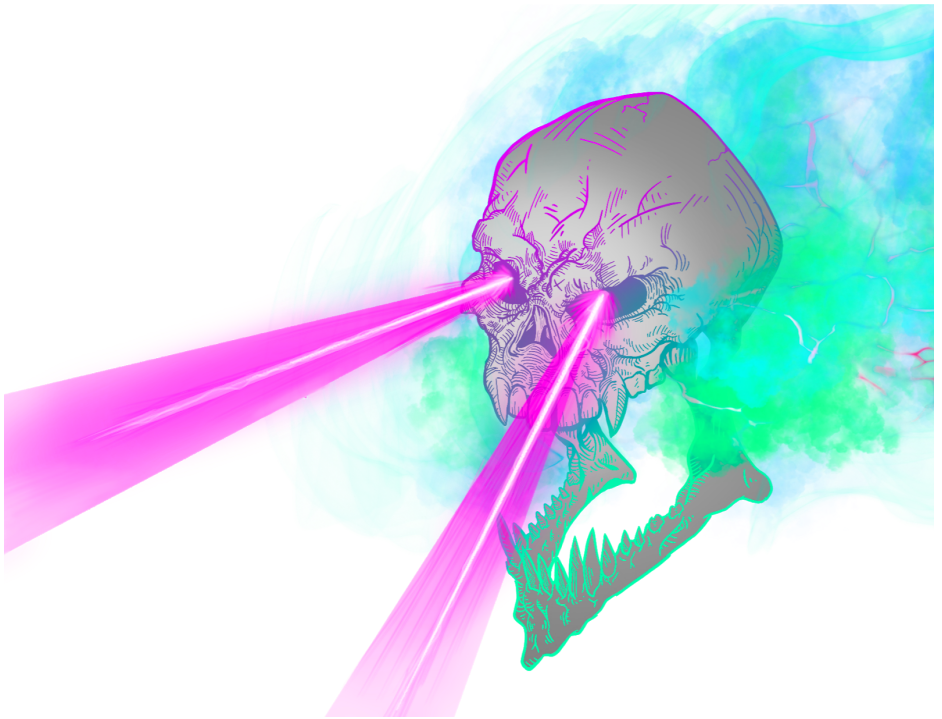


Flame Princess's Cult

an unauthorized weird fantasy role-playing zine



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A MESSAGE FROM THE EDITOR

Welcome to the third issue of **Flame Princess Cult**, a fanzine devoted to James Edward Raggi IV's *Lamentations of the Flame Princess Weird Fantasy Role-Playing!* 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.

As I write this message the world appears to be heading towards a multi-disaster pile-up. The social contract, such as it was, seems to be breaking down in the United States and other places. COVID-19 has killed people in larger numbers than I can readily imagine, thanks in no small part to the indifference, cowardice, and stupidity of elected officials. The global economy serves fewer and fewer grasping kleptocrats. Oh, and climate change is going to kill us all.

Every time we are blasted by the latest catastrophe, some fool comes along and declares the situation to now be the "new normal". If this is normal, count me the hell out; I'll take weird any day of the week. Normal people thinking normal thoughts got us into this mess. Why should we assume that a sense of normalcy will help us address these woes?

Now I'm not claiming that weird fantasy role-playing is going to cancel the apocalypse. But more people thinking more divergent thoughts is maybe our only way out of this hole. In short, if anyone saves us, it will be the weirdos. Every worn-out dogma and atrophied procedure was once some dang weirdo's new solution to the problems of the day. We can no longer afford to allow normalcy to tame that weirdness.

Stay weird, friends. Stay weird.

Jeff Rients
North Wales, Pennsylvania

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MONSTER: THE WRETCHED LEFT BEHIND

by Matthew House

O, you who have wasted the sin of life

The aborted half goat half child fetus of the immaculate conception. Barely 3 feet tall, underdeveloped human torso with the head of a black goat. Still sticky with amniotic fluid. The child judges all who cross its path as sinners. Devouring the souls of the righteous and blasphemous alike. God will forgive those who commit suicide instead of facing this abomination



Armor:10

Move: Slow

HD: 66

HP: 666

Morale: 12

Experience Points: God will bless the victorious with as much experience as they desire
Damage: 1d12 Claw Swipe and Untether, or Devour

Special: Untether - on a successful Claw Swipe the Wretched Left Behind may choose to Untether the combatant. The PC must make a Poison save. On a failure the PC's limb which was attacked untethers from life and becomes permanently useless.

Devour: The Wretched Left Behind stares into the life of the PC. Paralyzation save to not be totally hypnotized. On a failed save the beast walks to the PC and kisses their forehead. Poison save or the soul of the PC escapes from the mortal shell and evacuates into the mouth of the Wretched Left Behind.

POCULUM FURORIS MURUM & SEENA HULUS

by Jari Palviainen

Poculum Furoris Murum (poison)

Subject becomes obsessed with touching all the walls in the world.

Duration: Permanent on failed saving throw versus Poison, otherwise 2d6+10 hours

Damage: After 6 turns of insanity, 1-2hp per turn from exhaustion until unconscious

Seena Hulus (spell)

Magic-User Level 4

Range: 10'

Effect: Single subject becomes obsessed with touching all the walls in the world

Duration: 2d6+10 hours on failed saving throw versus Magic, otherwise canceled

Damage: 1-2hp per turn from exhaustion until unconscious

Background

Poculum Furoris Murum is a potion mixed with extracts from three rare, black mosses. One of these grows on old, oaken beheading blocks that have soaked up human blood for years; another is sometimes found under old bones in ancient tombs; third moss is commonly found from undersides of old brothel beds.

In the tiniest amounts the potion is believed to grant its user an ability to detect hidden messages and secret doors in wall structures. However, there is no real evidence that would confirm this belief to be true. Instead, the rare sources that mention the potion at all, describe it as a poison with vey peculiar symptoms.

In his late papers an infamous, convicted and executed necromancer claims that he was able to replicate potion's effects through magical

means. For this, he refers to a spell or process called *Seena Hulus* which seems to be missing its complete description in his notes.

Symptoms

Initial symptoms begin a few minutes after the poison has entered the victim's body. These last last for 1d6 turns (10-60 minutes). First the victim begins to feel strong interest towards any nearby walls and wants to study and touch them very carefully. At this point there's a +2 increased base chance for the victim to notice any secret door or hidden message on the wall he's touching (normal search durations apply). When all the visible walls have been touched - or if the effect takes place in wilderness - the victim becomes increasingly anxious and desperately tries to find walls from the proximity. Natural walls are not taken into account unless they deceptively look as man-made.

After initial symptoms - or immediately if the victim was affected by the spell - the effect reaches its full potential and the victim goes insane. He begins to rush in any direction where he sees or thinks he can find walls he hasn't touched yet. When the victim finds a wall, he quickly touches it and rushes forward to find another one. At this point there is a zero chance of finding anything unusual from the walls.

In wilderness the victim starts running towards the closest known settlement or other construction as fast as possible in hopes of finding walls. If the direction is unclear, the victim takes a random direction from a d8 roll where 1 is north, 2 is north-east, and so on.

In a settlement, the victim first runs around buildings and touches their outer walls. At some point, the victim will begin to try to force his way into buildings to be able to reach and touch their inner walls.

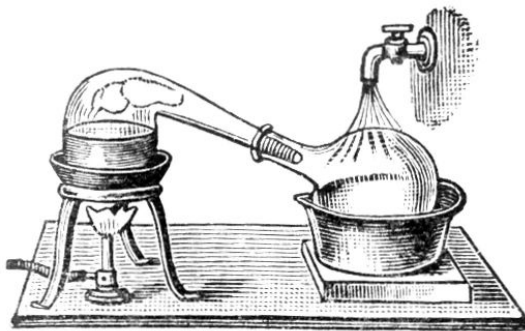
During the insanity the victim will get rid of any gear that hampers his movement and moves as fast as he can. He is violent towards anyone who tries to stop him but usually only fights as long as it takes it for him to be able to continue his obsessive behavior.

The effect itself is not lethal but the mindless rushing can lead to severe consequences. Insane victim doesn't mind anything else than finding the next wall to touch i.e. making noise, breaking things, running into enemies or traps, pushing people over or breaking laws do not matter anything to him. The victim may try to do even desperate things while he tries to reach an untouched wall e.g. he may try to leap over a ridiculously wide chasm if there is no bridge in sight - in these cases a successful saving throw (versus Poison or Magic) means that some remnant of self-preservation still remains and the victim changes his mind.

Depending on the terrain type, after 6 turns of rushing mindlessly the victim begins to lose 1-2hp per turn from exhaustion. Eventually, when he reaches 1hp, he will drop unconscious. However, unless the unconsciousness lasts longer than the effect's remaining duration, erratic and obsessive behavior will continue after the victim wakes up and is back at 3hp or more.

Remedy

To remedy the situation, the victim should be first caught and tied up. In addition, covering his eyes calms him down eventually. Unless the effect is permanent, the insanity vanes away when the poison naturally leaves the body. Otherwise, Cleric's *Cure Disease* or *Neutralize Poison* spell is required to heal a poisoned victim. With Cleric's *Delay Poison* spell it's also possible to change the duration of the poison from permanent into fixed-duration. Cleric's *Cure Disease* and Magic-User's *Dispel Magic* are both suitable for removing the effect originating from a spell.



WHAT IS IN ITS GUTS?

by Tim “Samwise7” Harper

1D20 Random Table

- 1.** An ancient game played by a forgotten local culture comprised of 1D100 intricately carved alabaster pieces. The creature ate it along with the game's owner.
- 2.** A bag of rare vibrantly colored bird feathers, and a vial of magical tattooing ink.
- 3.** 1D4 Gems that pulsate along with the notes to a silent song trapped within them. If one of these gems are broken the closest intelligent being will be able to perform the song (singing and playing instruments) perfectly for the rest of her life.
- 4.** 1D100 Tiny marbled fairy bones and skulls that are roughly the size of toothpicks and marbles. The bones have been sharpened to be used with a dart gun.
- 5.** A moderately sized ball of half-digested hair that will mentally bond with the person that removed it from the stomach. It will animate to grapple foes and protect the person it is bonded to.
- 6.** 1D20 Fragments of a cursed scroll. Once per day a player can roll an intelligence modified D20 roll to place them in the correct arrangement with a target number of 18. When that happens the character loses -1D4 from one random ability score, and adds +1D4 to another random ability score.
- 7.** A magical sword that can be folded 10 times in on itself to make it very small (the size of a penny). It apologizes in a metallic voice whenever it harms a living thing.
- 8.** Deck of blank playing cards sealed in a water proof goat's bladder. If a person looks at a blank card their likeness will be engraved upon it and given a suit and card number. This effect only happens once per person for only a single card. If the card is destroyed they need to make a saving throw or suffer 2D20 damage.
- 9.** A complex holy symbol that took a master craftsman 100 years to make. It hurts the eyes to look upon it and those that try to describe it or state too long at it pass out. Inside the holy symbol a forgotten trapped god awaits to be released. The god swims in the craftsman's blood.

- 10.** 1D10 Frog-like humanoid creatures swim around inside of a translucent egg sack.
- 11.** A pair of matching blood-stained bracelets with five attached nails. If nailed in to the wrists of two people they can speak telepathically with each other with a range up to 60 feet. Once a month the users must make a saving throw or contract an illness that will wither that hand.
- 12.** A preserved skinned face mask that smiles when a person looks at it. It has no teeth and it makes a hissing sound when it is worn. Once a week in the middle of the night it will mutter the name Salandra 1D20 times in a row, increasing in volume each time the name is uttered.
- 13.** A bottle filled with a weak oral poison that refills itself once per week.
- 14.** 1D10 Silver coins from a distant country/kingdom. One of the coins is cut in half. All of the coins have a hole drilled into them, but the necklace they were once on has dissolved in the stomach acid.
- 15.** Bones of a squirrel that once was a potent wizard's familiar. Once freed from the stomach it will form itself into a magically connected skeleton and befriend the closest magic-user for 1D100 days.
- 16.** A small stone idol that depicts heinous acts being performed at a dark ritual. Those that touch the idol know how to perform this act, and in 1D6 days they will perform this ritual in a twilight sleepwalking state.
- 17.** 2D12 Barbed silver arrows that will reform after they are broken, burned, melted, etc. The arrow heads deal 1d2 damage when they hit a target and deal 1D12 damage when the arrows are removed from a creature.
- 18.** A skull lantern that emits pale green extraplanar light in a 10 foot radius. Anyone that breaks the lantern will open a sucking portal that will drag everything in a 100 foot radius to a random parallel dimension.
- 19.** Roll again and double the result.
- 20.** Player's choice of any of the items on this table.

THE ANTI-SPIRE

by Matt Dudley

This is basically a chase sequence down a helically shaped upside-down spire. The Anti-Spire is located beneath the gardens of an evil fairy-Queen, within the oubliette (Jim Henson's *The Labyrinth* was a huge inspiration for this campaign. It's probably an unnecessary detail though). The goal is for the PC's to reach 300ft. before being murdered by a spiked roller on a track spiraling down the pathway to the bottom of the cistern while different trap triggers go off. My player's wizard cast "Deep-well" to create a well for him and the ranger to stand in while the roller passed overhead, leaving the paladin and the barbarian to fend for themselves against it.

What's at the bottom of the cistern you ask? It doesn't matter really, but in my game it was a giant telepathic lobster-god, the ex-husband to the gardens' fairy-queen.





Anti-Spire



DC 13

~~Spiked Roller~~ Spiked Roller

Moves 30ft on it's turn in the initiative

↳ does 3d8 damage if it comes in contact with a creature.

- * Headstart - $\frac{1}{2} |d4 \times 30ft$
- * Creatures can dash
of times = $1 + con mod$
- * creatures can move & act on their turn as normal, adding their move to Race Distance
- * at the end of each round, each creature rolls on the event table, the event appears ahead of the lead PC, unless that PC has already hit 300ft.
- * Events do stack.



Events



1. Pitfall - 10 ft wide, 20 ft deep.
2d6 if prone, add 20 ft to distance. 10 ft to run/jump.
Athletics.
2. Spear Trap - spears thrust from the wall. Dex save or take 1d6 piercing.
3. Widow Maker - spinning saws cut through the stone at head level. Dex save or take 2d6 slashing.
4. Narrow Walk - move at $\frac{1}{2}$ Speed.
5. Bladed Pendulums - Dex save or take 2d6 slashing.
Advantage if dashing.
6. Rubble - take an action to clear rubble.
Athletics
7. Smasher - heavy stone smashes in sync dealing 1d8
8. Sloped Floor - ~~Str~~ Str save or fall prone. Disadv if dashing.
9. Wall - ~~wall~~ has 15 hp to ~~not~~ destroy
10. Gargoyle - enter initiative, coming to life on their turn.

11-19, No Event.

20. Pressure plate - if pressed,
clears all active events
excluding the Spike Roller.

Gargoyle HD3 (15) flying 60 ft
1d8/1d8

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NINE IRON MIRRORS OF IMMENSE POWER

by Łukasz Krupiński



"The other item [...] is the mirror. Five examples are known from Eastern Yorkshire [...] All five are made of iron. [...] All of the mirrors [...] pre-date the majority of the magnificently decorated bronze examples known from elsewhere in the British Isles, being made some time between the late 4th and late 2nd/early 1st centuries BC. [...] inhumations are exclusively female [...] This

association with women has often led to the dismissal of these items as mere accoutrements or 'attractive vanities' of high status females. In both popular accounts and illustrations, they are depicted as a means of beautification or self-admiration. Yet [...] the mirror might have been part of a broader repertoire of objects designed to prepare and present the body during a period of changing concepts of personhood. As 'equivalents' for the weapons which were interred with men in the chariot burials, they may also have had a more powerful role. Ethnographic parallels suggest that in small-scale societies, mirrors are used as implements for divination, contact with ancestors and spirits, as well as insights into the past. Their shine, brilliance or luminescence is often seen as a manifestation of spiritual essence or sacred potency, through which a shimmering vision world is experienced by the diviner. The iron plate may never have accurately reflected the face held up for scrutiny, but it is possible that its shadowy, broad features were seen by the viewer as an indication of some presence 'beyond' the plate.

Mirrors are held in awe, as objects of intrinsic power, but to be wielded effectively, they must be allied with a skilled seer or ritual specialist capable of interpreting what is seen. The implication of such analogies is that Iron Age mirrors were not only symbols of wealth, made of significant quantities of iron, wrought and polished by skilled craftspeople. They may have been seen as awesome, intimidating artefacts – weapons of a kind – which enabled particular women to wield both aesthetic power and perhaps spiritual authority, in life and death.

Iron mirrors certainly made demands upon their users, requiring particular care to avoid tarnish from grease and rust, as well as polishing on a regular basis [...] there were traces of mineralised wood adhering to the Garton Slack mirror plate, which might suggest it had been placed in a casket. [...] In mirror burials and finds from the late Iron Age [...] there is often a parallel treatment of human body and artefact. It is possible that like its human counterpart, these mirrors had been placed in a 'coffin' like box [...] dressed or 'wrapped' with decorative textiles. The Wetwang Village mirror may have been interred with the equivalent of a shroud, brooch and miniature necklace. Mirrors may thus have been of the special objects which were perceived as having an identity and biography of their own."

– "A Forged Glamour: Landscape, Identity and Material Culture in the Iron Age" by Melanie Giles

Okay, let's do this:

Mirror #1. If you point this mirror at a dead body its reflection appears alive and is able to communicate. The reflection has all the knowledge the deceased person had right before the moment of death. Its eagerness to answer and cooperate depends on questions asked, relationship to the seer (if any) and seer's power and experience.

Mirror #2. The mirror reflects everything as it was in the past:
roll d6:

1. 5d10 minutes ago
2. 2d12 hours ago
3. 1d12 months ago
4. 1d30 years ago
5. 1d100 years ago
6. 1d1000 years ago

Mirror #3. As above, but reflects the future.

roll d8:

- 1-3. as the seer hopes it will be
- 4-7. as the seer fears it will be
8. as it will be if no major changes to the timeline occur

Mirror #4. If you point a mirror at a person its reflection must answer any questions of the seer, and answer truthfully. It may however use half-truths, omissions and manipulations if the seer isn't experienced enough.

Mirror #5. Any person reflected in the mirror disappears and is trapped in the mirror itself. Can only be freed by trapping another person.

Mirror #6. This one works similarly to the one above but with one major difference – the trapped person doesn't disappear but is replaced by its reverse-twin. The reverse-twin is a polar opposite of the original both in terms of personality and abilities. The original gets trapped in the mirror. Can only be freed by killing the reverse-twin.

Mirror #7. Any text reflected by the mirror can be read by the seer as if a comprehend languages/read magic spell was cast.

Mirror #8. Freezes reflected victim(s) in time. As long as the mirror is able to reflect someone, that someone is frozen in time. That

one's pretty powerful so I would give the victim(s) the chance to avert eyes and other such tactics like if they were subject to petrifying gaze. Also – obstructing the view, causing darkness, destroying the mirror etc. frees the victim(s).

Mirror #9. If you look into the mirror you see your ancestor's spirit. The spirit can communicate and will do so according to their character and most of the time will try to help you "continue their legacy". So if your great-grandfather was a necromancer his mirror-spirit will try to sell you on how awesome necromancy is. And if your great-great-grandfather was a cobbler he will explain to you the best techniques of shoe repair. The ancestor is:

roll d6

1-3. male

4-6. female

roll d20

1-9. most recently expired ancestor

10-14. +1 generation

15-16. +2 generations

17. +3 generations

18. +5 generations

19. old ancestor from hundreds of years ago

20. ancient ancestor from thousands of years ago



MAIMING

a Variant for Even More Suffering in *Lamentations of the Flame Princess*
by Craig "Lord Mhor" Dixon

As a fun variation, characters don't automatically die if they are damaged below -3 hit points; they might painfully linger instead. When a character drops below zero hit points, roll a d20 versus death. The final result required to survive is "10" plus the number of hit points below zero. Add the character's current level as a positive modifier, plus or minus the current Constitution modifier. If this roll is failed, the character dies right there. A survivor is maimed. Toss a d6 for each hit point under zero. Map the results of each die rolled to the traits below. Each die mapped to a trait drops that trait by one point:

- 1) CHA
- 2) CON
- 3) DEX
- 4) INT
- 5) STR
- 6) WIS

Any maimed trait reduced to zero this way results in instant death. Maimed traits can't normally be restored in-game. At the beginning of each *game session*, characters regain one point from each and every trait that has been reduced. Recovery from maiming is slow and painful.

Here's the really nasty bit: With each maiming, a character must circle the trait on the character sheet that has taken the most damage. If several traits have lost one or the same number of points, the player chooses which trait is circled. This trait can *not* recover the final lost point until the character gains a new level. Several maiming events can leave a character with multiple circled traits, causing them to be quite diminished for the remainder of that level.

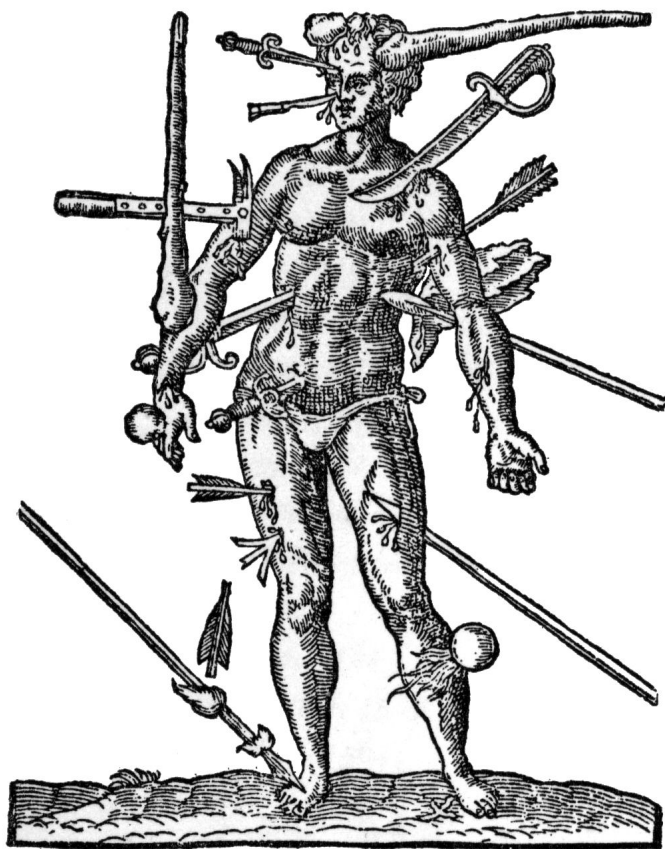
Example: Shnog the Withering, a 4th level magic-user, has been smashed to -7 hit points and somehow survived. 7d6 are rolled and are mapped to Shnog's traits. Two map to CHA, one maps to CON, three map to INT, and one maps to WIS. Shnog immediately loses 2 CHA, 1 CON, 3 INT, and 1 WIS. The Intelligence trait is circled on the character sheet, and the final point of INT won't recover until he

reaches level 5. Shnog eventually comes out of his coma when restored to at least 1 hit point, then limps along for the rest of the game session with these lowered traits and modifiers. At the beginning of the next game session, Shnog regains 1 each of CHA, CON, INT, and WIS. That means Shnog will limp along maimed at -1 CHA and -2 INT throughout that following session. On it goes, hopefully without further maiming.

If you want to be *nice* as a referee, you can substitute one week of in-game total rest to trigger that one point per trait recovery cycle, at least for an extended adventure or campaign that has that kind of time frame:

"Shnog the Withering rests and suffers through three weeks of painful recovery, while the other adventurers party and dissipate their ill-gotten wealth at the Farting Fop Inn. He is now mostly recovered from the blow that flattened part of his head, What does he do now?"

Enjoy!



WARLOCK DUVALL

text by Vagabundörk, art by Yalaki

AC 12, MV 120, ML 8, 13th Level Magic-User (39hp), unarmed

Spells: **4** 1st level **3** 2nd level, **2** 3rd level, **2** 4th level, **1** 5th level, **1** 6th level

So you want to give Tower of the Stargazer a twist? Simply add Shelley Duvall.

When the party reaches Tower Level 3, instead of old Sir Uravulon, they meet a woman dressed in gaudy colors who is a little crazy.

She greets the party with exaggerated joy: "Thank you for coming! I am... Uh... Oh, yeah! I am Avelina Calcidius".

She goes on, never losing her smile (unless provoked or attacked): "You must find it weird to see me in this, uh, in this situation, unable to welcome you properly. You see, I was experimenting with demonic control and I got distracted just a second and was trapped... Uh... Trapped for the last 50 years, I think. If you release me, I can reward you 100 silver coins each".

If the party asks for more money, if they interrogate her, or if they take long to free her, she starts to show her sadist nature: "Free me now, or I will scatter your souls across the cosmos and feed the dogs of hell your flesh". If at this point they free her, she will let them leave but without any rewards, if the party insists on the money, she will kill them (she sure will try).

If the party still doesn't free her, she completely loses her mind. She describes in detail how she will defile their bodies and souls, and the bodies and souls of their families, friends and every single person (or elf) they have ever talked to. Obviously if someone is such an idiot to free her now, they are dead.

Spells prepared:

Level 1: Spider Climb, Summon (see below), Comprehend Languages, Faerie Fire. Level 2: Magic Mouth, Magic Mouth, Audible Glamour. Level 3: Strange Waters II, Haste (inverse). Level 4: Dig, Wizard Eye. Level 5: Creation, Major.

Level 6: Glass Eye.

If Warlock Duvall casts Summon, don't follow the rules, just roll 1d4 to see the result (or follow the rules, it's your game):

1. **Eyeball Demon, Icy Wrapping**

AC 12, MV 120, ML 10, 26 HD (108hp), #AT 1 (1d6)

2. **Shadow Demon**

AC 12, MV 120, ML 10, 20 HD (72hp), #AT 1 (1d6)

3. **Brain Demon, Smoking Foliage, Immaterial Stinger**

AC 12, MV 120, ML 10, 16 HD (58hp), #AT 1 (1d6), Fire Attack (Ranged, 16d6)

4. **Orb of Light Demon**

AC 12, MV 120, ML 10, 13 HD (51hp), #AT 1 (1d6), Immune to Normal Attacks.



Roll another d4 for the reaction:

1. Controlled for 9 rounds, obeys, then disappears.
2. Uncontrolled for 75 rounds, wants to kill her, then disappears.
3. Controlled for 4 rounds, obeys, then disappears.
4. Uncontrolled for 13 rounds, wants to kill her, then disappears.

STRANGE STARTING ITEMS AND HOW YOU GOT THEM

by Stefan “The Moth”

Summary: A random table featuring thirty peculiar items to be given to characters during creation, as well as a list of ways the characters may have acquired the said items. Weirdness abound.

The main source of inspiration has been the starting items and oddities list over at the blog Tomb of the Wandering Millennial. I used it to great effect last week when a new group of players was creating characters for an upcoming game. Everyone enjoyed the list of oddities, since there are some interesting items on it and some of the results fit the characters perfectly.

However, I felt that the said items needed an extra something to make the randomness even more effective, thus I wrote the list below. Some items are useful, some are horrible and some are mundane, but all of them strange. As I said, this was made to be used during character creation, but I guess that it can be used just as easily as a random table of magical items in an ongoing game.

No specific instructions needed for this, since I tried to make it straight forward. A single d30 roll tells you everything, which item the PC gets, what they think/believe the item does and the final column is what the item actually does. Completely up to the GM how/when/if they reveal the true potential of the item to the player.

Roll d30

	Item gained	What the PC thinks it does	What it actually does
1.	Tarnished urn full of ashes	Ashes of a long dead relative, might have sentimental value, but otherwise worthless.	Magical urn holding the ashes of the first witch. Make of this what you will.

2.	20 meter rope made out of silk	It can withstand any amount of weight.	If a person is hung from an oak tree using this rope, the body will disappear upon death.
3.	Small pouch with three seeds inside	The seeds will make the owner rich.	If an animal eats a seed, it turns to copper. If another humanoid eats a seed, their nails become silver. If the PC eats a seed, their teeth turn to gold.
4.	A silver tooth with many scratches	The person with the tooth in their mouth is compelled to tell the truth.	Does the exact thing as described.
5.	An ancient map made on tattered parchment, the names of locations faded, but with one circled spot	Leads to a location of a family crypt, sadly raided and left derelict long ago.	Leads to a location of a negadungeon, but with an item of campaign importance at its heart.
6.	Small wooden cross, "St. Actias" engraved at the bottom	Brings the mind at ease during times of great distress.	If used in any kind of pitch darkness, summons a swarm of tiny moths carrying lanterns.
7.	The Blessed Spear of Lungheen	Destined to kill the greatest foe of its owner.	Nothing, it's just a finely ornamented spear. Worth 500sp.
8.	A pair of wooden dice with carved pips, sides being: 3, 4, 4, 5, 5, 6	Nothing, badly crafted mundane item for obvious cheating.	To everyone else, but the owner, the dice look like normal 1-6 dice.

9.	A belt buckle made out of a carved human vertebra	If worn, wearer will die upon entering any holy place (monastery, church...)	If worn, the wearer is completely invisible to any undead creature.
10.	An old, yet well preserved, chess figurine of a Rook	Mundane item of good craftsmanship. Worth 1000sp.	Knock with the bottom side of the figurine on any object three times to completely obliterate both.
11.	Rosary beads, but the bottom half of the cross is missing	The monk who was the original owner was a heretic and thus the beads are cursed in an unknown way.	Boosts will-related saves of the PC (which should be altered by the GM, secretly)
12.	A polished silver coin	It's just a coin, but exceptionally shiny.	Even if thrown away or used for payment, the coin will always reappear in the PC's pocket.
13.	A black pocket bell with white sigils	If "hit" with the right set of sticks, it will produce the divine melody of the Angels.	No matter what you hit it with, it will produce a pain inducing sound for everyone. Literally. Roll for damage.
14.	Small dog whistle made out of ivory	Mundane, only dogs can hear it.	The sound is heard by a rain goddess and thus if it is blown during a storm, she will disperse all clouds. However, she will, at some point, desire the PC to repay the favor.

15.	Ebony mask of a human with no eyes	Mundane. Might fetch a good price with a proper collector.	If worn in certain mystical areas, the wearer may travel between worlds.
16.	Ring made of human bone in the shape of a skull	When worn, the wearer will be able to communicate with a recently deceased corpse. Conversation can last up to five minutes, after which the corpse is "dead".	Does the exact thing as described.
17.	Earrings with purple hanging stones	They make any wearer attractive.	Mundane item, you're already attractive, you sexy bastard.
18.	Small vial filled with moss	Vicious species of moss, currently in hibernation.	Cuddly moss species that makes an extremely comfortable sleeping mattress for the owner.
19.	An exotically crafted and perfectly balanced spinning top	Mundane, but probably valuable.	If the owner spins it while drinking tea, it won't stop spinning until they drink the last drop. This ritual heals the owner completely.
20.	Beautifully crafted golden torq in the shape of a snake with two heads	Invokes magical hate and envy in other sentient creatures.	Nothing is magical and nobody hates you, they just want your pretty looking torq.

21.	A worn-out chess figurine of a King	Worthless, mundane item.	The soul of the most just king the lands have ever known is trapped inside.
22.	Leather-bound book, 2.000 pages of just random words.	Gibberish, probably worth something to a desperate enough collector.	If read in its entirety, the reader becomes a person of interest for the followers of the Amber King.
23.	A tightly sheathed sword	The sword should never be unsheathed, for it will bring the apocalypse upon the world.	There is no blade, it's just a hilt and it is mundane. Well crafted though.
24.	A necklace with a spiral made of black stone	The wearer begins seeing spiral patterns everywhere	Does the exact thing as described. There has to be some meaning behind all these...
25.	A rustic hourglass	Mundane.	Freezes time for everyone outside of a one mile radius.
26.	Purple candle	Once lit, nothing can extinguish its flame unless the owner desires.	Does the exact thing as described.
27.	A rabbit's foot, somewhat twisted and wrong	Brings good luck to the owner.	True, in a sense that it brings misfortune to everyone else around the owner.

28.	Cat's Eye marble	Mundane, but probably worth a lot.	Somewhere in the far corners of the world there lives an ancient Rakshasa, searching for his stolen eye.
29.	A sword with a splintered blade	A relic said to have been shattered when it was used to slay an angel.	True. Also, when used against angelic and demonic creatures, the blade is whole, although still nonexistent. Ignores armor of said creatures.
30.	A letter closed by wax with the royal seal	Obviously for the royal family to be read. If opened, in beautiful handwriting it reads: "The choir did it!"	When delivered, should drastically change the political landscape of the campaign (kingdoms go to war, dynasties fall, kings are toppled, etc.) If delivered, yet previously opened, the royal family will demand the execution of the messenger.

If your players are stumped as to where their level 0 or level 1 character got such an item or you as the GM want to randomize everything about these, here are a few ideas. Flesh out/edit/add as needed.

How you acquired the item. Roll d12:

1. Not sure, you had it your entire life.
2. Gambled and won, fair and square.
3. Gambled, cheated and won. The previous owner is aware of being tricked and is now vengeful.
4. It was a gift from a dying friend.

5. The previous owner was killed and the item taken from their dead hands.
6. It is an heirloom.
7. It is an heirloom, but is tied to a feud between multiple family members.
8. Stolen in an organized heist of an estate of a wealthy politician.
9. Found it buried in the ground close to home.
10. Bought it for cheap from a traveling merchant, it was a bargain.
11. It was left on your doorstep.
12. You won it in a bet.

EARLY MODERN RANDOM ADVANCEMENT

CLASSES, PART II: THE SPECIALIST

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 Specialist advances a level they receive class benefits in the form of two d100 rolls on the chart below and nothing else.

01 You get nothing. Do not reroll. Life is hard.

02-25 You get one skill point to spend on any skill of your choice.

26-30 You gain +1 to all saves against non-magical effects.

31-33 You gain +1 to all saves against magical effects.

34-50 You gain an additional hit die. Reroll all hit dice. Keep the total as your new max hit points if it is higher than your previous max.

51-53 You gain +1 Dex. If your Dex is already 18, you gain nothing. Do not reroll.

54-56 You gain the ability to fluently speak one additional living language of your choice, but you must make an Int roll every time you attempt to read it.

57-59 You gain +2 to a skill of your choice.

60-62 You gain +1 AC in any situation where you can perceive the incoming attack and move to avoid it. A second roll gives you +2 AC, but reroll subsequent rolls of this item.

63-65 You may designate a speciality for one of your skills, a subset of the activities involved, that you get a reroll once per session when employing. For example, you can designate Navigation as your speciality for Seamanship. If you reroll this item you must designate a specialization for a different skill.

66-68 Through your cleverness once per session you may turn any one partial save you make into a full save. If you roll this again you can apply this ability to a comrade instead. Reroll subsequent rolls of this item.

69-71 You gain +1 Wis. If your Wis is already 17 or 18, you gain nothing. Do not reroll.

72-74 When wielding a dagger or other minor weapon against a large monster or foe using a 2-handed weapon you may take the higher of two attack rolls. Reroll any subsequent rolls of this item.

75-77 Once per session you can advise others on the usage of any skill you possess at least 3 levels in. Up to 1d6 persons with 2 or less levels will get a +1 on their skill roll. A second roll of this item increases the total you can advise to d20. A third roll increases it to d100. Reroll subsequent rolls of this item.

79-81 You gain +1 Cha. If your Cha is already 18, you gain nothing. Do not reroll.

82-84 Silver tongue: Once per session you can tell a lie that will convince up to d6 NPCs, no matter how preposterous. Any NPC with levels will get a saving throw, but 0-level characters get no save. A second roll of this item increases the total you can bamboozle to d20. A third roll increases it to d100. Reroll subsequent rolls of this item.

85-87 Fight dirty: once per combat you make any attack other than a standard attack with a normal weapon and gain +2 on the attack roll. Subsequent rerolls add extra attacks at +2 per combat but each must be a different tactic or trick.

88-90 You gain +1 to your lowest ability score. Randomly determine which is more than one is tied for lowest.

91-92 When you lack specialist's tools or other equipment usually required for your skill usage, you can use improvised equipment at only a -1 penalty. This ability does not work when absolutely bereft of anything that can be used to jury-rig a solution. Reroll any subsequent rolls of this item.

93-94 Follower: You gain either a competent 0-level dogsbody or a bumbling 1st level specialist apprentice (50/50 chance).

95-96 You gain +1 attack bonus in one of the four combat categories. Roll d4: 1) melee, 2) firearms, 3) ranged, 4) guard.

97-98 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.

99 You learn Alchemy as a skill, at 1 pip. Upon a successful skill check you can assist a magic-user with creating a potion. If you obtain the formula for a potion, you can create them solo. Generous/devious referees may allow you to research your own potions. Rolling this item again increases the skill by one pip. This skill may be increased normally by later rolls of 02-25 and 57-59.

00 You learn Read Magic as a skill, at 1 pip. You can cast spells from scrolls and spell books upon a successful skill roll. If the skill roll fails, there is no spell effect but scrolls are erased. Casting straight out of spell books is always risky (i.e. roll to miscast if the skill roll is successful). This skill does not allow for the memorization of spells. Rolling this item again increases the skill by one pip. This skill may be increased normally by later rolls of 02-25 and 57-59.

THE KRAKEN

by Alfred Lord Tennyson

Below the thunders of the upper deep,
Far, far beneath in the abysmal sea,
His ancient, dreamless, uninvaded sleep
The Kraken sleepeth: faintest sunlights flee
About his shadowy sides; above him swell
Huge sponges of millennial growth and height;
And far away into the sickly light,
From many a wondrous grot and secret cell
Unnumbered and enormous polypi
Winnow with giant arms the slumbering green.
There hath he lain for ages, and will lie
Battening upon huge sea worms in his sleep,
Until the latter fire shall heat the deep;
Then once by man and angels to be seen,
In roaring he shall rise and on the surface die.



