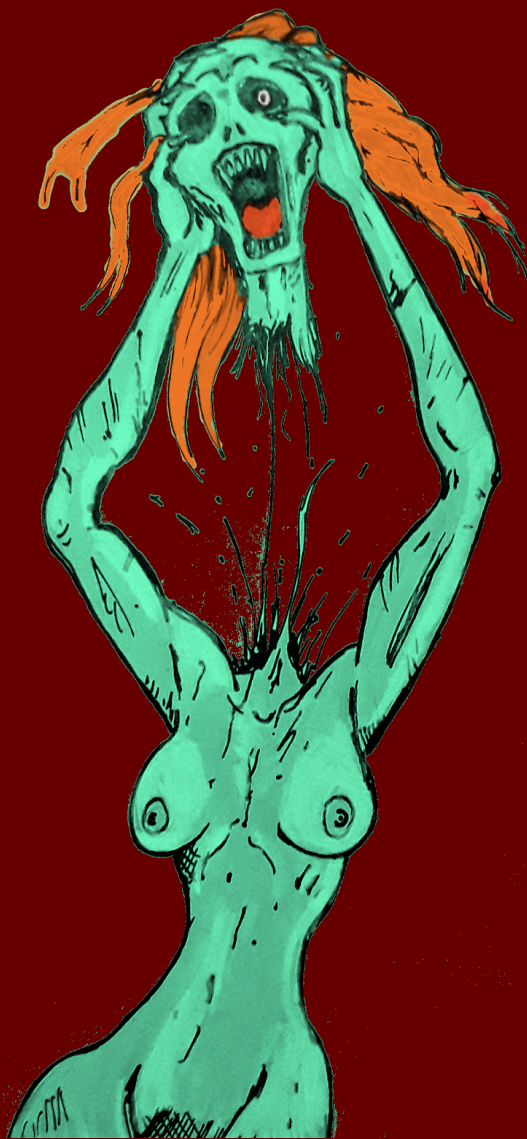


Flame Princess's Cult

an unauthorized weird fantasy role-playing zine



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A MESSAGE FROM THE EDITOR

Seasons greetings, fellow weirdos!

As I write this missive, Thanksgiving turkey is roasting in the oven and *Mystery Science Theater 3000* is streaming on the youtubes. It's the *Hobgoblins* episode, one of the worst post-*Gremlins* puppet monster flicks. Later I'll play a recording of *Alice's Restaurant* by Arlo Guthrie as I eat some pumpkin pie.

With the election 99.7% over, I feel like my nation can turn away from a government that can't control the coronavirus and get back to a nice normal government that ignores the fact that climate change will kill us all. But before that we have the annual tradition of pretending that the European settlers and indigenous people of this land get together for meals on the regular.

But things are going to be okay, because the brain geniuses in Silicon Valley have figured out yet another way to transform the last little dregs of our souls into profits for them. Surely that will save us! Surely the Second Coming is at hand.

The Second Coming! Hardly are those words out when a vast image out of *Spiritus Mundi* troubles my sight: somewhere in sands of the desert a shape with lion body and the head of a man, a gaze blank and pitiless as the sun, is moving its slow thighs, while all about it reel shadows of the indignant desert birds.

Well, I'm off to boil and mash the potatoes.

Jeff Rients
Philadelphia, Pennsylvania

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ROLLING ATTRIBUTES:

A MODIFIED ROLL-IN-ORDER METHOD

by Doctor Pat Mathis

I was watching the 1963 version of *Jason and the Argonauts* with a child. There is a scene where Hercules and a friend find the hidden room full of treasure beneath the Talos statue. They go in, and then suddenly, the trap springs and the door closes behind them. But Hercules grabs the door and wrenches it open. "Hercules is famous for being the strongest hero", I explain. Then, later, when Hercules decides to take the "hair-pin-of-the-gods" and run off with it, Talos, the Bronze Colossus, chases after them. "Why is he taking it?" asked the child. "Hercules is NOT famous for being the smartest hero", I explain.

The above story illustrates something about the kind of character Hercules is. He put all his points in Strength, and not enough in Intelligence or Constitution. (Hercules died after failing a poison save.) On the other hand, Odysseus, in spite of being the only one strong enough to string his bow and dexterous enough to shoot through all the axe loops, is not famous for being the strongest or most dexterous hero. He is famous for being the most intelligent hero.

When D&D first started, you had to roll your attributes **in order**, and would pick your class based on what you rolled. Holmes Basic, the version I started with, had you roll in order, but would let you take 2 points off certain attributes in order to add one to another. This would make it easier to play the Class you wanted to without having to roll again. *Lamentations of the Flame Princess* has you roll 3d6 in order, then lets you switch one score with another.

1st edition AD&D offers several methods of rolling up attributes. But in actual practice, the one I only ever saw was Method I: roll 4d6, keep the best 3, do this six times, and arrange them on whichever attributes the player chooses. Just before 2nd edition AD&D came out, I encountered a DM who gave people 78 points to distribute amongst six attributes. This could give you three 18s and three 3s. Later, 3rd Ed D&D had a complicated point buy system that was similar to the Holmes Basic system. But I never liked the 3rd ed version of point buy. I don't like giving up 2 points to gain one. I

would rather run a character with six 10s. 5th ed D&D offered 6 pre-generated scores that you can assign as you choose. But they are too low and too high for my taste.

When you look at roll-in-order versus assign rolls as you choose or point buy. One thing becomes clear. When the player gets to choose where their scores go, they always make a Hercules, never an Odysseus. Fighters never let that 18 they rolled stay on Intelligence. Wizards never let that 18 stay on Strength, where it might help them survive the low levels or carry more equipment. And Charisma is treated as a dump attribute, unless you are playing one of the New School variants of Bard or Sorcerer.

New School players claim that without Feats, all fighters are the same. But I say, if you can pick where their high attributes go, everyone of a particular class puts them in the same places, making characters who all have the same strengths and weaknesses. On the other hand, when you are using a variant of roll-in-order, you might get a fighter with an 18 Charisma who is great at leading the troops, or a Thief who is a con-man type. Roll-in order allows an Odysseus or Casanova to appear . . . or a Gandalf. (He did a lot of fighting with that sword of his). So, this led me to adopt a modified roll-in-order method that allows you to be assured of having high scores in your main attributes, while not being able to prevent yourself from having higher scores in the attributes you don't think are that important for your class. I initially used this for *Mazes & Minotaurs*. Here is the variation I have come up with for LotFP:

A character has six attributes: one prime requisite (determined by his class), two favoured attributes (one determined by class, the other selected by the player), and three standard attributes. Once these choices have been made, the six attributes are rolled up **in order**.

To determine the score of the character's prime requisite, roll 2d6 and add the highest one to 12. (Use the Prime attribute listed by class.) To determine the score of a favoured attribute, roll 3d6 and add the two best results to 6. (Use the second main attribute, plus one other.) To determine the score of a standard attribute, roll 3d6. (3 attributes, rolled **in order**.)

Class	Prime Attribute	Favoured Attribute
Cleric	Wis	Cha
Fighter	Str or Dex	Str or Dex or Con
Specialist	Dex	Int
Magic-User	Int	Dex
Dwarf	Con	Int
Elf	Str or Int or Dex	Int or Dex
Halfling	Dex	Wis

So let me explain my reasoning behind the required Prime and Favoured attributes. Since LotFP adventures are usually set in 17th Earth and there are no Sorcerer or Bards, it made sense to make the Clerics the ones who are likely to have a high Charisma.

I make Fighters choose between being better at melee or missiles. And I make elves choose between those two or magic. I strongly considered making Wisdom the Favoured attribute of Magi. I made Intelligence the Favoured attribute of Dwarfs because it helps with Saving throws against Magic, and it helps with knowing languages. I made Wisdom the Favoured attribute for Halflings because it helps with poison saves, which are already easy for Halflings.

Keep in mind that the player does get to pick a second Favoured attribute. So they can roll a high score on that third one they want to roll high for. This gives players a range of 13-18 for their Prime attribute, with a mean of 16.5. The Favoured attributes have a range of 8-18, with a mean of 15. The remaining three attributes, rolled 3d6 **in order**, average 10.5, could be as low as 3 or as high as 18.

PIKEMEN & POACHERS: ALTERNATIVE CLASSES FOR LOTFP

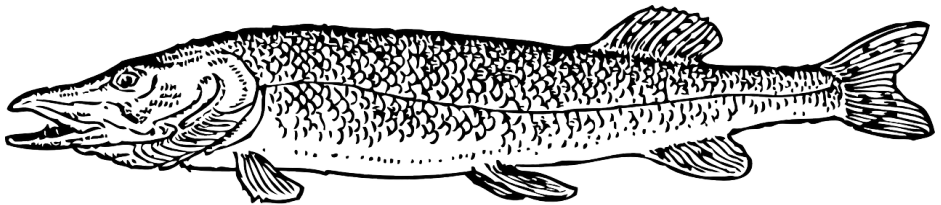
by Doctor Pat Mathis

Although I am not attached to non-human races. I really like the Rules for Dwarves and Halflings. These are my House Rules for running them as Humans.

Pikeman/Musketeer Class

While Fighters fit well with the hero/pirate/swashbuckler archetype, some warriors specialise in group warfare. This class is intended as a replacement for the Dwarf Class. There are no 0 level Pikemen/Musketeers. They start as 0 level Fighters. But player characters start at 1st level. Pikemen attack, earn experience and make saves just like Dwarfs. They roll d12 for Hit points. (I already have a House Rule increasing the HD size to d8 for Clerics, d10 for Fighters and d12 for Dwarfs.) They get a +1 to their Constitution bonus. Since Pikeman units often include people from many nations, Pikemen have the Languages skill equal to the Dwarf's ability in Architecture. The Pikeman's Language ability only works with European Languages. Their Main Attribute is Constitution and their Favoured Attribute is Intelligence (see previous article). They Come in two variations:

Default **Pikemen** start with a Pike and a small Melee Weapon. They can not use any other weapons until attaining 2nd level. If two or more Pikemen are working together in a line, they gain a +2 bonus to AC in one direction. If a group of Pikemen form a block of 9, 16, 25, 36, 49, or 64 that can defend in all directions, but suffer a -20' penalty to movement with a minimum movement of 10' per round.





Musketeers start with a Musket, shot bag, powder horn, and rapier. The starting Musket can not be rifled. They can not use any other weapons until reaching 2nd level. A group of 10 or more Musketeers can coordinate their reloading with each one standing in front of the other in a vertical row so that the group can fire once per round. For every row of 10 standing horizontally side by side with them, the block of Musketeers can fire another shot per round. This coordination does not work if any of the musketeers are using rifled muskets.

Poacher/Frontiersman Class

This is intended as a replacement for the Halfling Class. 0 level Frontiersmen can also be used for the wilderness-savvy natives of the Americas or Africa. Players start at 1st level. They earn experience, attack, make saves and do Bushcraft as Halflings. They add one to their Dexterity modifier and receive a +1 bonus to AC if not wearing armor. They have a 5 in 6 chance at stealth. When fighting Lions and Tigers and Bears (and other predatory creatures of animal intelligence as assigned by the referee) their damage dice have a number of extra sides equal to their level (i.e. increase die size). So, for example, a 2nd level Poacher can shoot arrows that do 1d8 damage against Wolves.

MYRKÁLFR / MURK ELVES CLASS

by Tim "Samwise7" Harper

Myrkálfr (or murk elves) are the masters of stone and they dwell far beneath the surface of the world in places long forgotten or otherwise unexplored by humankind. They are also known as the Mörkalver. It is thought that they are an elf/gnome hybrid conjured by some ancient wizard but they refute that claim. Perhaps they have always been here... and wished they had never been found. Their myths talk of emerging from a hallowed deep sping at the dawn of time.

They prefer to be left alone and rarely interact with other beings, often greeting strangers with violence. Those however that choose a life of adventuring are different as they did not quite fit in with their reclusive kind. Those that flee their sheltered subterranean homelands are often ornery, mischievous, and reckless.

Myrkálfr settlements tend to be near underground lakes and rivers. They revere water (elevating it as a deity) and love to immerse themselves in it. They use it in all manner of cultural rituals. They are known to drown those who are seriously ill or who are close to death as a form of mercy killing. At times they need to be thwarted from giving "The Kiss of Water" as they will try to kill those who will recover.



Lvl	XP	HP	Par	Pois	Brth	Dev	Mag
0	-	1D6	10	14	15	14	14
1	0	1D6	8	12	13	14	14
2	3200	+1D6	6	12	10	14	14
3	6400	+1D6	6	12	10	14	14
4	12800	+1D6	4	10	7	14	14
5	25600	+1D6	4	10	7	13	14
6	56200	+1D6	2	10	4	12	12
7	112400	+1D6	2	8	4	12	12
8	224800	+1D6	2	8	2	12	12
9	449600	+1D6	2	8	2	11	12
10	674400	+1	2	6	2	11	8
11	876720	+1	2	6	2	7	8
12	986310	+1	2	4	2	7	8
13	1152000	+1	2	4	2	7	8
14	+236800 / lvl	+1	2	2	2	5	6

Murk elf limbs are long, thin, and spindly but they are as tough as ancient roots covered in a naturally tough skin (granting a +1 armor class bonus). Their feet and hands are broad and strong which gives them a 2-in-6 climbing ability which improves at higher levels. Their hair is often auburn, black, or red. Their mucus dripping eyes are oddly large without any pupil, and they rarely blink. They also gain skills at a reduced rate, and have the sneak attack ability like a specialist does.

Lvl	Skills	MU		Spells		Per		Lvl	
		1	2	3	4	Climb			
0	-	-	-	-	-	-	-	-	-
1	2	1	-	-	-	-	-	-	2-in-6
2	+1	1	-	-	-	-	-	-	2-in-6
3	+1	2	1	-	-	-	-	-	2-in-6
4	+1	2	1	-	-	-	-	-	3-in-6
5	+1	3	2	1	-	-	-	-	3-in-6
6	+1	3	2	1	-	-	-	-	3-in-6
7	+1	3	3	2	1	-	-	-	4-in-6
8	+1	4	3	2	1	-	-	-	4-in-6
9	+1	4	3	3	2	-	-	-	4-in-6
10	+1	4	4	3	2	-	-	-	5-in-6
11	+1	5	4	3	3	-	-	-	5-in-6
12	+1	5	4	4	3	-	-	-	5-in-6
13	+1	5	5	4	3	-	-	-	5-in-6
14	+1	6	5	4	4	-	-	-	6-in-6

Myrkálfr have an innate ability to destroy stone in all of its many shapes and varieties. While Dwarves craft exquisite tunnels murk elves dig crude utilitarian ones but at a brisk pace (they can excavate 6 plus strength modifier cubic feet of earth per hour with proper equipment). They have a +2 attack bonus to hit stone creatures in combat. Also, statues and stone creatures always take maximum damage when hit by a Myrkálfr.

Murk Elves have their own unique spell list of arcane and divine spells but they can only cast up to 4th level spells.

*Note that Myrkálfr do not get the combat maneuvers that a regular Elf has.

Myrkálfr Spell List

First Level

1. Bestow Elf Curse
2. Comprehend Languages
3. Cure Light Wounds
4. Detect Magic
5. Featherfall
6. Hold Portal
7. Identify
8. Light
9. Purify Food & Drink
10. Spiderclimb
11. Stone Shape (Lesser)
12. Transmute Rock to Mud

Second Level

1. Audible Glamour
2. Barrier
3. Change Self
4. Delay Poison
5. Force of Forbiddment
6. Forget
7. Knock
8. Levitate
9. Phantasmal Force
10. Silence 15' Radius
11. Stone to Flesh (Lesser)
12. Transmute Rock to Bleeding Flesh

Third Level

1. Army of One
2. Dispel Magic
3. Gaseous Form
4. Hold Person
5. Magic Vestment
6. Protection/Normal Missiles
7. Remove Curse
8. Speak with Dead
9. Strange Waters II
10. Telekinesis (Lesser)
11. Water Walk
12. Water Breathing

Fourth Level

1. Airy Water (Lesser)
2. Charm Monster
3. Confusion
4. Creation, Minor
5. Cure Serious Wounds
6. Dig
7. Move Earth (Lesser)
8. Neutralize Poison
9. Protection/Normal Weapons
10. Spell Immunity
11. Wall of Ice
12. Wall of Rock

Beginning Spells

A murk elf begins play with Read Magic and 2 of the new spells found below in their spellbook.

NEW MYRKÁLFR SPELLS

AIRY WATER (LESSER)

Myrkálfr Level 4

Duration: 1 Turn/level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 15' radius globe, or a 30' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

BESTOW ELF CURSE

Myrkálfr Level 1

Duration: Instantaneous

Range: Touch

This spell can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Typical possibilities are limited to no more than a -1 penalty to saving throws or -2 to hit. These effects can have any number of creative symptoms. The victim can avoid being affected by this spell with a successful saving throw versus Magic. Non-mechanical curses might be something like: bleeding from the eyes and ears, excessive hair growth, passing gas every minute, swelling or pain in a part of the body, vomiting blood or other substances, and urinating black liquid.

MOVE EARTH (LESSER)

Myrkálfr Level 4

Duration: Instantaneous

Range: 100'

A 20' cube of loose soil can be moved per Turn within the spell's range. Solid stone cannot be moved.

STONE SHAPE (LESSER)

Myrkálfr Level 1

Duration: Instantaneous

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 2" cubed per level. While it is possible to make small crude amulets, cups, dice, holy symbols and so forth with stone shape, fine detail is not possible.

STONE TO FLESH (LESSER)

Myrkálfr Level 2

Duration: Instantaneous

Range: Touch

This spell returns a petrified creature to its normal state, restoring both life and goods. Only petrified creatures of human size or smaller, can be restored.

TELEKINESIS (LESSER)

Myrkálfr Level 3

Duration: 1 Round/level

Range: 60'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 10 pounds per caster level can be moved 10' per Round. Living beings can also be moved, but they are allowed a saving throw versus Magic to resist being moved by the spell.

TRANSMUTE ROCK TO BLEEDING FLESH

Myrkálfr Level 2

Duration: Permanent

Range: 60'

This spell turns 15 square feet of rock 10' deep into edible blood-soaked flesh for 1 day. To pass through this flesh it will need to be cut or hacked by weapons, which will reduce movement by 50%. This flesh vaporizes 1 day after it is created, and all those who ate the transmuted flesh will be nauseated for 1D4 days (-2 penalty to all rolls).

TRANSMUTE ROCK TO MUD (LESSER)

Myrkálfr Level 1

Duration: Permanent

Range: 60'

This spell turns 30 square feet of rock 10' deep into mud for 1 day. Any beings passing through the mud have their movement reduced by 90%. This mud can easily be removed and is often used by Myrkálfr to aid them in tunneling through solid stone.

WALL OF ROCK

Myrkálfr Level 4

Duration: Permanent

Range: 60'

The caster brings a rock wall into being that can be any form that the caster desires, to a maximum of 800 cubic feet. This wall is permanent unless otherwise destroyed or a Dispel Magic spell is cast upon it. The wall cannot be evoked so that it occupies the same space as a creature or another object, and it must rest on a solid surface.

Thanks go to the following people who helped me make this class better: Andrew Knapp, Ian Christiansen, Jeff Cape, and Jeff Rients.

ALTERNATE HALFLING CLASS FOR LOTFP

by Tim “Samwise₇” Harper

HALFLING BLOOD IS HOLY. They have been hunted and enslaved as blood donors by the other races and species of the world due to the incredible healing properties their blood possesses. It is the main ingredient in almost every healing potion and cure that is known to the world. Sadistic blood farms are hidden away in remote locales to gather a crimson harvest.

Halflings (of the more adventurous variety) strike out at their oppressors and engage in a doomed stealth war to free their drained brethren that rot in unhealthy blood vats.

Due to the tyrannical practices of the other races and species Halflings live in fear and are prone to being secretive and hide away from others. They rightly fear the outside world, but those who face their phobias and overcome them often become adventurers. These individuals are often seen as being ornery, insane, or wildly quirky by their brethren.

Halflings are very quick and agile folk, and so add one to their Dexterity Modifier and receive a one point bonus to Armor Class when not surprised. They have an uncanny ability to be quiet and so begin with a 3 in 6 Stealth skill. As a result of their small size they cannot use large weapons, and must use medium weapons two-handed.

Due to their blood Halflings naturally heal twice as much as the regular daily rate for hit points and ability damage. They heal at these rates even when badly injured or unconscious. They can heal even while in dangerous environments such as dungeons where normally that is impossible.

Level	XP	HP	Par	Pois	Brth	Dev	Mag	Stealth
0*	-	1d6	12	10	15	11	14	3 in 6
1	0	1d6	10	8	13	9	12	3 in 6
2	2000	+1d6	8	6	10	7	10	3 in 6
3	4000	+1d6	8	6	10	7	10	3 in 6
4	8000	+1d6	6	4	7	5	8	4 in 6
5	16000	+1d6	6	4	7	5	8	4 in 6
6	32000	+1d6	4	2	4	3	6	4 in 6
7	64000	+1d6	4	2	4	3	6	5 in 6
8	128000	+1d6	2	2	2	2	4	5 in 6
9	256000	+1d6	2	2	2	2	4	5 in 6
10	+128000/lvl	+2**	2	2	2	2	4	6 in 6

*NPCs only, all Player Characters begin at Level 1

**Constitution modifiers no longer apply.

*“Remember what I said about people
seein’ a bright light before they die?
It ain’t true.*

I can’t see a damned thing.”

Bill Paxton as Morgan Earp, *Tombstone* (1993)

NEW SPELL: VEIL OF ELYSIUM

(Song title by Kamelot)

by Matthew Austin

Cleric Level 7

Duration: See below

Range: 60’ radius

Veil of Elysium is a new spell for the Cleric. The Cleric holds aloft his holy symbol for all to see and denounces all those within earshot for their sinful ways. He entreats them to look within themselves and to make the choice to save their souls before it is too late. *Veil of Elysium* only affects those who can see and hear the Cleric’s commandment. When cast, those targeted get a glimpse into their afterlife. Depending on their alignment, the target(s) may either be bolstered by the peaceful images of Elysium or be horrified by their soul’s destined torture in the depths of Tartarus.

This spell will affect a number of hit dice of creatures equal to twice the caster level. To determine how many creatures are affected, start with the creature with the highest hit dice, then move down to the lowest until all hit dice in the pool are expended. Any hit dice remaining that cannot be allocated to a creature are lost. When cast each effect target must make a saving throw versus Magic. Then consult the chart below:

Lawful target

Vision - On a successful saving throw, the target is immediately at peace with their existence. The target has a transcendent experience of being transported away from their current mortal form and witness their final destination: The Elysian Fields of antiquity.

On a failed saving throw, the target is overcome with emotion as the target sees what is waiting for them on the other side of the veil: Maybe the target sees a swift sunrise and a sea of silver glass. Maybe the target sees their loved ones, arms wide open in slow motion, running toward them. Maybe the target hears the music of Hans Zimmer and Lisa Gerrard playing in the background. Who knows? Whatever the target sees, it causes them to be overcome with profound joy.

Effect - On a successful saving throw, the target can function normally, as the target is at peace with the choices he/she made in life. For the next 24 hours, the target is affected by a *Bless* spell.

On a failed saving throw, the target can do nothing but weep for a number of rounds equal to the Cleric's level as they are enraptured by what they witness. Upon waking from the dream, the target will have the benefit of a *Bless* spell for the next 24-hours.

Neutral target

Vision - The target suffers an immediate existential crisis as it bears witness to what its indecisiveness has wrought: a final destination in the mist shrouded plane of Limbo.

On a successful saving throw, the target witnesses the Limbo of the Patriarchs: there is a light shining through the mists reminding the target that they have fallen just short of redemption.

On a failed saving throw, the target is overcome with grief for they witness nothing but mists and shadow. Salvation has been denied them and they are doomed to an eternity of wandering aimlessly as they did in life.

Effect - On a successful saving throw, the target falls into a catatonic stupor for a number of rounds equal to the Cleric's level. While in this stupor the target can do nothing, including defending itself. The target suffers no other ill effects.

On a failed saving throw, the target falls into a catatonic stupor for a number of rounds equal to the caster's level. While in this stupor, the target can do nothing, including defending itself. Upon waking, the target suffers a penalty to all saving throws and attacks equal to half the Cleric's level rounded down. The target will automatically fail any skill check for the next 24-hours.

Chaotic target

Vision - The target witnesses the hell that is waiting for them in Tartarus. Their ears bleed from the deafening roar of howling winds and the screams of the damned; their eyes boil by the heat of the flames surrounding them; and the target is relentlessly attacked by succubae and other foul beasts seeking to disembowel the target and play with its entrails.

On a successful save, the target is able to decipher what is real and what is merely a vision of what awaits them on the other side of the veil.

On a failed save, the target screams uncontrollably as it witnesses the demonic hordes of Hell tear at its flesh.

Effect - On a successful saving throw, the target is shaken by what is in store for it. The target runs in fear from the Cleric for a number of rounds equal to the Cleric's level. For the next 24-hours, the target has a penalty on all saving throws and attacks equal to half the Cleric's level rounded down. The target automatically fails any skill check during this time.

On a failed saving throw, the target cannot do anything but scream uncontrollably for a number of rounds equal to the Cleric's level. During this time, the target claws and tears at itself doing d4 damage per round. Upon waking from its living nightmare, the target suffers a penalty to all saving throws and attacks equal to half the caster level for the next 24-hours. Any skill checks automatically fail during this time period.

A MAGIC BOOK FROM THE MANOR OF THE EXALTED INTERROGATOR

by Fernando Garbato

The following are sample pages from **The Concordant Opposition of Amon Sul**, a sketch book of his travels through the multiverse.

Success results in the PC gaining knowledge of the location of the Vault. Failure drives a PC to madness. Similarly, the page below reveals the entrance to the **Temple of Kali** if the save is successful.



RAWHEADS

by Anthony Hernandez



How They Came To Be

Tall, eel-headed creatures bearing dark forms vaguely befitting a human shape, the Zezgeth obsess with driving fear into the minds of their slaves in the belief it will breed obedience. In the depths of their ancient river city of Royaume, they sing their incantations like dark whispers hummed in funeral song to coax out and control the souls of machines left to rot like corpses. Relics of the old world laying dead at our feet, bleeding hearts stillborn onto our hands and eyes so as to mark us, every one of us seen as perpetrators to their misery. They are helpless. They've lost to a collective will greater and crueler than themselves, becoming as puppets strung to the terrible purpose that clings to the Zezgeth. So it is with all who fall beneath their dreaded heel.

All except the Rawheads.

Using their knowledge of old world technology to keep them from dying a much more merciful fate, the Zezgeth skinned the flesh of these failed escapees from neck to scalp. Dipped their heads in magical fires until the nerves were deadened by the flames, until their eyes burst like rotted fruit pulp to leak onto disfigured faces twisted in agony. In this state they were lessened, prone to sickness, but their injuries bore a pitiable strength. They could no longer feel pain where the skin had gone, where the fires had taken root inside their souls. The first Rawheads were few in number, spending the remainder of their lives cooped in the raiding ships of their master's, shown often to outsiders as examples of Zezgeth savagery. They died off quietly to infection or suicide.

The Zezgeth were intrigued by the results of their torture, and so, began expanding the process of making Rawheads to be more than mere punishments. They sought perfection in this evolution. Flaying bare skin from limb and torso, neck and fetid head, ripping them like pages of flesh so that new volumes could be added to their research. From this a new philosophy emerged; the skin was only a covering bound taught over the true flesh beneath it. Paths of sinew and bone the structures holding up a decrepit temple of filth unwashed in the purifying flames only they, the Zezgeth could gift to them. These

were to be their masterworks. Slaves that could feel no pain, that could be strained beyond the limit of mortals, bite the hand of death itself. Production started immediately and with great success.

In the following years more raider ships were pieced together than an entire generation of Zezgeth slaves had managed to build. Rawheads had a natural affinity for conjuring the spirits imprisoned within their metal casings. They could invoke power from the veins of their circuitry, speak in the crinkled language of their jittering tongues. In time Rawheads were even used as ambassadors to the other civilized kingdoms. They became known as skilled negotiators, shrewd, unflinching, and calculated. Living effigies sent to talk of the horrors their master's could inflict if they were not to see reason. It did not last.

Though very few Rawheads remain in the city of Royaume today, there are those who still act as representatives for their masters. The majority have fled using the ships they built to settle communities and smaller settlements throughout Permia. Their expertise is sought after by many folks within the kingdoms, their heads wanted by their former masters, their own motives unclear to many.

What They Want

Rawheads are very much like living automatons, bathed in spiritual flames granting them power, and infested with cybernetics to keep them alive. They speak in grizzled monotones and erratic machine noises. Coupled with their horrid visage and standoffish nature, they are still seen as boogeymen to most. Many do not trust the intent of a Rawhead, believing they are agents of the Zezgeth still. In some cases, that is true, and small outposts of ill intentioned Rawheads will operate in secret to carry out whatever scheme is given to them by their master's with sick pleasure. These duties are usually just to salvage ancient tech, though sometimes they hunt escaped Rawheads at their masters whim.

This is rare however, and for the majority of those inhabiting the living wastes Rawheads are neutral parties seeking only to help

themselves. These hermit clans look for antibiotic medicines to stave off infection, their greatest threat to daily life. Through trade or salvage they search for more cybernetics in the ruined cityscapes of the old dead world. Some take to a cause, and will aid refugees for a short time, the memories of their own time as slaves always dwelling on them.

Stat Blocks

[Rawhead Scavenger] // Armor 14 // Move 30ft // 2 Hit Dice // 20hp // [1 Attack] Beam Pistol 1d6 +2 // Morale 6 // [Special] Psychic Tether // Can control mechanical devices within 20ft. No roll required so long as it lacks consciousness. Conscious beings (cyborgs, etc) make a Will save 13 otherwise. // Telescopic Sight // Can see 100 ft in great detail, can see in darkness

[Rawhead Seer] // Armor 16 // Move 30ft // 2 Hit Dice // 30hp // [1 Attack] Beam Scepter 1d10 +2 // Morale 6 // [Special] Psychic Tether // Telescopic Sight // Circuit Cutter // Can overload any digital device for free unless a conscious being, Will save = 15 otherwise

HOME BREW CLERIC

Kristopher Carosella

After resting and praying for the proper amount of time she has access to all the spells on her list up to the highest level that she is able to cast. Spells that may be reversed can be determined at the time of casting because she is a fucking savage... divine bougie ratchet

DEMON-POSSESSED SILVER COINS

by Tuomas J. Salo

These Spanish coins bind the demon Ah-Uncir-Dz'acab. The silver for these coins was obtained from a demonic idol of the Maya. The stars were right when the silver was re-smelted, and the binding persisted. 26 such coins survive to this day.

The coins seek Chaotic humans to charm in order to gather the surviving coins together, so that the diffuse demon may finally leave the silver and possess a powerful human instead, regaining its former powers. The demon fears the destruction of its vessels, for each coin destroyed dissipates a part of its essence into the Aether.

Any person bewitched by the coins will learn that there are more such coins to be found, and that they offer immense power when brought together. As many coins will be lost in the wilderness, underground, on the seafloor or squirreled away in the vaults of the rich, most of the coin-charmed will perish seeking them. The wicked cunning of the coins tries to fool the coin-charmed to fight over them, leaving only the mightiest alive.

Special

1 per day per person: If a Chaotic human holds such a coin in his hand, the coin may attempt to charm her as per the spell Charm Person.

1 per day per coin-charmed: The demon will tend to favour the coin-charmed with the most Hit Dice, independently causing a roll of its choice to be re-rolled twice and choosing the result most suitable to its plans.

1 per day per coin-charmed: A coin-charmed person may flip a coin to answer a question that pertains directly to the location of other coins.

A Lawful person holding a coin will find it vaguely disturbing.

The coins are detectable by both Detect Evil and Detect Magic.

The coins may be destroyed by any means that would destroy a normal silver coin.



RANDOM CAMPAIGN ADVANCEMENT FOR PSEUDO-HISTORICAL LOTFP PLAY

by Jeff Rients

In three previous articles I provided charts for random advancement of PCs. The following chart is meant to advance the whole campaign, at least if we take 'advancement' to mean the inexorable movement from the time of legends to the mundane horrors of modernity.

To use this chart, start with a default LotFP campaign with demi-humans, clerics, magic-users, and such as described in *Rules & Magic*. Assume matchlock arquebuses and muskets are the only firearms available. No early modern armors are initially available. Each time two or more PCs advance a level in one session of play or 5 years of campaign time pass, roll on the table below. You will need to record many of the results in your notes for the campaign.

01-05 No event. Nothing happens. May God have mercy on your soul.

06-10 Arms Race. The first time this is rolled add wheellocks (including pistols) to the available weapon list. On the second roll flintlocks become available at 2x cost. On the third roll flintlocks become available at 1.5x cost. On the fourth roll rifled barrels become available. Reroll subsequent rolls.

11-19 Fashion - The first time this item is rolled ridiculously large hats and general foppery come into vogue. Any PC wanting entrance into polite society must spend at least $15+5d10sp$ on a new wardrobe. Each subsequent roll of this item requires a similar investment in the latest fashion (roll d6, 1-5), or the spending of only 10sp as dull frocks and plain hats temporarily return to popularity (6).

20-26 Generalized Warfare - 1 in 6 encounters in civilized areas will now be with bands of 2d20 soldiers. Any city the players wish to visit has a 1 in 6 chance of being besieged, ports have a 1 in 6 chance of being blockaded, and 1 in 6 villages are burned. If rolled again, 50/50 chance of either increasing the encounter rate by an additional 1 in 6 or a temporary peace breaks out, resetting the encounter charts to normal.

27-31 Halflings disappear - No new halfling PCs or NPCs may enter the campaign, as cultural assimilation and intermarriage with humans effectively removes them from play. Reroll subsequent rolls of this item.

32-40 God turns his back. Randomly select 1d20 cleric spells and cut them from the list. If an entire level of spells is removed by this process, also cut all spells above that level.

41-45 Dwarves return to the Mother. All NPC dwarves retreat from the sunlit realms, never to be seen on the surface again. For the remainder of the campaign all dwarves turn to stone upon their death and crumble to rubble, as do their possessions. No new dwarf PCs allowed. Reroll subsequent rolls of this item.

46-50 Alchemy to quackery. All new potions produced now require a saving throw against poison to successfully use. Failure indicates the drinker takes 1d6 damage. Reroll subsequent rolls of this item.

51-55 The elves turn to the West. All NPC elves depart the campaign world. For the remainder of the campaign any elves who die fade away like Obiwan Kenobi. No new elf PCs allowed. Reroll subsequent rolls of this item.

56-59 Age of dueling begins. Great and medium weapons are out, rapiers are in. Furthermore, 1 in 6 city encounters are now with some fool (fighter level d4-1) who demands to cross swords. A second roll of this item brings pistols into play as a dueling option (50/50 chance of rapier or pistol per duel). Reroll subsequent rolls of this item.

60-55 Religious Zealotry - 1 in 6 encounters in civilized areas will now be with either (roll d6, 1-2) 1d12 flagellants and similar wackos, (3-4) professional witch hunters or inquisitors (d4 clergy plus 3d12 soldiers), or (5-6) rampaging mobs of 5d20. If rolled again, 50/50 chance of either increasing the encounter rate by an additional 1 in 6 or a temporary tolerance breaks out, resetting the encounter charts to normal.

66-69 Magic fades. All NPC magic-users in the campaign have a 50% chance of meeting a grisly fate of some sort over the next year. The first time this item comes up all new MUs in the game must use the magic system in *Vaginas are Magic/Eldritch Cock*.

70-74 Deviltry takes to the shadows - Replace the Form chart for demons (as per the *Summon* spell) with the following: 1. Dream Form, 2-3. Flowing Colors, 3-5. Fog, 6. Lightning, 7-8. Orb of Light, 9. Pure Energy, 10-13. Shadow, 14-16. Smoke, 17-19. Wind, 20. Abstract Form. Reroll subsequent rolls of this item.

73-76 Plague - 1 in 6 encounters in civilized areas will now be with 1d12 plague wretches. 1 in 6 cities and towns are completely overwhelmed by the plague. 1 in 6 NPCs known to the party succumb. If rolled again, 50/50 chance of either increasing the encounter rate by an additional 1 in 6 or the plague fades, resetting the encounter charts to normal.

77-80 New Trends in Armor. Chainmail and platemail are no longer available for sale, but buff coats, pikeman's armor, full armor, etc. are. Reroll subsequent rolls of this item.

81-84 Undead disincorporate - All corporeal undead collapse into bones and rotting meat. No more zombies, vampires, etc., in the campaign. Each one has a 50% chance of surviving in a mostly invisible non-corporeal form at half hit dice. Reroll subsequent rolls of this item.

85-88 Economic woes - Increase all prices by 3d20 percent. 1 in 6 encounters in civilized areas will now be with either 1d12 beggars or 1d20 robbers/bandits. Each subsequent roll of this item increases both prices and the frequency of encounters.

89-92 Rival adventurers - Build an NPC party roughly on par with the PCs, then give them an additional 2d6 o-level soldiers or thugs to beef up their numbers. If possible, some of the party members should be malcontents from previous adventures. Until dealt with, these jerks will now show up in 50% of future adventures to cause trouble. Subsequent rolls of this item results in additional rival parties.

83-95 New class consciousness - Add one or more new class options for PCs that rely less on magic, such as Pat Mathis's Pikeman and Poacher classes, or Zak S.'s Alice class from *A Red & Pleasant Land*. Reroll this item once you run out of new classes to add.

96-98 Artifacts decay - All non-potion magic items now either (50/50) have d12 charges remaining or a flat 20% chance of being drained of magic after each use. Wands, etc., can no longer be recharged. Reroll subsequent rolls of this item.

99-00 End of the age of heroes - Roll 2d12. Whichever die shows a higher number establishes the new maximum level for all characters in the campaign. Anyone already over the limit must either be reduced to the limit or removed from play (50/50 chance for NPCs). Each subsequent roll of this item can only lower the limit, not raise it.

The first part of the document discusses the importance of maintaining accurate records of all transactions. It emphasizes that every entry, no matter how small, should be recorded to ensure the integrity of the financial statements. This includes not only sales and purchases but also expenses, income, and transfers.

The second part of the document provides a detailed breakdown of the accounting cycle. It outlines the ten steps involved in the process, from identifying the accounting entity to preparing financial statements. Each step is explained in detail, with examples provided to illustrate the concepts.

The third part of the document discusses the various types of accounts used in accounting. It categorizes them into assets, liabilities, equity, revenue, and expense accounts. It also explains how these accounts are debited and credited, and how they relate to the accounting equation.

The fourth part of the document discusses the importance of adjusting entries. It explains how these entries are used to ensure that the financial statements reflect the true financial position of the company at the end of the period. Examples are provided for each type of adjusting entry.

The fifth part of the document discusses the preparation of financial statements. It outlines the steps involved in preparing the balance sheet, income statement, and statement of equity. It also discusses the importance of comparing the results of the current period with those of the previous period.

The sixth part of the document discusses the importance of internal controls. It explains how these controls are used to prevent and detect errors and fraud. Examples are provided for each type of internal control.

The seventh part of the document discusses the importance of auditing. It explains how auditors are used to verify the accuracy of the financial statements. It also discusses the different types of audits and the role of the auditor.

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