrolls or potions of them.

Aelf-Adal can perform the Search Skill like standard LotFP Elves. They can cast spells in any armor, including Full Plate Armor. But armor still counts for encumbrance purposes. Aelf-Adal are normally only surprised on a 1 in 6. If wearing non-metal armor and at least 90' from anyone else, Aelf-Adal Surprise others 4 in 6 of the time. Aelf-Adal have 120' Infravision that allows them to see in up to level 2 darkness.

See the adjacent chart for Aelf-Adal XP requirements for leveling up.

Level	XP	HP
1	0	1d6
2	4,500	+1d6
3	9,000	+1d6
4	18,000	+1d6
5	40,500	+1d6
6	75,000	+1d6
7	130,000	+1d6
8	215,000	+1d6
9	385,000	+1d6
10	750,000	+2**
11	1,125,000	+2**
12	1,375,000	+2**
13	1,500,000	+2**
14	1,750,000	+2**
15	2,125,000	+2**
16	2,500,000	+2**
17	2,875,000	+2**
18	3,250,000	+2**
19	3,625,000	+2**
20	4,240,000	+2**

Olm - are blind amphibious salamander-men. Their movement rate is doubled in the water. They swim 6 in 6 and can hold their breath when awake, a number of hours equal to their constitution score. They can sleep underwater for a number of centuries equal to their constitution score. But if wakened, must eat before they can go back to sleep. On land their AC is 12 but in water their AC is as Plate (AC17).

Although blind, their sense of touch allows them to feel the air well enough that they do not suffer a -4 penalty to hit with melee weapons while on land, and in water, they can "feel" man-size creatures as well as a human with light can see up to 60 feet. Large creatures and underwater terrain features can be felt up to 120 feet away. Gargantuan creatures (whale sized or bigger) and waterfalls can be felt up to 180 feet away. (But waterfalls

can be heard long before the Olm can feel it.) Olm can not benefit from a light source.

Olm climb 5 in 6.

Olm prefer waterproof weapons of stone or bone. Clubs, picks and shortwords are common. Great Warriors have weapons made from water creatures they have slain. They may use shields.

Olm are halfling sized. They make a point of never smelling of anything. Olm do not understand time in the same way shorter lived creatures do. Olm gain experience, hit points and save as specialists.

Their Main Attribute is Constitution and their Favored Attribute is Wisdom. Naiads are treated as Priestesses by the Olm

Running the D series in the Veins

After playing for a while, we decided to run D1-3, adapting them to fit the Veins. Here are the house rules I used to make them fit:

Darkness: the entire D series was in a region where all chambers were level 2 darkness.

Magic Weapons: There are lots of magic weapons in these modules. But the PCs, except Fighters and my Aelf-Adal class were all limited to +1 to hit. So I removed the "to hit" bonuses from all magical weapons in all three modules. I retained the damage bonuses, but converted them to extra sides on the damage dice. So a +2 sword now did 1d10 damage. This conversion is easy to make if you are playing online. For tabletop play, dice can be bought in d3, d5, d7, and other odd sizes, or you can just round down to the nearest size. (so a +3 sword does 1d10 damage)

Magic Armor: There is lots of magic armor in these modules. I stripped all of it of their bonuses. I did allow the Drow to retain their DEX bonuses, making them still hard to hit. I also reduced any AC between 21 and 24 to 20, and reduced any AC of 25 or more by -5. (this was after converting to Ascending AC. You could, of course, leave the ACs as written and use the (1st ed) AD&D to hit chart with everyone except Fighters rolling as first level characters).



THE FARMER'S DEMONESS

by Matthew Austin

This is a mini-adventure involving an overprotective father who runs a once prosperous ranch on the edge of civilization. His wife, who he attributes to making his farm so prosperous, died during childbirth to his daughter...or at least, he thinks she's his daughter. She's beautiful, fully grown, trapped within a circle of protection located in a barn built to the specifications demanded by the farmer's now late wife. Everyone wants to fuck her, including the farmer. No one can seem to satisfy her.

The farmer is willing to let travelers stay on his property as they pass through for a small price. But the number one rule is: stay away from the farmer's daughter!

The purpose of this mini-adventure is to add a bit of spice to the Referee's ongoing campaign. It is intended to be dropped anywhere by the Referee as a potential encounter, or maybe a side quest when the local town, village, or outpost or whatever laments that people have a tendency not to return from a visit to the farm.

Old Bart: Bartholomew "Old Bart" Itchingham has run this farm since he was fifteen summers old. (The crazy old coot is in his 60s). When his father died of the pox young, Bartholomew and his mother continued to run the farm. Life was hard and they struggled to get by. Things changed for the better shortly after the arrival of a homeless girl when Bartholomew was in his fortieth year. The young girl's name was Tabitha. She was beautiful and very kind to Bartholomew. Despite his mother's reservations, Bartholomew allowed Tabitha to stay in the attic and assist with the chores around the farm. Within a year of her arrival, Bartholomew married the young woman. Shortly after their wedding, Bartholomew's mother died in her sleep.

It was a rather traditional marriage with nothing too out of the ordinary, but she insisted on having her own space. Thus, she continued to use the attic as her private library. Tabitha would often take long trips to the city returning with new books and manuscripts. Bartholomew did not mind her long absences as the farm was becoming so prosperous, that he was able to hire farm hands to help manage the crops and livestock. It was a busy time and he was getting the respect of nearby famers.

As time went on things remained traditional, or at least, Bartholomew convinced himself it was traditional, even when Tabitha began spending more time in the evenings with the farmhands. He did not consider it strange that she asked for a smaller barn to be built just for her. Nor did he

find it strange that, on occasion, a farmhand would mysteriously disappear. Life was good and his farm was making a lot of money.

Then, about ten years ago, Tabitha became pregnant. Bartholomew wanted a son unto his own to take over the farm just as he did for his father. It was a miracle for the two had been trying for a child...or at least he thinks they were trying. Old Bart cannot really remember if the two ever had sex other than the night of the wedding. Regardless, a child was coming and it was a time for celebration, or at least he thought it should be a time for celebration. Tabitha seemed happy, but she cautioned Bartholomew about upsetting the child. She insisted on sleeping in the new barn and Bartholomew was not allowed to enter. Even curiouser, the farmhands prevented him from entering. Within a few short weeks from the announcement of her pregnancy, Tabitha died giving birth to Rebeka.

Rebeka: Rebeka tore itself from Tabitha's womb—a nearly fully grown woman with raven colored hair, razor-sharp teeth, and bat like wings. Her fingers ended in large rending claws. After devouring its mother, Rebeka discovered that it could not leave the small barn made for it as a circle of protection was etched into the stone floor. Enraged Rebeka killed a few of the farmhands that were foolish enough to cross the threshold into the barn.

Rebeka did discover that its powers could still influence those residing on the farm. Rebeka discovered that it could use its mind-altering powers to control the farmhands to ensure it remained protected, and that they would routinely deliver food. Rebeka communicates through vivid dreams where it appears to them, seduces them, and commands them to find more meat. Unfortunately, the farmhands did not fare well. Within two years, Bartholomew went mad with jealousy and killed them for "eyeing his daughter." With regard to Bartholomew, it too visits him. He regards it as his daughter, but he is conflicted considering he has nightly visions of intercourse with it. But he provides for Rebeka's needs.

Rebeka wants to escape, but Bartholomew is not literate. He cannot find Tabitha's spell book. The books pilfered from Tabitha's attic are recreational or scientific in nature. Tabitha's spell book is hidden and no one knows where it is. Rebeka waits for the right person(or persons) to seduce to find the spell book, bring it to it, and remove the circle of protection.

Tabitha's Spell Book: Anyone who reads it will quickly discover that Tabitha had made many deals with a dark and otherworldly power. She used her spells to make the farm prosperous and to control Old Bart. Tabitha enticed young men to work on the farm who would also participate in blood orgies in the barn late at night while Bartholomew slept. Tabitha, being a woman of her time, wanted a child to pass on her knowledge to. She hoped the child would increase her own power. Thus, the pact with the

devil was altered. Unfortunately, the results were not what she intended. The pregnancy took 6 weeks, 6 days, and 6 hours. Tabitha died and Rebeka was born.

The Ranch: There is a modest-sized farmhouse with any number of rooms the Referee prefers. There must be an attic where Tabitha's library is located. The library is covered in dust as Old Bart has not entered since the last time Rebeka demanded he find "her mother's journal." Tabitha's spell book is hidden here, in the wall behind a loose board.

The ranch itself is overgrown and neglected. There are fences that need mending, sickly pigs that need care, and a small garden that needs tending next to the farmhouse. The ranch fields have gone wild.

There are two barns. The larger one is old and in dire need of repair. The smaller one is locked with an expensive looking chain and padlock. Bartholomew has the key. It is littered with discarded books from Tabitha's library. Rebeka's real father has provided it with a familiar to protect it. It is a rather large, Syrian goat with jet black fur and large, curved horns. Bartholomew hates it, but is too afraid to go near it. It will attack anyone who has not been summoned by Rebeka to its barn.

Old Bart: Armor 12, Move 120', 3 Hit Dice, 18hp, Blunderbuss 1d6+1 damage, 15' range, 45-degree angle, no armor modifications apply, save versus breath weapon for half; Blunderbuss as a club, 1d6 damage. Morale 8.

The Familiar: Armor 13, Move 240', 5 Hit Dice, 30hp, horn d6+2 damage, double damage if it hits after charging more than 30 feet. Morale 10.

Rebeka: Armor 14; Move 120', fly 240', 9 Hit Dice, 69hp, claw d6+2 damage, bite d4+2 damage, Morale 10. She may cast *Charm Person*, *Suggestion*, and *Command* at will; She may cast *Confusion* and *Feeblemind* once per day. Anyone who spends a night at the ranch will have to make a saving throw as if affected by a *Charm Person, Mass* as Rebeka will be invading their dreams with alluring erotic images enticing them to enter its barn.

THE MAGIC LABORATORY

by Vagabundörk

<https://magickuser.wordpress.com/>

If a Magic-User wants to research new spells, transcribe a spell found on a book or scroll, make scrolls, potions or other magic items, they need a laboratory. A laboratory is composed of demonology and philosophy treatises, alchemy and chemistry instruments, lab samples, organic, inorganic and in between materials, and all kind of eccentric supplies.

We assume that Magic-Users are human. Can elves use labs? Or rather, would they? The official answer is elves don't exist, but in your world they might be a bunch of soulless weirdos (you know, changelings)

that mimic human behavior. They build their laboratories in their glades and ravines, and, by chance, they have managed to obtain the same results.



Magic-User's Lab

A magic laboratory is ranked on its cost. For every 1,000 silver pieces (sp) a lab is worth, it requires a 10 foot square of space.

Magical activities that require use of a laboratory have a cost per day. This cost is either deducted from the lab's rank, meaning supplies have been

used; or from your cash, meaning you are purchasing whatever supplies you need. Some supplies might not be available everywhere, getting them might be an adventure itself.

Additionally, and independently of whether a magical activity was successful or not, whenever the laboratory is used, you must make a saving throw versus magic. See your results here:

- If you succeed, the laboratory loses $1d20 \times 100$ in value, because materials and supplies were used.
- If you fail, the laboratory loses $2d20 \times 100$ in value, because some materials and supplies were used and some were wasted, or perhaps there were some accidents during the process, like vials and microscopes broken, books burned, &c.)
- If you commit an epic fail (a natural 1), there's a big explosion which destroys $5d20 \times 100$ of the lab's value, as well as the project you were working on. You and, if present, your alchemist or scholar, all suffer $1d10$ damage (make a saving throw versus breath weapon for half).
- If this loss is greater than your lab's rank, you must pay the rest in cash; if you don't have enough cash, pay the rest in XP.

Hired Assistants

You can hire either, or both, an alchemist and a scholar to assist you, but only one of each. If you hire more, you won't benefit any further, but you still have to pay their wage.

Sometimes, you will want to be assisted by a Cleric or another Magic-Users. These will demand special wages or rewards, as defined by the referee.

Furthermore, several Magic-Users can help to charge a wand or staff, but only one can assist you to half the time needed for the project.

- **Alchemist.** The time required for the project is reduced by $1d6$ days. An alchemist can only assist you to create potions.
 - Monthly wage: 250 sp, or 187 if living quarters are provided.

- **Scholar.** The time required for the project is reduced by 1d4 weeks. A scholar can assist you to transcribe and research spell, and make scrolls.
 - Monthly wage: 100 sp, or 75 if living quarters are provided.
- **Cleric.** A Cleric must replace the alchemist when you create healing potions. You can create healing potions without a Cleric at normal time.
 - Monthly wage: The referee decides.
- **Magic-User.** The time required for the project is reduced by 25%. A Magic-User can assist you to create staves or wands. More than one can assist you to charge the item.
 - Monthly wage: The referee decides.

Time of Magical Activities

The time required for all activities is doubled if you are not working in a laboratory worth at least 1,000 sp per level of the spell in question, or 2,000 per highest spell when creating a wand or staff.

Your Intelligence modifier is applied to the total of days required, with positive values deducted, and negative values, added. The minimum required to any activity is a full day.

Don't roll dice! Decide how long your character will spend in the activity at hand. Use the following table to mentally calculate how many days are needed, and how many your character can or will spend on it. The actual time required is rolled by the referee and kept secret until after the time is done. At this time, the referee describes the results.

If the number of days you work is equal to or greater than the necessary days, the project is successful. If you spend less time than required, the project fails, money and supplies are wasted, and you must start anew.

Activity	Days Required*	Cost per Day	Laboratory Rank or Double Time
Writing a scroll	Spell level x 2d6	50 sp	1,000 sp per spell level
Transcribe a spell from a scroll	Spell level x 1d6	20 sp	1,000 sp per spell level
Transcribe a spell from a spellbook	Spell level x 1d3	10 sp	1,000 sp per spell level
Researching a spell on the main list	Spell level x 3d6	25 sp	1,000 sp per spell level
Researching a new spell	Spell level x 4d6	30 sp	1,000 sp per spell level
Creating a potion	Spell level x 1d6	50 sp	1,000 sp per spell level
Creating a wand or staff	Total spell levels x 10 x 1d6	50 sp	2,000 sp per highest spell level

*This roll is made by the Referee, modified by the character's Intelligence, and kept secret until the process is finished.

Read Magic

Read Magic is now a skill. When you encounter an arcane text, your chances of understanding it is 1-in-6, modified by your Intelligence. You can attempt this once, and if you fail, you can't try again until you gain one level. You gain one extra point on levels 5, 9, 13, and 17. If your modified range of success is 6-in-6 or more, you roll two dice, and you only fail if both dice come up 6.

Writing a Magic Scroll

Assistant: Scholar

Cost: 50 sp per day.

Description: You can make a one-use scroll with any of the spells contained in your spellbook. It's not a simple copy or transcription, it's actually a magic item in itself.

Transcribing a Spell

Assistant: Scholar

Cost: Depending on its type, as follows:

- From a scroll to a spellbook: 20 sp per day
- From a book to a spellbook: 10 sp per day

Description: Your character needs to have access to the spell formula you intend to transcribe to your book (a spellbook, a magic scroll, or other written source your referee includes in his game).

Stealing Spells

Assistant: -

Cost: -

Description: A cheaper, but potentially more dangerous, way to acquire new spells is to steal a book and tear off the page you need, then sew or glue the page to your own book. Afterwards, you can prepare the spell normally*, except that when you cast it, you must make a saving throw versus magic or the spell will fail, and you will not be able to use it until you prepare it again (unless you prepared it multiple times).

*To cast a spell you need to be able to read it. Any time before or after you sew the page to your book, roll Read Magic. You only need to do this once.

Researching a New Spell

Assistant: Scholar

Cost: It depends on the source:

- From the main list: 25 sp per day
- From a different source or totally new: 30 sp per day

Description: You can either research a spell from the main list provided by your referee (usually the list of spells available for the Magic-User, included in the core rules of your game), of from other sources (other compatible games), or your own original inventions; Cleric spells are considered a different source. Spells without levels, like those included in the Weird Magic System (*Vaginas are Magic!* and *Eldritch Cock*), and those from *Wonder & Wickedness*, are considered first level spells.

Creating Potions

Assistant: Alchemist or Cleric

Cost: 50 sp per day.

Description: A potion is a spell that affects a person in liquid form to be imbibed. You must be able to cast the spell. If a Cleric assists you, you can make Healing potions, even if you can't cast those spells.

Creating Staves and Wands

Assistant: Other Magic-Users (or you can use a ton of scrolls)

Cost: 50 sp per day.

Description: Follow these steps:

1. Make a wooden staff or wand. There are no special rules, any wood and shape works (unless your referee tells you otherwise).
2. Determine which spells the item will contain. These magic items can only ever contain the spells they were created for. Wands can only contain up to three different spells (let's call them Spell Types), but only if they are related in effect (you propose and your referee approves or not). Staves can contain three unrelated spells, or up to five related spells.
3. Enter the original charges.
 - a. Cast Permanency.
 - b. Cast all the spell types the item will contain (up to three for the wand, up to five for the staff, but see step 2.)
 - c. Determine the maximum number of charges the item will contain. The number of charges is the same as the total of

spells cast (not counting Permanency). These spells must be cast without interruption. A wand can handle up to 49 charges, and a staff, up to 99.

- d. The charges used by a spell cast from the wand or staff is determined by the levels of the spells it contains. The lowest level spell spends one charge. The difference in levels between this spell and the other spells, is the number of charges those other spells spend. For example, if the lowest spell level is 3, this spell costs one charge, and a spell of level 6 would cost three charges, because the difference between 3 and 6 is three.
4. Recharging a wand or staff. Cast Permanency again, and all the spells you want it to contain, without interruption. Each spell cast adds a number of charges equal to its cost in charges during the original charge. Using the same example, that level 3 spell would add one charge, and the level 6 spell, three charges.

Creating Other Magic Items

Assistant: As required

Cost: Referee's choice. Usually, similar to a spell which provides a similar effect.

Description: The time required to create a magic item depends on the type of item, its effect and its duration. A one-use item, like a potion, can be made in just a few days, but a weapon with a permanent effect should take way longer than even a staff.



DEATH & DISMEMBERMENT TABLE OF DOOM

by Tim "Samwise7" Harper

Roll 2d6 when a character "dies" and check the chart below.

2. Horrific Demise! Your character is decapitated, torn into pieces, disemboweled, or dies in some other horrible fashion. The rest of the characters need to make a Saving Throw vs. Paralyze or be frozen in place for 1D4 rounds.

3. Lifeless "Corpse." Your character is somehow still alive but the other characters think her soul has departed. Her body will recover 1 Hit Point per day until she regains consciousness.

4. She Will Be Missed. Hands clutch at your character, but then she sees her soul being dragged below and her body is resting above. She descends until she reaches The Underworld.

5. Some Thing... Is Watching Over You. Some being (benign or malevolent) does not want your character to die yet for some cosmological reason. Roll 1D2: 1 is benign, 2 is one of chaotic Outer Powers. She wakes up with 1 Hit Point and has a feeling that she is not alone anymore.

6. She Was a Jerk Anyway. In your character's last moments she is confronted by the thoughts and feelings of everyone that ever hated or disliked her. A flashing cacophony of horrible images and emotions assaults her until everything fades to black.

7. Broken is She. Your character breaks 1D4 bones of the GM's choosing that relate to whatever just happened in the current encounter. One of the bones is jutting out at a painful angle.

8. Disfigured Useless Thing. Your character is horribly disfigured. She dies after 1D6 rounds of disgusting agony. She can barely utter one sentence with her bloody mouth each round before death.

9. Half the Woman She Used To Be. Your character has been torn, sliced, or ripped in half. 1D2: 1 is horizontally, 2 is vertically. Her guts gush out and she falls prone. She gags on her own blood before passing on.

10. That Has Got to Hurt! One of your character's limbs or appendages is cut off, ripped off, or smashed to the point of it no longer functioning. Roll 1D10: 1 left foot, 2 right foot, 3 left leg, 4 right leg, 5 left hand, 6 right hand, 7 left arm, 8 right arm, and 9 & 10 decapitation & death.

11. At the Gates of Death. Your character clings on to life by the skin of her teeth. She falls and lies unconscious. She has an out of body experience/vision quest until her soul returns to her body in 1D6 rounds with 1 Hit Point.

12. Now I am Fucking Mad! Your character has a near death experience, and she gets a burst of adrenaline which wakes her up. She heals up 2D6 + her character level in Hit Points.

ITEMS: IL DEBITO & IL PAGAMENTO

by Tuomas J. Salo

This is a pair of magnificent italian ivory-stocked wheellock pistols. The stocks are inlaid with a silver floral motif. Inscribed on each pistol is its name: “Il Debito”, the debt, and “il Pagamento”, the payment. They are signed by Lazarino Cominazzo. Together, they are worth 1200sp.

The pistols are enchanted to always misfire if the attacker owes money to the target. Otherwise they function as normal wheellock pistols.

In 1617, the wealthy Neapolitan merchant Concordio Severino commissioned these pistols to deal with rascals who wouldn't pay their debts. They were hand-crafted in Brescia by Lazarino Cominazzo, a famous gunsmithing family. The source of the magic remains unknown.

Concordio put these pistols to good use by taunting his debtees until they challenged him to a duel. He would always make the highly unusual choice of pistols, and proceed to kill or wound his enemies. He met his end when a debtee was indisposed and was represented by his second, an experienced soldier.`



VENGEFUL CUCKOLD & CUCKQUEAN GENERATOR

by Andrew Knapp

To light the penile candle with a married man or woman is to cast the long shadow of cuckoldry. Below is a table for PCs that sleep with married men or women. This can be tied to entries in a carousing table or used when sex with an unknown partner occurs.

1d12

1 – Hammurabi's Cuck: Roll a d2. (1) The cuck seeks to abduct the guilty PC and force them to watch him or her make love to their cheating mate. (2) The cuck seeks revenge on their husband or wife by getting the PC, by guile or coercion, to have sex with them in front of their helpless spouse. Either way, an ornate cage is involved, and the cuck alternates between watching himself or the other cuck in a full-body mirror. "An eye for an eye."

2 - The Noble Cuck: This individual seeks vengeance in a duel at the point of a blade or a matchlock. "You have offended my honor!" Roll a d2. (1) The cuck is angered for the PC violating their significant other (2) or in a surprise twist, for not returning their significant other's letters or further advances, or by failing to provide enough pleasure during the intercourse. "A job worth doing is worth doing right!"

3 - The Paranoid Cuck: Varies by sex. (M) The Cuckoo Cuck, also known as the Classic Cuck, is convinced the PC tricked him into raising their children. He has suspected infidelity for a long time but now he has finally caught the PC. He must kill them before they tarnish his reputation as a father.

(F) The Rumpelstilzken Cuck has read the stars and suspects the PC stole her husband's seed. The baby should belong to her! She will attempt to barter for the fate of the child. If the PC agrees, she returns towards the end of gestation. 10 percent chance the woman is actually pregnant. Regardless, she will attempt to kill the PC for refusing, to hide the origin of the child, or because she thinks they backed out on the deal.



4 - The Cuck Mastermind: Deeply wounded by their partner's infidelity, the mastermind attempts to infiltrate the PC's social group and earn their trust. He actively seeks to find the PC their perfect mate only to untimely visit the cuckoldry they wrought back upon them. "The cuckoldry has come home to roost!"

5 - The Cinderella Cuck: Finding a forgotten piece of clothing in their lover's bed, likely a cod piece or brazier, they are now on a quest to prove the PC is the owner. They will wait until they can confront the PC alone, with matchlock drawn, and demand they put on the genital garment. "If the glove fits!"

6 - The Framing Cuck: After discovering the PC's identity from a dropped piece of accoutrement, the cuck decides to abandon their marriage and start over fresh. They murder their cheating wife while framing the PC, which causes a local witch hunt for the player character. Meanwhile, the cuck retires to the countryside where they practice animal husbandry for the rest of their days. If any unfortunate soul asks if their job involves watching animals having sex, they snap and attack them with a nearby spade. "Don Juan! You did this! I did not choose to be a cuck!"

7 -The Apprentice Cuck: At first they were angered, but this was transformed into a deep admiration when their spouse confessed every excruciating detail of the sexual encounter. "I'm actually impressed," said the cuck. Now they seek you out to learn how the PC got their husband or wife to do a specific sexual act. The cuck will demand to become a retainer; they are fiercely loyal but prefer to watch (level 0). Any time they suspect the PC is engaged in a sexual act, they skulk from the closets, bushes, and trees of their shadowy world to catch a glimpse of the master and their sexual arts. When the cuck is confident they have learned everything they can, they perform their last act as an apprentice by attempting to kill the PC. "She never did that with me..."

8 - The Method Cuck: Not understanding how their lover could do such a disastrous thing, they set out to seduce the man or woman who copulated with their spouse. If they are the wrong sex to accomplish this, they will disguise themselves as a trap. This will be intricate and they will go to great lengths to replicate the desirable traits of their mate. It worked once after all. "I wonder what was going through that head of hers..."

9 - The Re-Branded Cuck: The PC has slept with his wife or husband, now they might as well get paid. The cuck will seek out the offending PC and claim they operate a brothel or pleasure house. That wasn't their ward; it was the talent. The cuck demands 2d100 silver pieces as compensation. Any attempt at negotiation makes the cuck fly into a brief rage before remembering his new brand. "That is my wife you are talking about! I mean, that is fair market value, patron..."

10 – The Scheming Cuck: This nobleman or woman is furious with your affair, but they can recognize talent when they see it. Roll a d2. (1) The Cuck Shanghais the PC using blackmail. (2) The Cuck pays the PC to perform a task. Either way, you are a proven quantity, in whose units of course, and this cuck wants you to sleep with one of their rival's spouses and is adamant that you change your courting style and fetishes, as to make sure nobody can link the two affairs together. They of course plan on having you caught in the process, but loose lips sink ships. "No feathers, and would it kill you to enter through the backdoor this time?"

11 – The Blind Cuck: Led by a servant, this Cuck seeks the man or woman who defiled their lover by voice alone. They find the PC abruptly, in a public setting, when they have raised their voice loud enough to be overheard by nearby listeners. "I know that voice!" The blind cuck proclaims before demanding the PC recite a lewd phrase or mimic a noise they heard helplessly while their lover was in the throws of passion. "Give me the communion father. SAY IT!" If the PC capitulates, the blind fool pulls a matchlock pistol, waits for the frightened servant to fumble around lighting it, then, well, blindly shoots in the direction they think the rogue is standing. "I'll never forget the noises they made..."

12 – The Magical Cuck: You took something from them that they can't get back (they don't know that spell), but they do know how to make magical chastity devices that can't be unlocked by physical means. If he or she can get a strand of the PC's pubic hair, they cast a spell of chastity, locking up the PC's genitals for an indefinite duration. Target gets a saving throw vs. magic. Powerful spells or items can undo this effect at the Referee's discretion. If the PC tracks down the Cuckold, they will find a scroll detailing how to cast the spell. "Who's the cuck now?" The magical cuck said with his limp wand still in hand.

EARLY MODERN RANDOM ADVANCEMENT CLASSES, PART I: THE FIGHTER

by Jeff Rients

The following chart is based upon the random advancement system pioneered by Zak S., but modified to fit Early Modern play using the 3-class "Playtest Notes" found on pages 52-53 of *James Raggi's Eldritch Cock*. To use this chart, build first level PCs as described in *Eldritch Cock*. Each time a Fighter advances a level they receive class benefits in the form of two d100 rolls on the chart below and nothing else. Similar charts for magic-users and specialists will appear in future issues of *Flame Princess Cult*, if the Good Lord is willing and the creek don't rise.

01 You get nothing. Do not reroll.

02-25 +1 to all Attack Bonuses.

26-27 +1 on all Saving Throws.

28-52 You gain an additional hit die. Reroll all hit dice. Keep it as your new max hit points if it is higher than your previous max.

53-55 Gain +2 Attack Bonus in a random category. Roll d4: 1) Melee, 2) Firearms, 3) Ranged, 4) Guard

56 Gain +2 on any Saving Throw that involves physical endurance, toughness, etc.

57 +1 to Leadership skill

58 Once per combat you can use your tactical knowledge to direct any ally, granting them an extra non-attack, non-spellcast action. Re-rolling this item lets you do this one additional time per combat.

59 You gain +1 damage with one category of attacks. Roll d6: 1-2) Melee, 3-4) Firearms, 5-6) Ranged

60 You gain +1 Dexterity. If your Dex is already 18, you get nothing and do not get to reroll.

61 +1 to any skill of your choice, provided it is currently +3 or lower.

62 Once per session you can do a Shove maneuver: upon a successful melee attack any foe of human size or smaller is knocked back 10 feet. Re-rolling this item lets you do this one additional time per combat.

63 You get better at the Press maneuver. You are now only -3 AC when using it. Roll this again and your AC penalty drops to -2. Reroll any subsequent rolls of this item.

64 You are now an expert at finding cover during ranged shoot-outs. +1 additional AC bonus when behind at least 25% cover. Reroll any subsequent rolls of this item.

65 Backstabbing bastard: Any time you strike a foe from behind you may roll damage twice and take the higher result. Reroll any subsequent rolls of this item.

66 Once per combat you may attempt a Trip maneuver. Upon a normal melee strike in addition to the usual damage the opponent is knocked prone. Reroll any subsequent rolls of this item.

67 Opportunist: Once per session you may reroll your initiative roll but you must do a non-standard attack at -2 to-hit, such as smashing the foe with the pommel of your sword, kneeling them in the crotch, throwing a handy item, etc. Each roll of this item grants you another initiative reroll.

68 Fend: when equipped with a longer melee weapon, such as a spear vs. foes with swords, you are +1 to-hit and they are -1 to-hit you. On a second roll of this item the bonus/penalty becomes +2/-2. Reroll any subsequent rolls of this item.

69 Swear oath: You get an extra re-roll of any type once per session when trying to fulfil a blood oath. You may only have one such oath operative at any time. Furthermore, the referee may force a reroll of a successful die throw once per session if you stray from working toward fulfilling your oath. Subsequent rolls of this item grant extra re-rolls per session (of both types), but you are still restricted to one oath at a time.

70 Once per session you can surprise your foe with a headbutt attack. You gain +2 to-hit and do 1d4 damage, 1d6 if wearing a helm. Reroll any subsequent rolls of this item.

71 You gain +1 Constitution. If this changes your hit die size then reroll all hit dice. Keep it as your new max hit points if it is higher than your previous max. If your Con is already 18, you get nothing and do not get to reroll.

72. You get better at the Defensive Fighting maneuver. You are now only -3 to-hit when using it. Roll this again and your to-hit penalty drops to -2. Reroll any subsequent rolls of this item.

73 Quick draw. Your to-hit penalty for changing weapons is only -1 when drawing a rapier, dagger, or one-handed sword from a scabbard. Roll this again and the to-hit penalty drops to 0. Reroll any subsequent rolls of this item.

74 Fast gunman: Your reload time for firearms drops to 7 rounds, 3 rounds for flintlocks. A second roll of this item reduces reloads to 6 rounds/2 rounds. Reroll any subsequent rolls of this item.

75 Tough as hell. You take -1 points of damage from unarmed and bludgeon-type attacks. Reroll any subsequent rolls of this item.

76 You gain a henchman. Roll d6: 1-3) Fighter, 4-5 Specialist, 6 Magic-User. They are first level (0 xp) and only have minimal starting equipment.

- 77** Armored trooper: for encumbrance purposes, chainmail now counts as a single normal item, full armor and platemail as an oversized item. Reroll any subsequent rolls of this item.
- 78** Research a real but ridiculous exotic medieval or early modern weapon, such as the sword-axe or the lantern shield. Your character acquires one and has mastered it. You are +2 to hit when wielding this weird thing.
- 79** You get a lead on the location of your heart's desire, whatever it is. The referee must devise an adventure of no more than 4 sessions in length that gives you the opportunity to win whatever stupid thing your PC thinks will make them feel complete inside. Reroll any subsequent rolls of this item.
- 80** Blood frenzy: In melee you gain +1 to-hit and damage the round after you drop a foe. If you drop another foe you gain +2 to-hit and damage for the next one. This cascade continues until you are out of foes, at which point you must save or attack the nearest friend for a round before the blood frenzy subsides. Reroll any subsequent rolls of this item.
- 81** Once per session you may throw a weapon that isn't normally throwable. Range is up to 30'. The surprising nature of this maneuver offsets the penalty for such an unwieldy attack. Reroll any subsequent rolls of this item.
- 82** You gain +1 Strength. If your Str is already 18, you get nothing and do not get to reroll.
- 83** Steady hand. Your to-hit bonus is now +5 any time you Aim. Roll this again and the to-hit bonus becomes +6. Reroll any subsequent rolls of this item.
- 84** Lucky shot: Once per session you may fire into melee at the target of your choice, ignoring the usual rules. However, if the to-hit roll is a natural '1' a random ally is struck for maximum damage. Reroll any subsequent rolls of this item.
- 85** Once per session you may, in addition to normal melee damage, destroy the weapon of a foe. The referee may allow some sort of saving throw for magical and otherwise unusual weapons. Reroll any subsequent rolls of this item.
- 86** Too stupid to die: At 0 hitpoints or less you may roll a Saving Throw each round to continue fighting unimpeded. When you fail a roll or the combat ends you drop. All relevant effects now apply. Reroll any subsequent rolls of this item.

87 Thousand yard stare: You are now immune to any fear-based attacks. On a second roll your unshakeable attitude is contagious, granting all allies +2 saves vs fear and morale checks. Reroll any subsequent rolls of this item.

88 Each round of melee you have a 1 in 6 chance of getting an extra attack at Initiative 0 (i.e. after everyone else has taken their actions). Each subsequent roll of this item increases the chance by 1 in 6. Reroll any subsequent rolls of this item after 6 in 6 is achieved.

89 Once per session you may force the opposition to make a morale check whenever you strike for maximum damage. Subsequent rolls of this item grant additional uses per session.

90 You are skilled at after-battle first aid. If you immediately rush to heal someone (i.e. ignoring treasure, prisoners, etc.) you can heal d4 damage on one ally, including yourself. You can do this once per session. Subsequent rolls of this item grant additional uses per session.

91 When you roll a natural 20 to-hit you automatically do maximum damage, no damage roll needed. Subsequent rolls of this item expand the range to 19-20, then 18-20, etc. If your game already employs a critical strike variant on natural 20's, then this item simply increases the crit range.

92 You are now skilled at wielding a minor weapon in your off hand during melee. You get +1 AC while so armed, +2 if using a main gauche. Furthermore, every third round you may make an extra attack with the weapon at -2 to-hit. If you roll this item again the extra attacks occur every other round. Reroll any subsequent rolls of this item.

93 You gain +1 to your lowest ability score. If two or more are tied for lowest score, determine randomly among them which one is improved.

94 Blind fighter: You are only -4 to attack foes you cannot see. If you roll this again the penalty becomes -2. Reroll any subsequent rolls of this item.

95 Mounted combat expert: Your to-hit and AC bonuses when mounted become +2 vs. foes on foot. If you roll this again the bonus becomes +3. Reroll any subsequent rolls of this item.

96 You gain 1d4+1 men-at-arms as loyal followers. They are 0-level and only semi-competent. Each has a suit of leather armor and a spear. Subsequent rolls of this item increase the die size to determine the number of followers gained: d6+1, d8+1, d10+1, d12+1, d20+1, d30+1, d100+1.

All further rolls of this item past the eighth should be ignored as obvious cheating.

97 Duelist. When wearing leather, buff coat, breastplate, or no armor, you gain an additional +1 AC when wielding a rapier. If rolled again you get +1 initiative as well. A third roll grants +1 to hit. Reroll any subsequent rolls of this item.

98 Quick reverse haft strike. When wielding a hafted weapon such as a spear or polearm you may, once per combat, catch the foe offguard by bonking them with the wrong end of the weapon. You get +2 to-hit but a successful hit does one die size less in damage.

99 Religious bigotry. You are +1 to-hit and +1 damage against anyone you can identify as belonging to another religious sect. Work with the referee to designate an appropriate faith for your character if you do not have one already. Note that you do not have to express any particular religious devotion during any non-murderous activities.

00 You... learn... a... spell... ? The referee determines the spell, either randomly from the entire campaign list or from among those the fighter has personally witnessed being cast. You may cast this spell once per session but all attempts to cast it are considered risky, i.e. a saving throw to avoid miscast always applies.



A QUICKIE GUIDE TO OTHER LOTFP-FRIENDLY ZINES

Black Dogs - 8 issues on DriveThruRPG as PDF or print-on-demand.

Draugr & Draculas - one-off zine all about vampires, DriveThruPDF

Extinguish the Sun - PDF zine on DriveThru, only issue 2 has LotFP content

Fight On! - general old school gaming mag, ran 13 issues from 2008-2011. Early Raggi material in issues 2, 4, and 7.

Green Devil Face - an official LotFP publication. 6 issues. PDFs of the first five can be found on DriveThruRPG. Print copies are highly collectible nowadays.

O Povo do Buraco - Brazilian zine but I'm pretty sure the PDFs on DriveThru are in English, 2 issues

The Undercroft - By the Melsonian Arts Council. 10 issues, PDFs on DriveThru.

Vacant Ritual Assembly - 6 issues, DriveThre PDFs.

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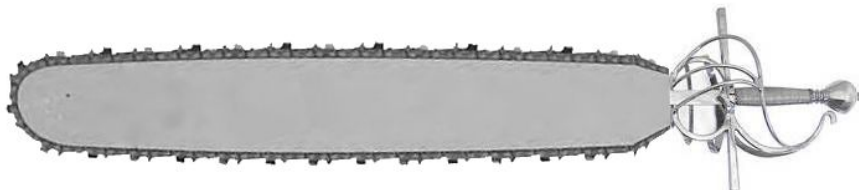
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