

LAMENTATIONS
of the
FLAME PRINCESS



♣ ♦ THE ♠ ♥
THE DECK OF WEIRD THINGS



LAMENTATIONS
of the
FLAME PRINCESS

♣ ♦ THE ♠ ♥
DECK OF
WEIRD THINGS

Writing: *James Edward Raggi IV*

Illustrations and Cover: *Yannick Bouchard*

Layout and Design: *Alex Mayo*

Editing: *Tom Cadorette*

Text © 2020 James Edward Raggi IV

First Edition, First Printing 2020

Published by Lamentations of the Flame Princess
www.lotfp.com

Printed in Finland by Otava Book Printing Ltd., Keuruu
ISBN 978-952-7238-43-1 (Print) / 978-952-7238-44-8 (PDF)

♣ ♦ Introduction ♠ ♥

The *Deck of Many Things* was a magical item first published in the 1975 *Greyhawk* supplement for the *Dungeons & Dragons* game. It was basically a deck of cards, and when players drew a card from it, a magical effect or situation was created, some good, some bad. It was always a gamble to draw from the deck because of the power of these effects. Today, it is generally considered an anarchic, campaign-altering (if not campaign-destroying) item, where its usage is considered harsh or “imbalancing.”

Naturally, for many years when I was running something that could be labeled “*Dungeons & Dragons*” more than “*Lamentations of the Flame Princess*,” I always introduced the *Deck* at the earliest possible opportunity. It created the uncertainty and distrust within the player group that I craved and prevented me from having full control over the direction of the campaign. So I guess even before there was an LotFP, I was already in that mindset. And the way it operates has been the template for the platonic ideal for LotFP magic items.

It’s excellent. There are so many perils and random elements that player characters encounter in a game that it’s very easy for the players to think that the Referee is out to get them, or that the game itself is unfair. But with a *Deck*, it’s all the players’ own fault: they choose to draw, or not. If they get a bad result, it’s on them. But the result might be good, or even great, so then the characters are better positioned for the normal challenges that are part of the game.

This works on another level as well. One criticism of the “traditional” class-and-level category of games that LotFP belongs to is

that characters are, for the most part, not mechanically unique. Not much separates on paper the abilities from one Fighter from another, for instance. (Magic-Users and LotFP Specialists don’t have this issue, but somehow the overall public perception persists.)

That won’t be a problem once the *Deck* is introduced. If the players opt not to draw, at least it’s their choice to leave things as they are. But for those who complain that everything is bland and predictable...

So my recommendation is if you already have an ongoing game, introduce this thing immediately. Make it part of some socialite’s private collection, a featured item in a wizard’s stash, something that belongs to a person. Maybe draw a card or two on behalf of its assigned owner and apply the effects for a more lived-in feel.

If you’re just starting a campaign, have a session or three to allow players to establish their characters, and then make this thing available to them. They are more likely to react trepidatiously if they already have a connection with their characters, and will feel free to be completely reckless if they do not. And the decision to use the *Deck* should weigh upon them.

Enjoy!

James Edward Raggi IV
February 29, 2020
Helsinki

♣ ♦ Instructions ♠ ♥

The *Deck* should be placed in a library or the collection of a wizard or some other eccentric. Somewhere it would be found relatively easily, instead of at the bottom of some forgotten treasure pile in ancient ruins.

The nature of the *Deck* will become known to any who come into contact with it, as well as the unbreakable rules bind those who would draw from it. It wants to be used.

A *Deck of Weird Things* is represented in the game by a standard deck of playing cards (including two jokers). When determining the effects, a second standard deck of cards sans jokers is used as a randomizer. While the cards of the *Deck* in the game will be expended and discarded once drawn, the randomizer deck should always be a full deck. Both decks should be thoroughly shuffled before cards are drawn.

Before a *Deck* is found, 2d10 cards will have already been drawn by some other fortunate (or unfortunate) souls. Remove these cards from the shuffled *Deck* before it's introduced into the game. For added suspense, don't look at any of the discards so that you're just as clueless as the players as to what the *Deck* contains.

Cards can only be drawn from a *Deck* when there are at least three people present, with all agreeing to draw at least one card from the *Deck*. All who choose to draw from the *Deck* must agree to draw the same number of cards. The *Deck* is shuffled, cut, and then each of the participants draw from it, one at a time. This process is called the "current draw."

Then one by one, each card is revealed. Each card's effects is detailed on its own page in this book. Each card has four possible effects associated with it; draw from the randomizer deck (replace all cards—save jokers—and shuffle before each draw) to determine which effect is used, as determined by the suit. The described effect applies only to the character drawing the card (identified as the Drawer) unless specified otherwise. Also, unless otherwise specified, there is no saving throw against the card's effects, which are permanent.

After all *Deck* effects have been determined, discard the drawn cards. No one who has drawn from the *Deck* may do so until there has been another draw using the same *Deck* not involving them.

Non-Player Characters, unless already magically inclined, will never choose to draw from a *Deck*. Forcing them to do so will only be successful on a positive Reaction Roll, and even if they acquiesce, their Loyalty score will permanently be reduced by one. If any result from a *Deck* draw allows them to leave the Player Characters' service, they will do so.

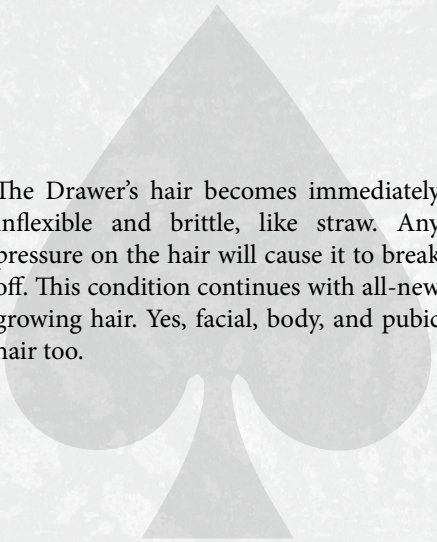
Note that some results have a random element to them, to be noted as {random} in place of a number. In this case, use the randomizer deck. If a card is numbered, use that number as the random value, with other cards' values as follows:

Ace = 1
Jack = 11
Queen = 12
King = 13

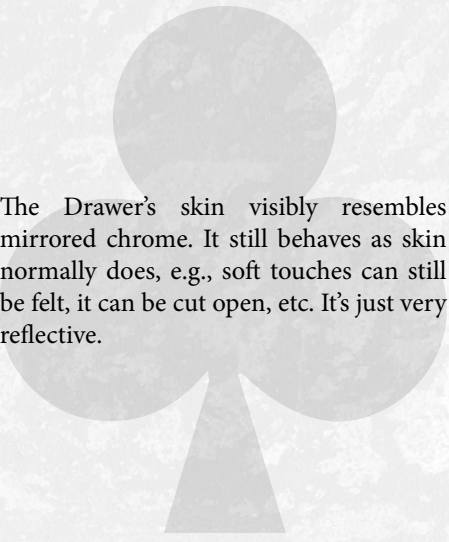


Cosmetic Oddities

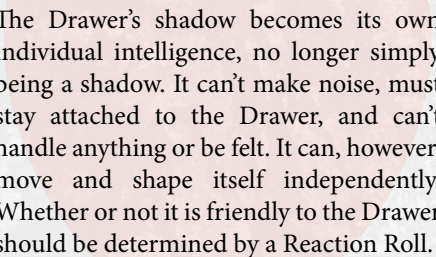
These effects are, as advertised, entirely cosmetic. They should normally have no game effects, but of course, this game puts characters in all sorts of bizarre situations where normal chains of thought or causation no longer apply, so take each situation as it comes. The local villagers probably won't like it, though.



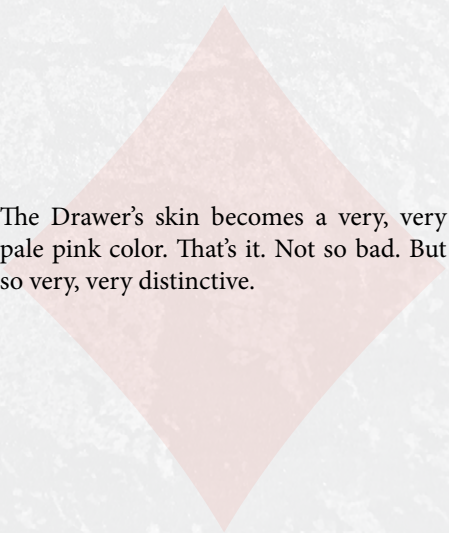
The Drawer's hair becomes immediately inflexible and brittle, like straw. Any pressure on the hair will cause it to break off. This condition continues with all-new growing hair. Yes, facial, body, and pubic hair too.



The Drawer's skin visibly resembles mirrored chrome. It still behaves as skin normally does, e.g., soft touches can still be felt, it can be cut open, etc. It's just very reflective.

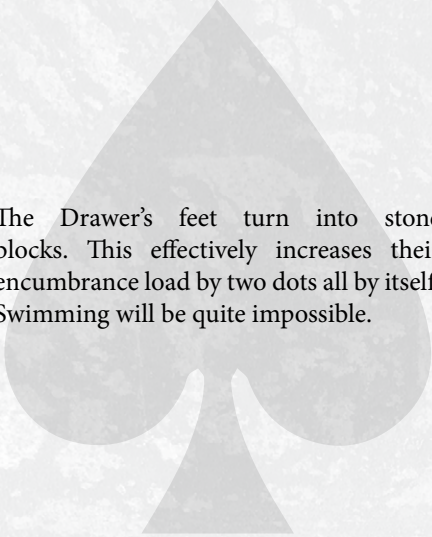


The Drawer's shadow becomes its own individual intelligence, no longer simply being a shadow. It can't make noise, must stay attached to the Drawer, and can't handle anything or be felt. It can, however, move and shape itself independently. Whether or not it is friendly to the Drawer should be determined by a Reaction Roll.

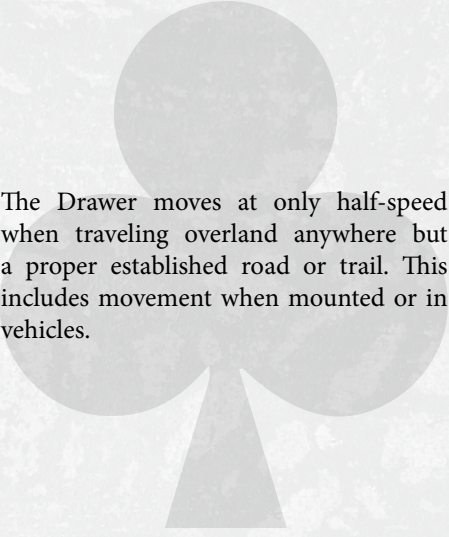


The Drawer's skin becomes a very, very pale pink color. That's it. Not so bad. But so very, very distinctive.

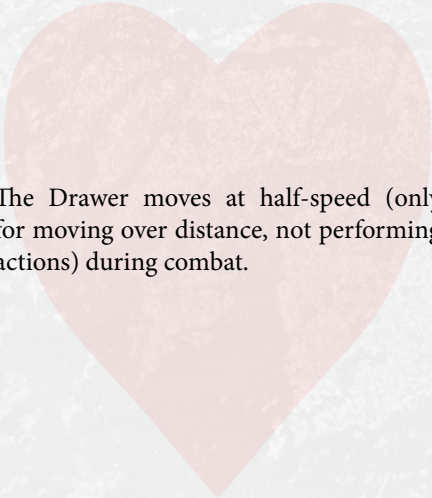
Movement



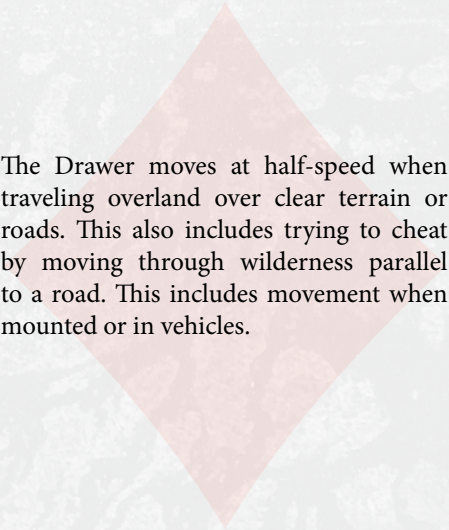
The Drawer's feet turn into stone blocks. This effectively increases their encumbrance load by two dots all by itself. Swimming will be quite impossible.



The Drawer moves at only half-speed when traveling overland anywhere but a proper established road or trail. This includes movement when mounted or in vehicles.



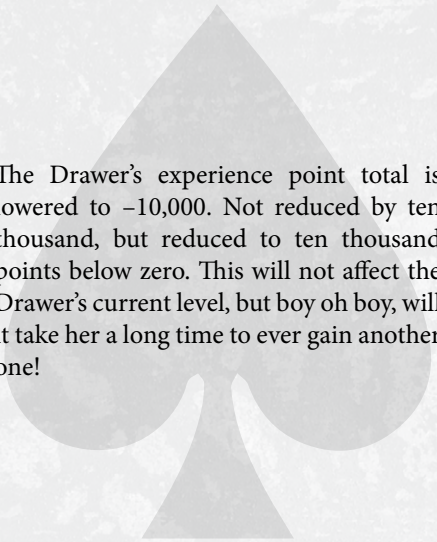
The Drawer moves at half-speed (only for moving over distance, not performing actions) during combat.



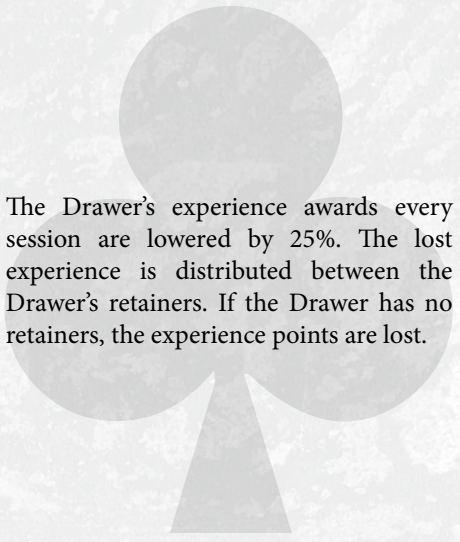
The Drawer moves at half-speed when traveling overland over clear terrain or roads. This also includes trying to cheat by moving through wilderness parallel to a road. This includes movement when mounted or in vehicles.



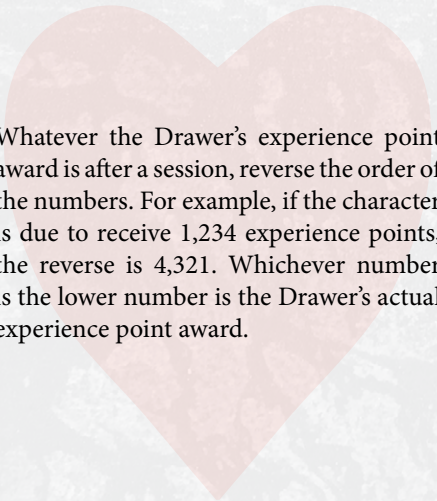
Experience Point Oddities



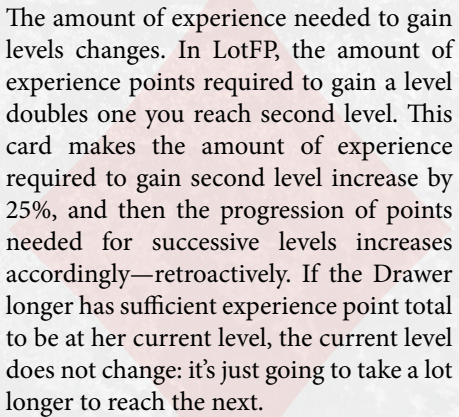
The Drawer's experience point total is lowered to $-10,000$. Not reduced by ten thousand, but reduced to ten thousand points below zero. This will not affect the Drawer's current level, but boy oh boy, will it take her a long time to ever gain another one!



The Drawer's experience awards every session are lowered by 25%. The lost experience is distributed between the Drawer's retainers. If the Drawer has no retainers, the experience points are lost.



Whatever the Drawer's experience point award is after a session, reverse the order of the numbers. For example, if the character is due to receive 1,234 experience points, the reverse is 4,321. Whichever number is the lower number is the Drawer's actual experience point award.



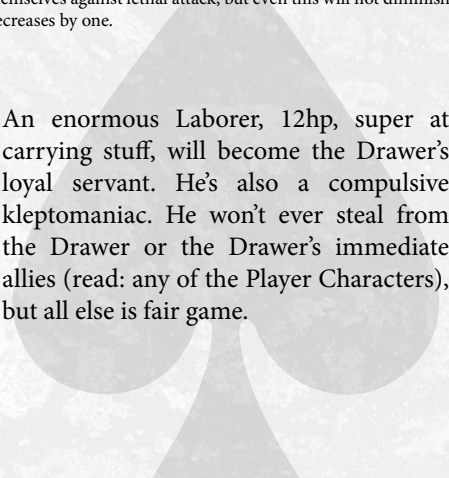
The amount of experience needed to gain levels changes. In LotFP, the amount of experience points required to gain a level doubles one you reach second level. This card makes the amount of experience required to gain second level increase by 25%, and then the progression of points needed for successive levels increases accordingly—retroactively. If the Drawer longer has sufficient experience point total to be at her current level, the current level does not change: it's just going to take a lot longer to reach the next.

These options will cause someone to wander into the Drawer's life very soon after the drawing. The follower will be a landless wanderer, with no connection to the local (or any) community. Did they exist before the card was drawn?

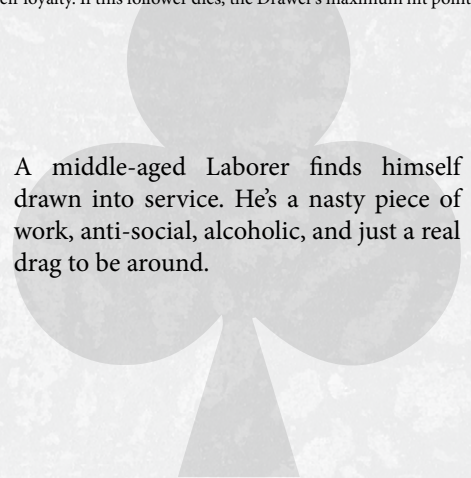
Loyal Followers



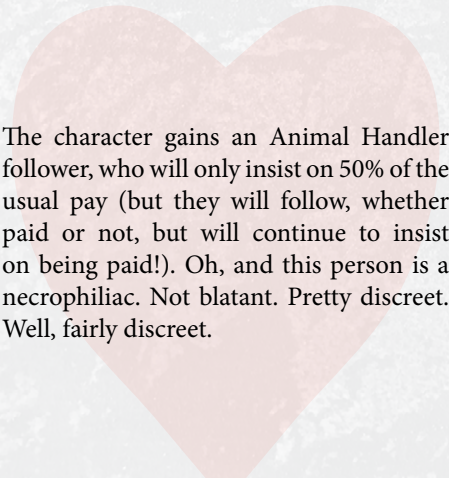
The follower will be fiercely loyal, to the pain of death. But they will have an annoying trait or two that will make dealing with them difficult. Even if treated with maximum hostility, they will remain loyal and take pains to follow the Drawer, aiding when they can whether their help is welcome or not. They will defend themselves against lethal attack, but even this will not diminish their loyalty. If this follower dies, the Drawer's maximum hit points decreases by one.



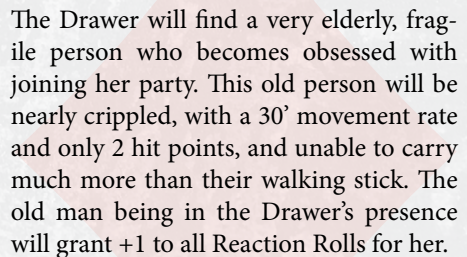
An enormous Laborer, 12hp, super at carrying stuff, will become the Drawer's loyal servant. He's also a compulsive kleptomaniac. He won't ever steal from the Drawer or the Drawer's immediate allies (read: any of the Player Characters), but all else is fair game.



A middle-aged Laborer finds himself drawn into service. He's a nasty piece of work, anti-social, alcoholic, and just a real drag to be around.



The character gains an Animal Handler follower, who will only insist on 50% of the usual pay (but they will follow, whether paid or not, but will continue to insist on being paid!). Oh, and this person is a necrophiliac. Not blatant. Pretty discreet. Well, fairly discreet.

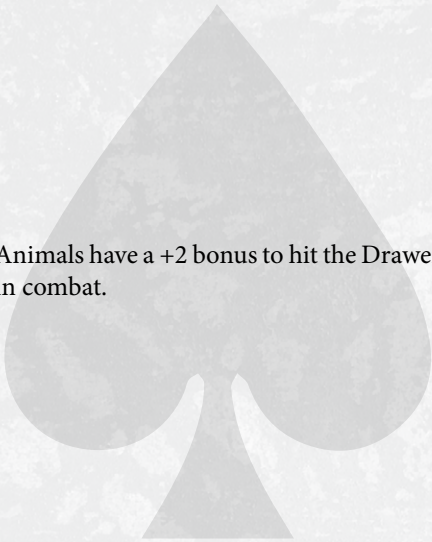


The Drawer will find a very elderly, fragile person who becomes obsessed with joining her party. This old person will be nearly crippled, with a 30' movement rate and only 2 hit points, and unable to carry much more than their walking stick. The old man being in the Drawer's presence will grant +1 to all Reaction Rolls for her.

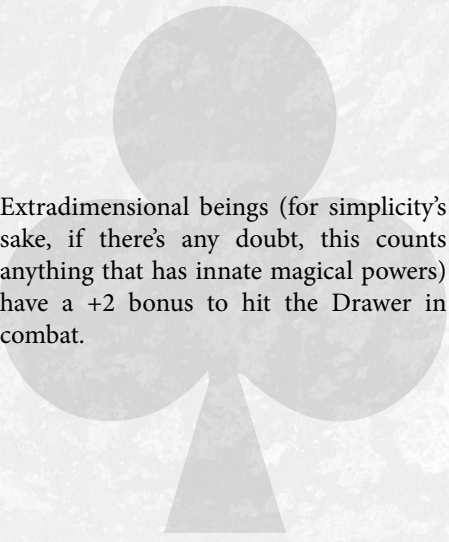


Favored Enemies

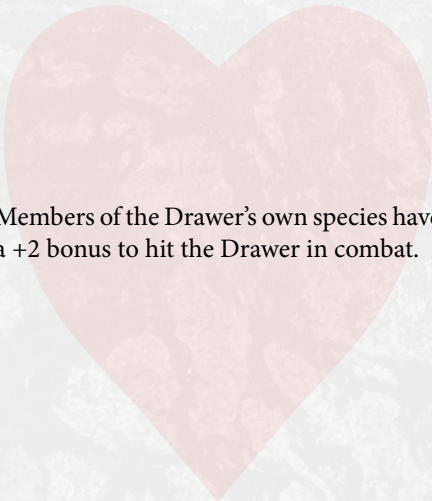
The Drawer becomes a favored enemy of others.



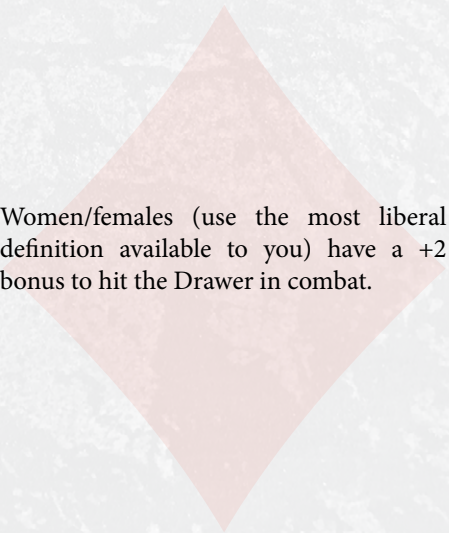
Animals have a +2 bonus to hit the Drawer in combat.



Extradimensional beings (for simplicity's sake, if there's any doubt, this counts anything that has innate magical powers) have a +2 bonus to hit the Drawer in combat.

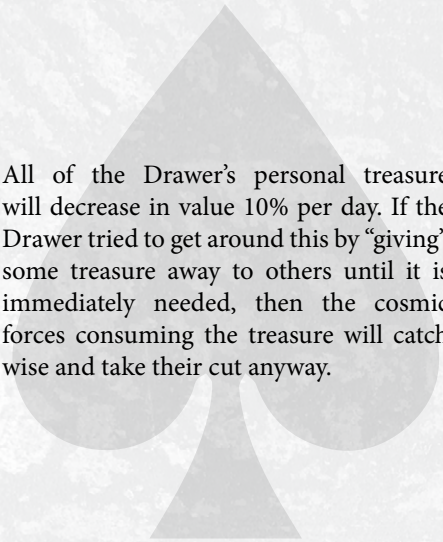


Members of the Drawer's own species have a +2 bonus to hit the Drawer in combat.

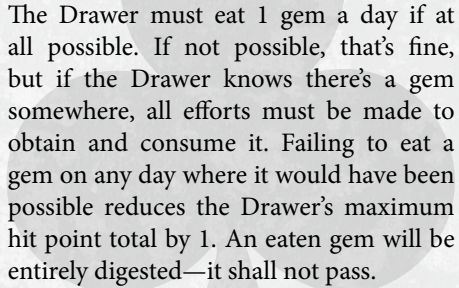


Women/females (use the most liberal definition available to you) have a +2 bonus to hit the Drawer in combat.

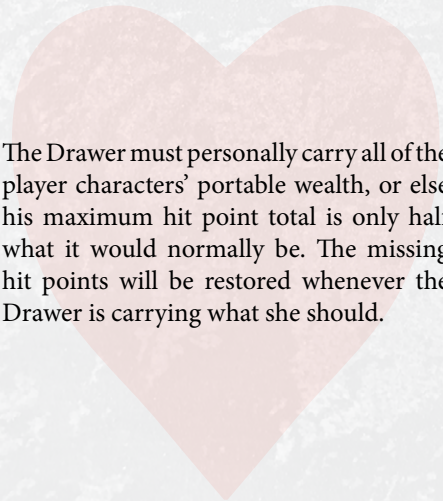
Treasure



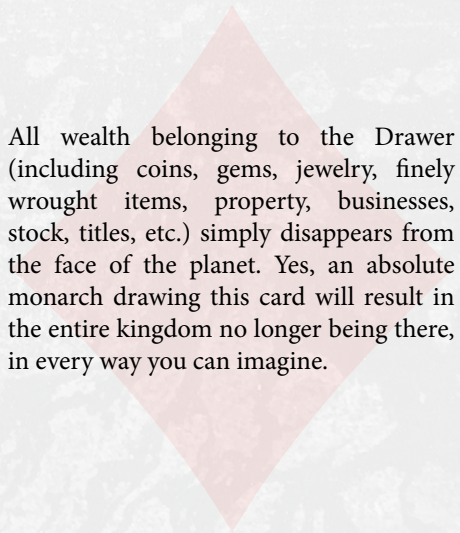
All of the Drawer's personal treasure will decrease in value 10% per day. If the Drawer tried to get around this by "giving" some treasure away to others until it is immediately needed, then the cosmic forces consuming the treasure will catch wise and take their cut anyway.



The Drawer must eat 1 gem a day if at all possible. If not possible, that's fine, but if the Drawer knows there's a gem somewhere, all efforts must be made to obtain and consume it. Failing to eat a gem on any day where it would have been possible reduces the Drawer's maximum hit point total by 1. An eaten gem will be entirely digested—it shall not pass.



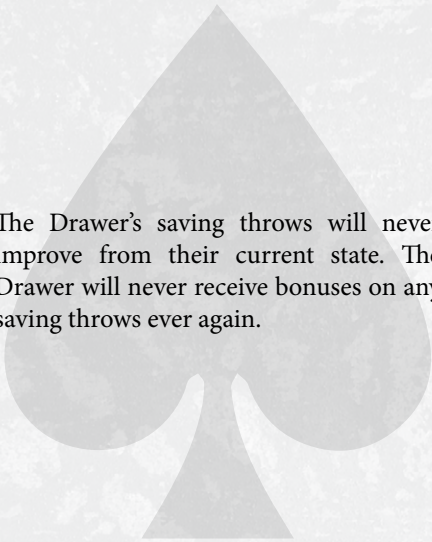
The Drawer must personally carry all of the player characters' portable wealth, or else his maximum hit point total is only half what it would normally be. The missing hit points will be restored whenever the Drawer is carrying what she should.



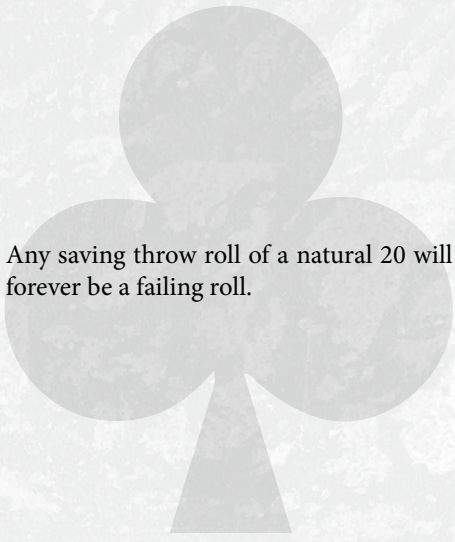
All wealth belonging to the Drawer (including coins, gems, jewelry, finely wrought items, property, businesses, stock, titles, etc.) simply disappears from the face of the planet. Yes, an absolute monarch drawing this card will result in the entire kingdom no longer being there, in every way you can imagine.



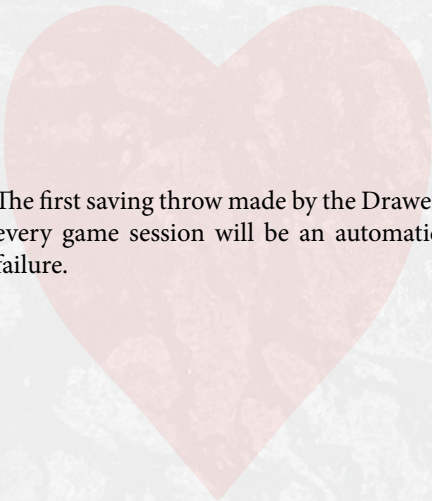
Saving Throws



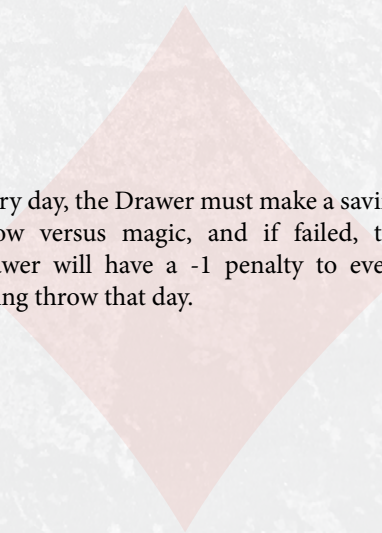
The Drawer's saving throws will never improve from their current state. The Drawer will never receive bonuses on any saving throws ever again.



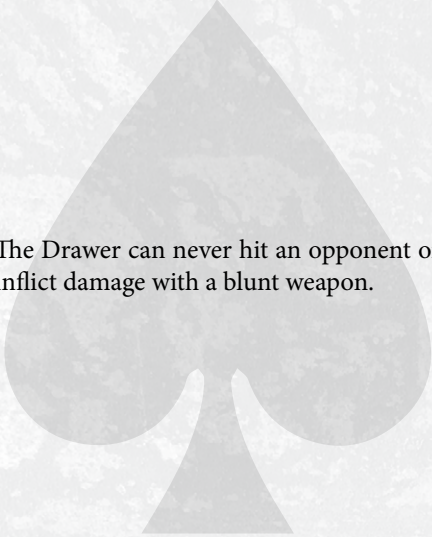
Any saving throw roll of a natural 20 will forever be a failing roll.



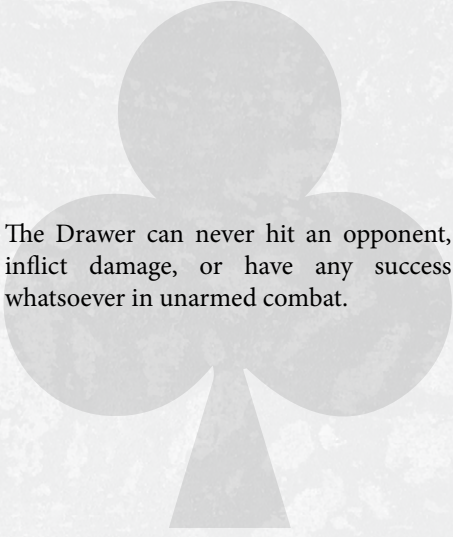
The first saving throw made by the Drawer every game session will be an automatic failure.



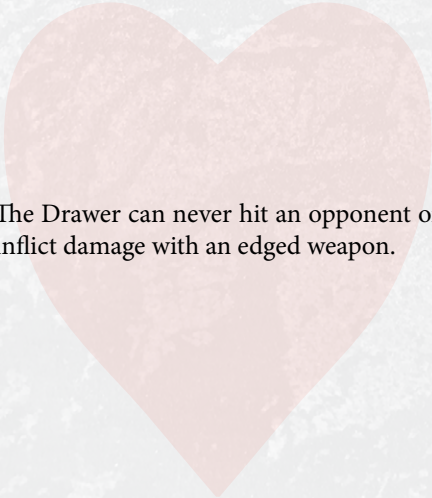
Every day, the Drawer must make a saving throw versus magic, and if failed, the Drawer will have a -1 penalty to every saving throw that day.



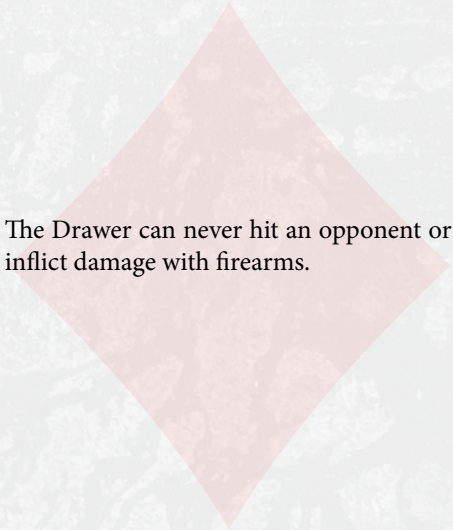
The Drawer can never hit an opponent or inflict damage with a blunt weapon.



The Drawer can never hit an opponent, inflict damage, or have any success whatsoever in unarmed combat.



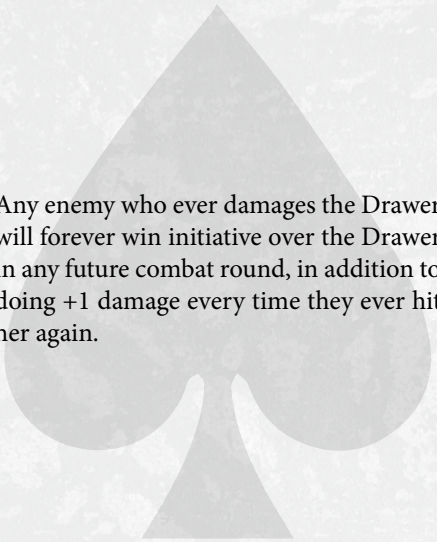
The Drawer can never hit an opponent or inflict damage with an edged weapon.



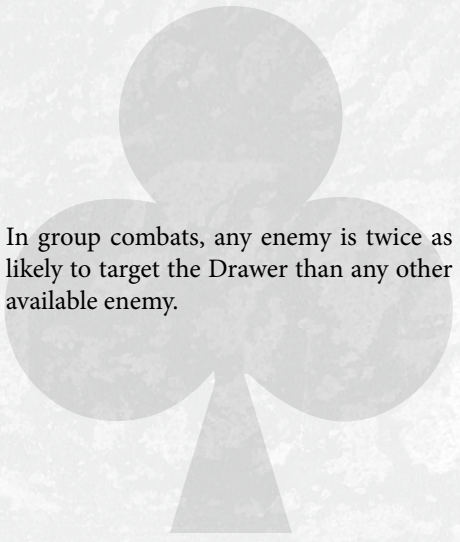
The Drawer can never hit an opponent or inflict damage with firearms.



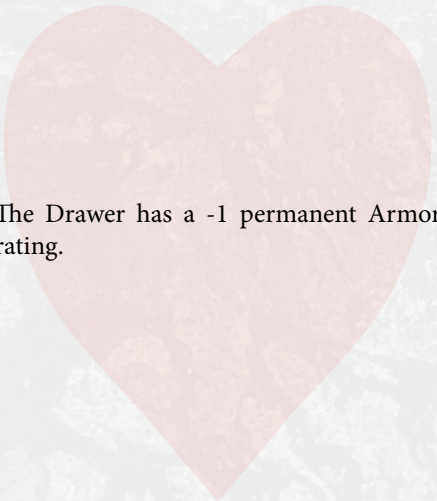
A Natural Target



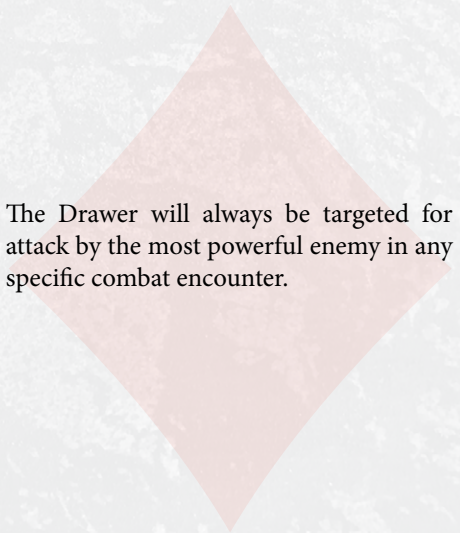
Any enemy who ever damages the Drawer will forever win initiative over the Drawer in any future combat round, in addition to doing +1 damage every time they ever hit her again.



In group combats, any enemy is twice as likely to target the Drawer than any other available enemy.



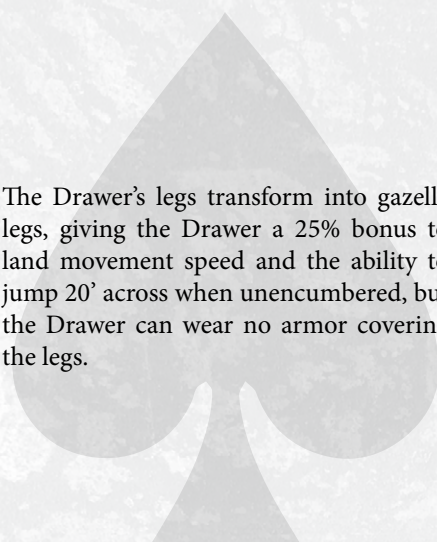
The Drawer has a -1 permanent Armor rating.



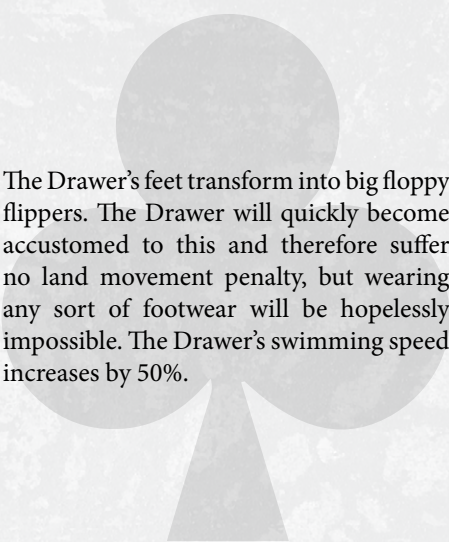
The Drawer will always be targeted for attack by the most powerful enemy in any specific combat encounter.

The Drawer's body will partially transform. The Drawer will suffer a -2 Reaction Roll penalty from anyone who can see the new features.

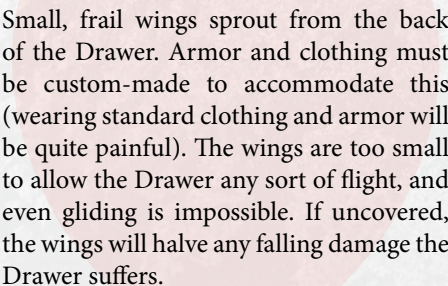
Physical Mutation



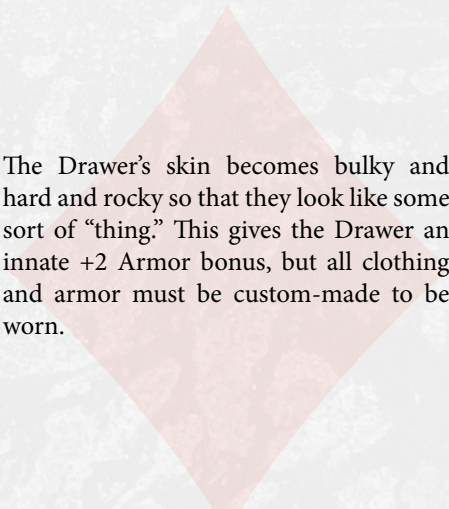
The Drawer's legs transform into gazelle legs, giving the Drawer a 25% bonus to land movement speed and the ability to jump 20' across when unencumbered, but the Drawer can wear no armor covering the legs.



The Drawer's feet transform into big floppy flippers. The Drawer will quickly become accustomed to this and therefore suffer no land movement penalty, but wearing any sort of footwear will be hopelessly impossible. The Drawer's swimming speed increases by 50%.



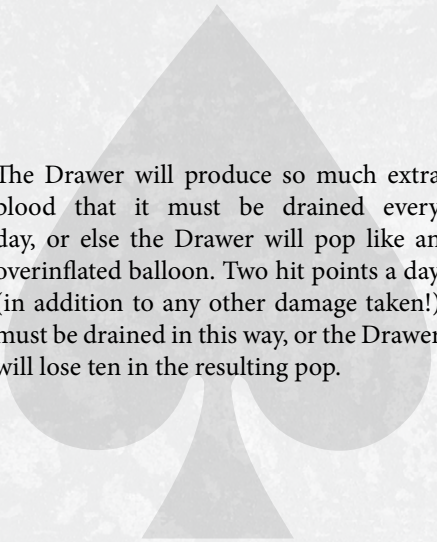
Small, frail wings sprout from the back of the Drawer. Armor and clothing must be custom-made to accommodate this (wearing standard clothing and armor will be quite painful). The wings are too small to allow the Drawer any sort of flight, and even gliding is impossible. If uncovered, the wings will halve any falling damage the Drawer suffers.



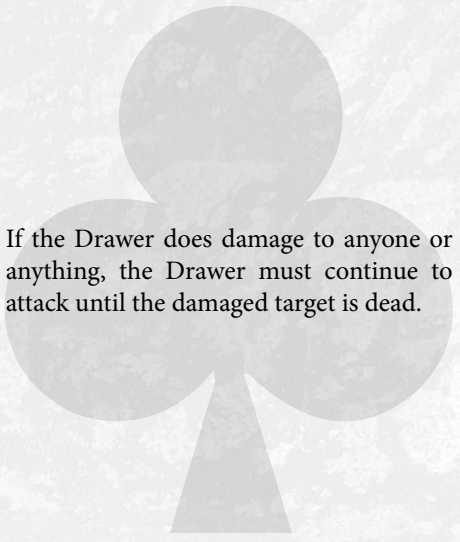
The Drawer's skin becomes bulky and hard and rocky so that they look like some sort of "thing." This gives the Drawer an innate +2 Armor bonus, but all clothing and armor must be custom-made to be worn.



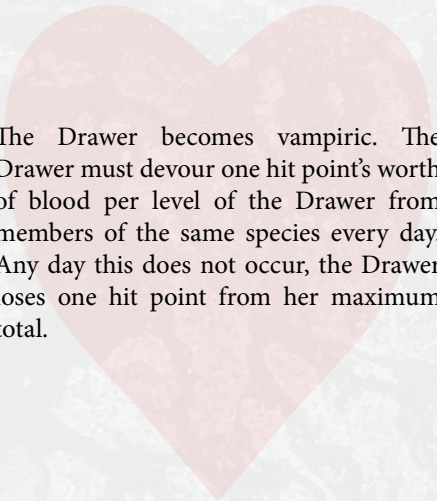
Blood Curse



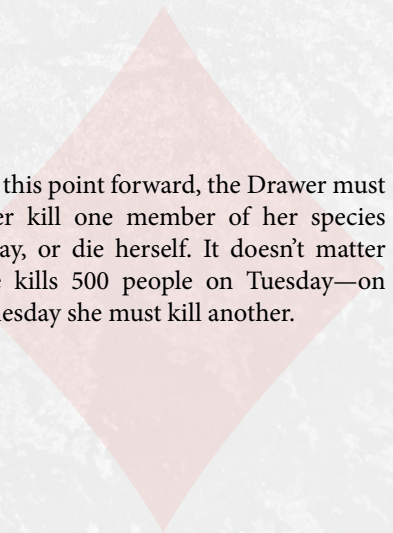
The Drawer will produce so much extra blood that it must be drained every day, or else the Drawer will pop like an overinflated balloon. Two hit points a day (in addition to any other damage taken!) must be drained in this way, or the Drawer will lose ten in the resulting pop.



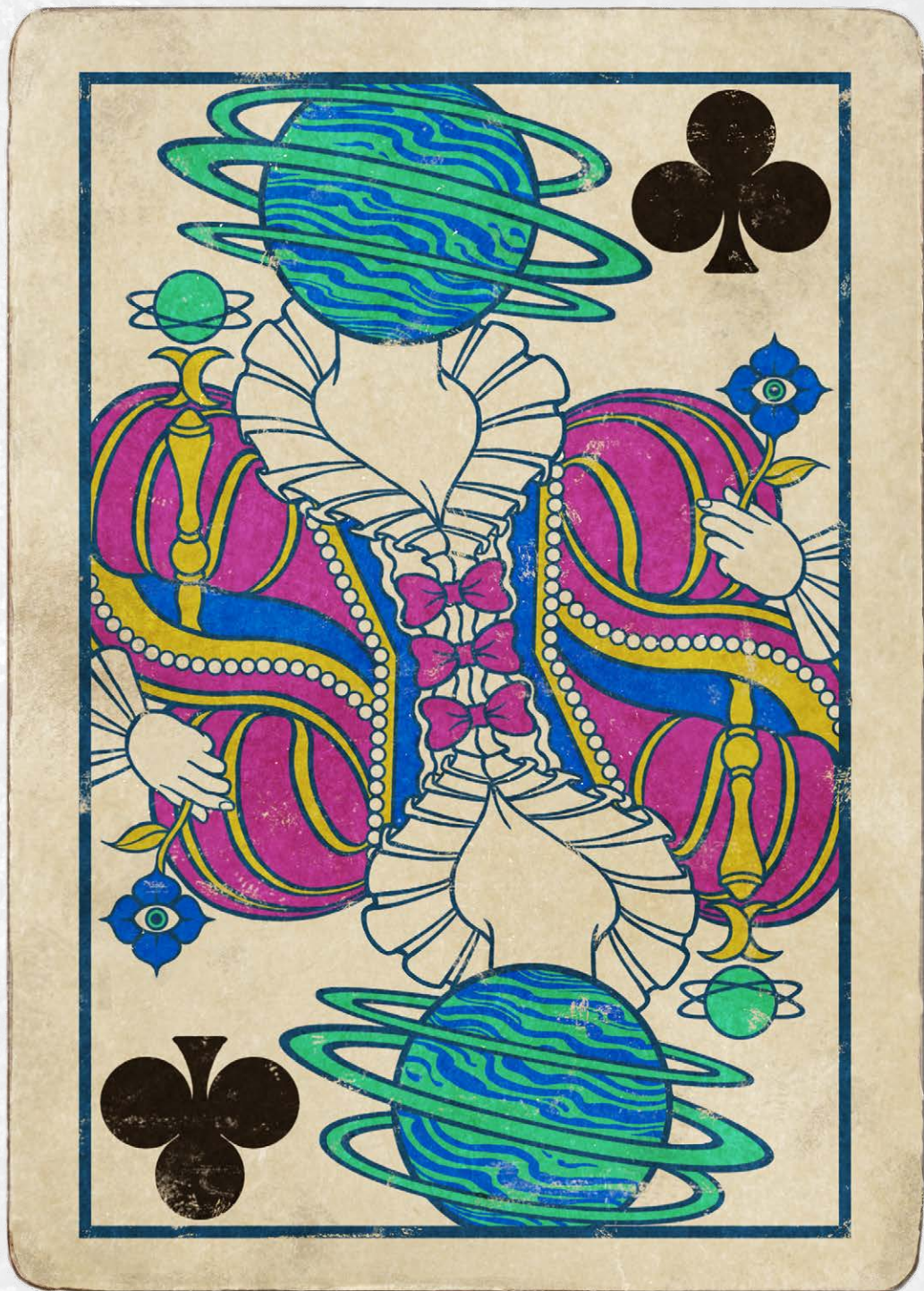
If the Drawer does damage to anyone or anything, the Drawer must continue to attack until the damaged target is dead.



The Drawer becomes vampiric. The Drawer must devour one hit point's worth of blood per level of the Drawer from members of the same species every day. Any day this does not occur, the Drawer loses one hit point from her maximum total.

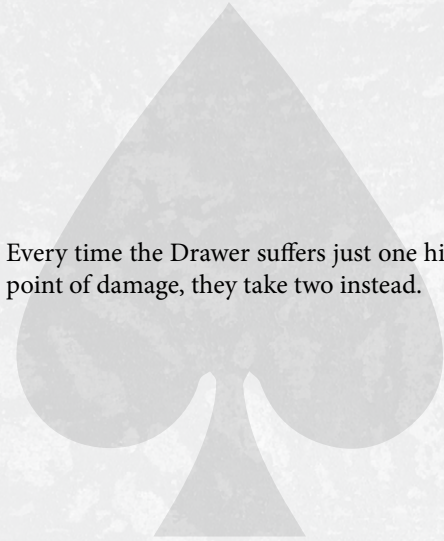


From this point forward, the Drawer must forever kill one member of her species per day, or die herself. It doesn't matter if she kills 500 people on Tuesday—on Wednesday she must kill another.

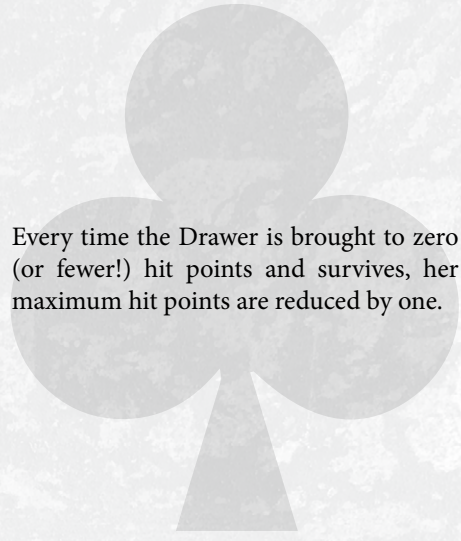




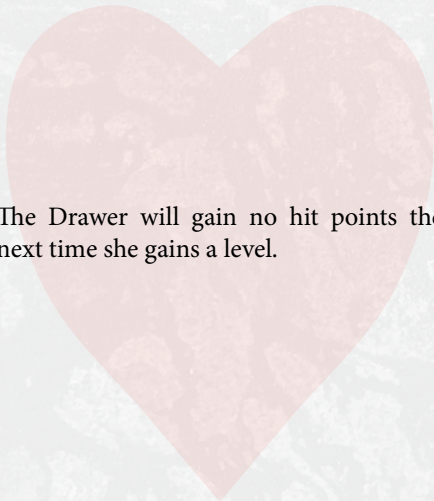
Hit Point Difficulties



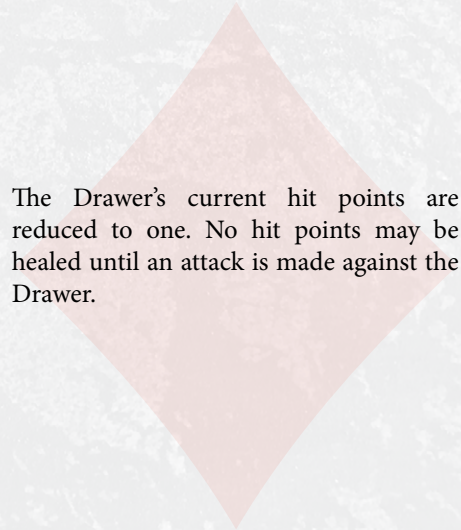
Every time the Drawer suffers just one hit point of damage, they take two instead.



Every time the Drawer is brought to zero (or fewer!) hit points and survives, her maximum hit points are reduced by one.



The Drawer will gain no hit points the next time she gains a level.



The Drawer's current hit points are reduced to one. No hit points may be healed until an attack is made against the Drawer.



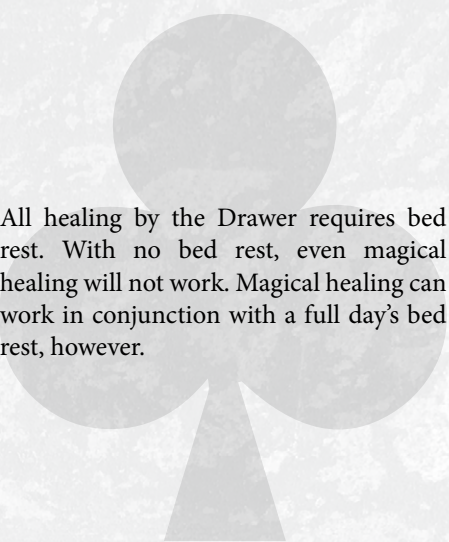


Healing Is a Burden

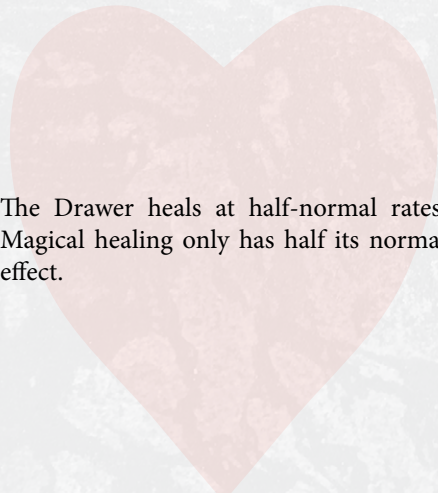
The Drawer becomes an artificial automaton. She retains her consciousness and will, but her body is no longer flesh. It looks like flesh, feels like flesh, and, in most cases, behaves like flesh. But it isn't.

The body cannot heal itself. It must be repaired by the most skilled of craftsmen, and this will cost 100sp per hit point to be repaired. The good news is that the body will have to be completely obliterated to cause permanent death; otherwise, even the most damaged body can be repaired and consciousness restored once the Drawer's hit points are restored to above zero.

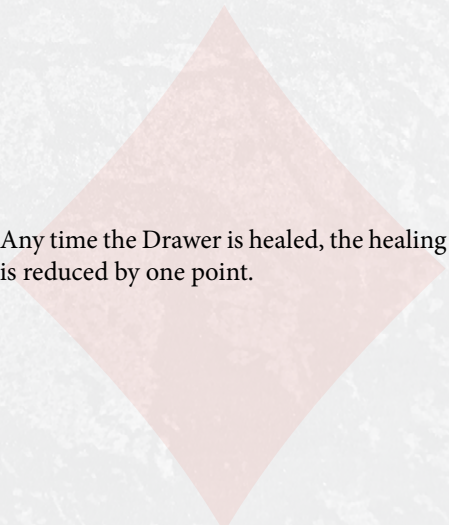
The Drawer no longer has to eat or drink and becomes immune to poisons and disease (unless they specifically do hit point damage!). Healing magic does not function on the Drawer.



All healing by the Drawer requires bed rest. With no bed rest, even magical healing will not work. Magical healing can work in conjunction with a full day's bed rest, however.



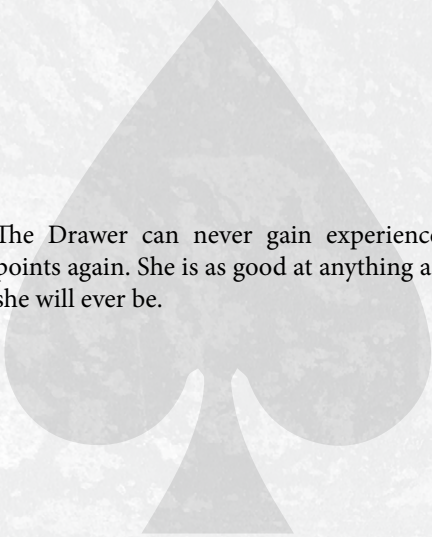
The Drawer heals at half-normal rates. Magical healing only has half its normal effect.



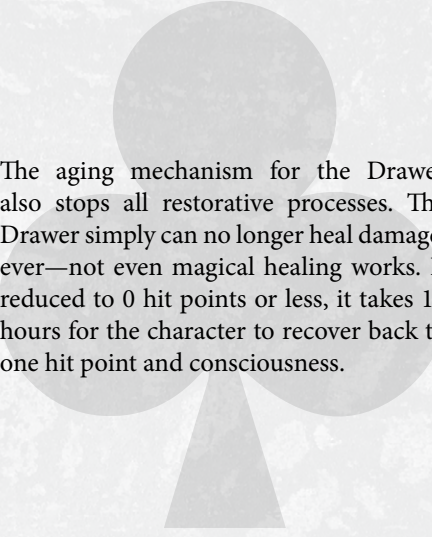
Any time the Drawer is healed, the healing is reduced by one point.

The character becomes unable to die! But there will be complications...

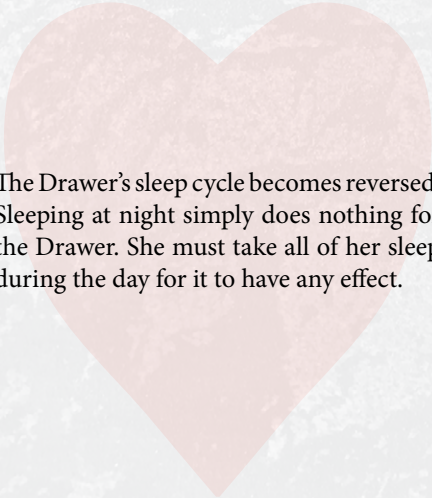
Black Joker: **Immortality**



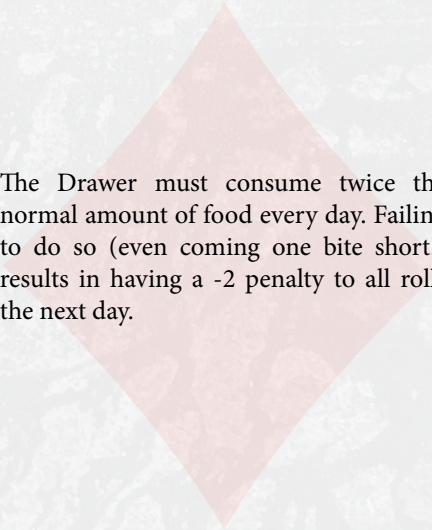
The Drawer can never gain experience points again. She is as good at anything as she will ever be.



The aging mechanism for the Drawer also stops all restorative processes. The Drawer simply can no longer heal damage, ever—not even magical healing works. If reduced to 0 hit points or less, it takes 12 hours for the character to recover back to one hit point and consciousness.



The Drawer's sleep cycle becomes reversed. Sleeping at night simply does nothing for the Drawer. She must take all of her sleep during the day for it to have any effect.

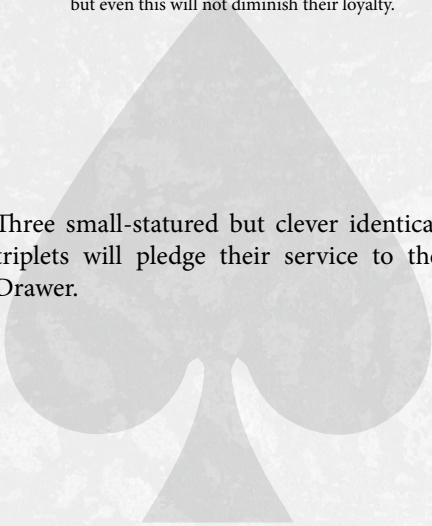


The Drawer must consume twice the normal amount of food every day. Failing to do so (even coming one bite short!) results in having a -2 penalty to all rolls the next day.

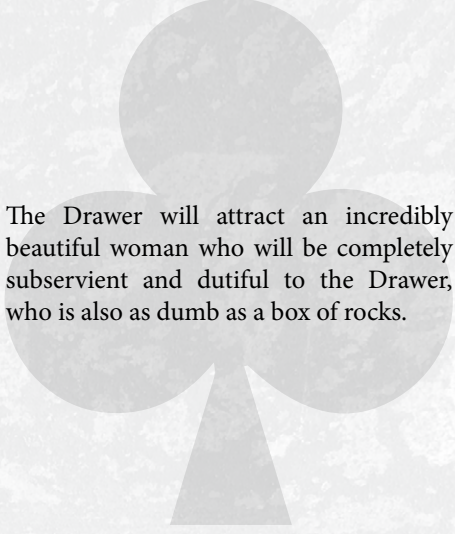
Followers

These options will cause someone to wander into the Drawer's life very soon after the drawing. The follower will be a landless wanderer, with no connection to the local (or any) community. Did they exist before the card was drawn?

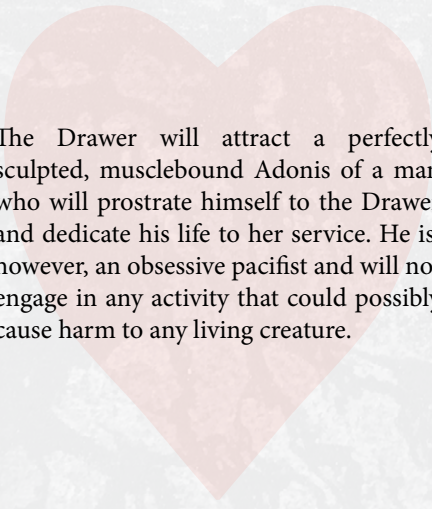
The follower(s) will be fiercely loyal, to the pain of death. But they will have an annoying trait or two that will make dealing with them difficult. Even if treated with maximum hostility, they will remain loyal and take pains to follow the Drawer, aiding when they can whether their help is welcome or not. They will defend themselves against lethal attack, but even this will not diminish their loyalty.



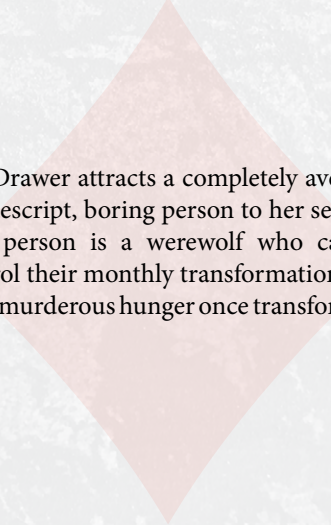
Three small-statured but clever identical triplets will pledge their service to the Drawer.



The Drawer will attract an incredibly beautiful woman who will be completely subservient and dutiful to the Drawer, who is also as dumb as a box of rocks.



The Drawer will attract a perfectly sculpted, musclebound Adonis of a man who will prostrate himself to the Drawer and dedicate his life to her service. He is, however, an obsessive pacifist and will not engage in any activity that could possibly cause harm to any living creature.

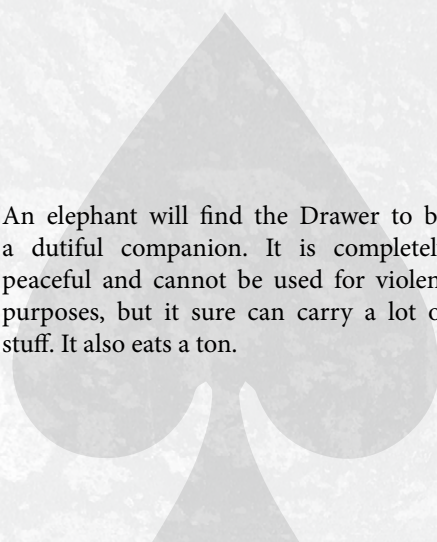


The Drawer attracts a completely average, nondescript, boring person to her service. This person is a werewolf who cannot control their monthly transformation, nor their murderous hunger once transformed.

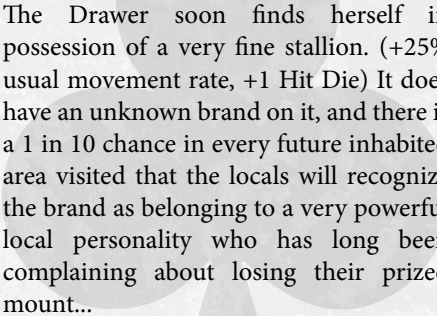
The companion animal will soon reveal itself to the Drawer, and be able to obey basic commands up to but not beyond the usual capabilities of that sort of beast.

Companion Animal

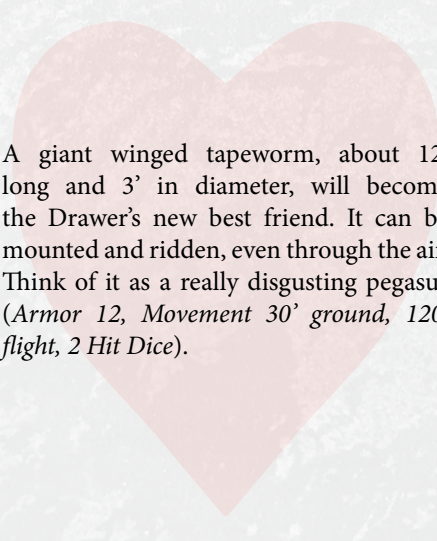
3



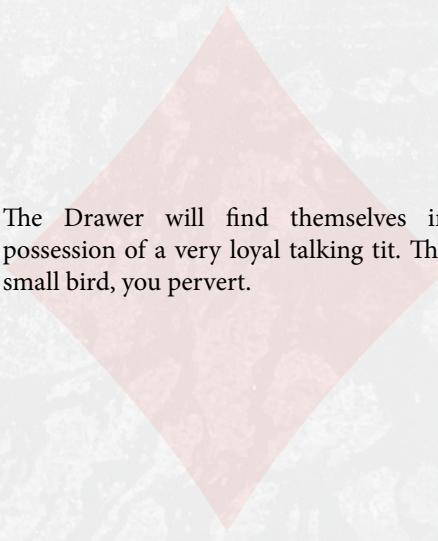
An elephant will find the Drawer to be a dutiful companion. It is completely peaceful and cannot be used for violent purposes, but it sure can carry a lot of stuff. It also eats a ton.



The Drawer soon finds herself in possession of a very fine stallion. (+25% usual movement rate, +1 Hit Die) It does have an unknown brand on it, and there is a 1 in 10 chance in every future inhabited area visited that the locals will recognize the brand as belonging to a very powerful local personality who has long been complaining about losing their prized mount...



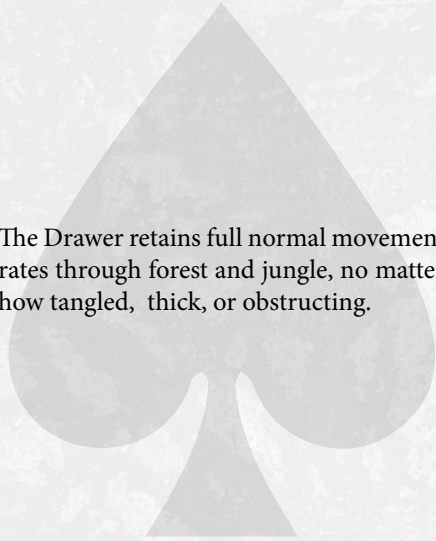
A giant winged tapeworm, about 12' long and 3' in diameter, will become the Drawer's new best friend. It can be mounted and ridden, even through the air. Think of it as a really disgusting pegasus (*Armor 12, Movement 30' ground, 120' flight, 2 Hit Dice*).



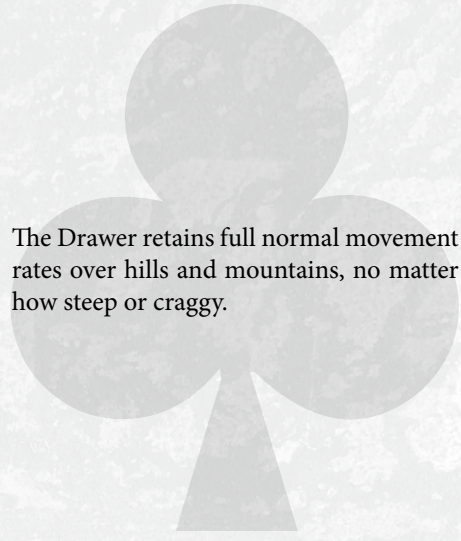
The Drawer will find themselves in possession of a very loyal talking tit. The small bird, you pervert.



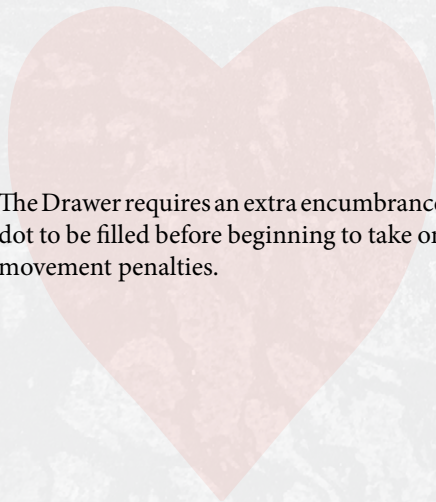
Movement



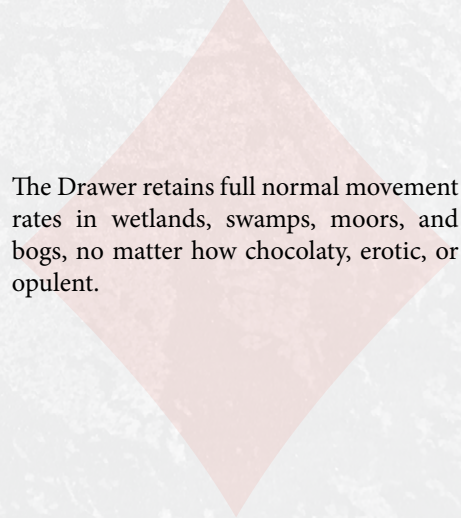
The Drawer retains full normal movement rates through forest and jungle, no matter how tangled, thick, or obstructing.



The Drawer retains full normal movement rates over hills and mountains, no matter how steep or craggy.



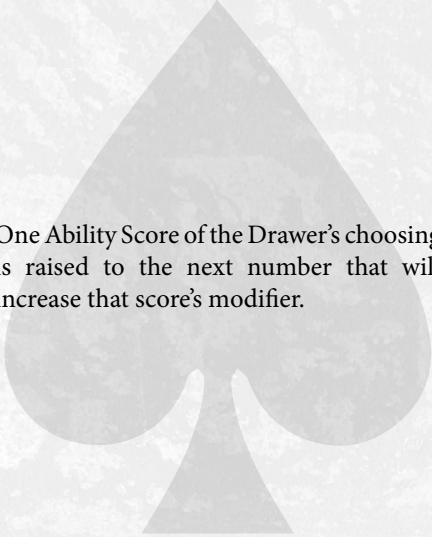
The Drawer requires an extra encumbrance dot to be filled before beginning to take on movement penalties.



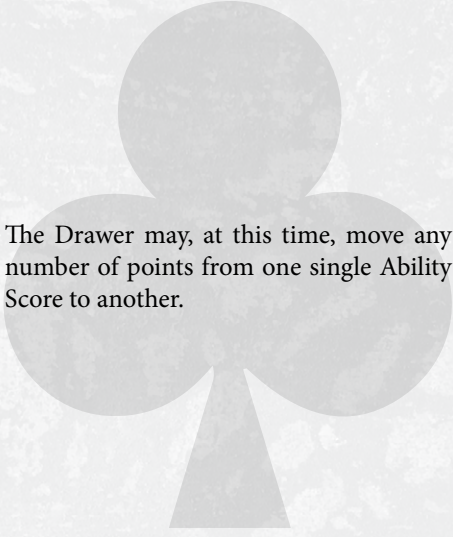
The Drawer retains full normal movement rates in wetlands, swamps, moors, and bogs, no matter how chocolaty, erotic, or opulent.

Ability Score Shifts

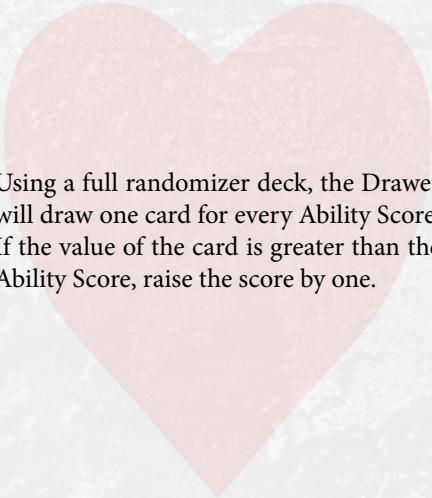
5



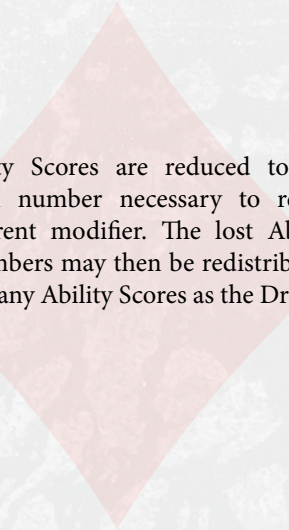
One Ability Score of the Drawer's choosing is raised to the next number that will increase that score's modifier.



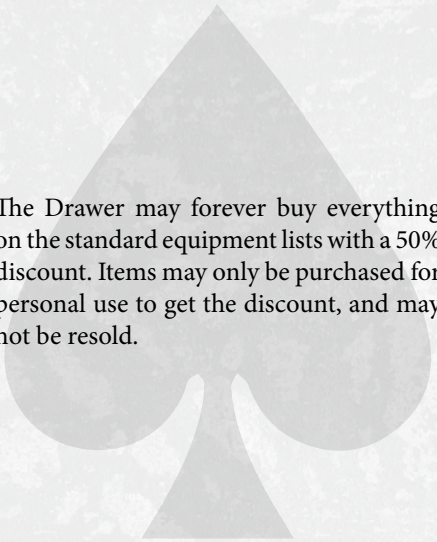
The Drawer may, at this time, move any number of points from one single Ability Score to another.



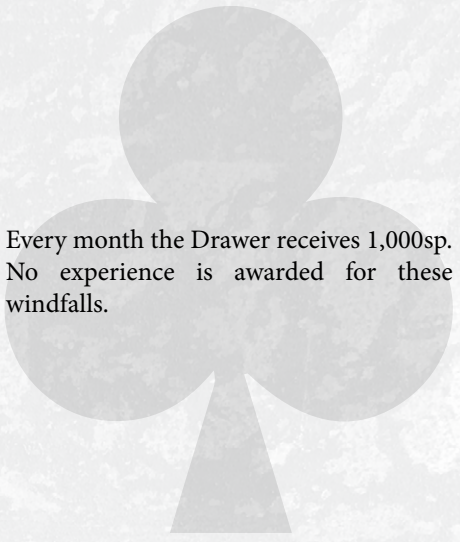
Using a full randomizer deck, the Drawer will draw one card for every Ability Score. If the value of the card is greater than the Ability Score, raise the score by one.



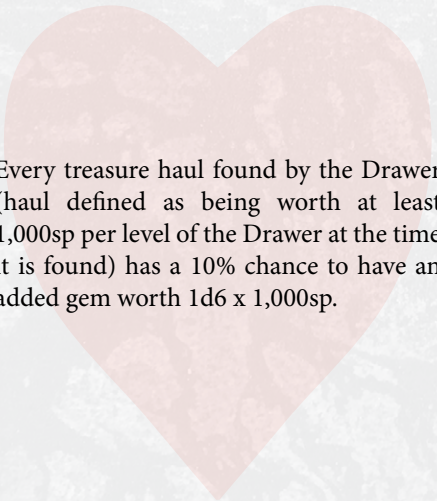
All Ability Scores are reduced to the minimum number necessary to retain their current modifier. The lost Ability Score numbers may then be redistributed back into any Ability Scores as the Drawer wishes.



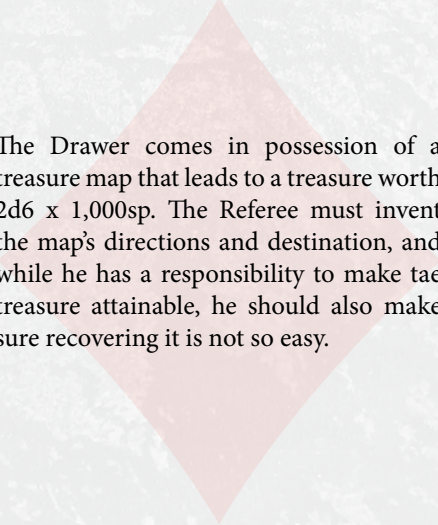
The Drawer may forever buy everything on the standard equipment lists with a 50% discount. Items may only be purchased for personal use to get the discount, and may not be resold.



Every month the Drawer receives 1,000sp. No experience is awarded for these windfalls.



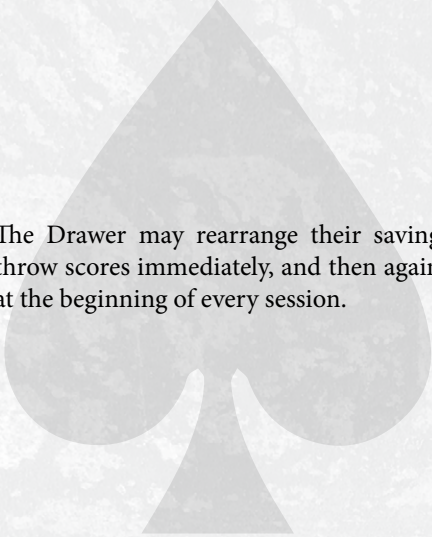
Every treasure haul found by the Drawer (haul defined as being worth at least 1,000sp per level of the Drawer at the time it is found) has a 10% chance to have an added gem worth 1d6 x 1,000sp.



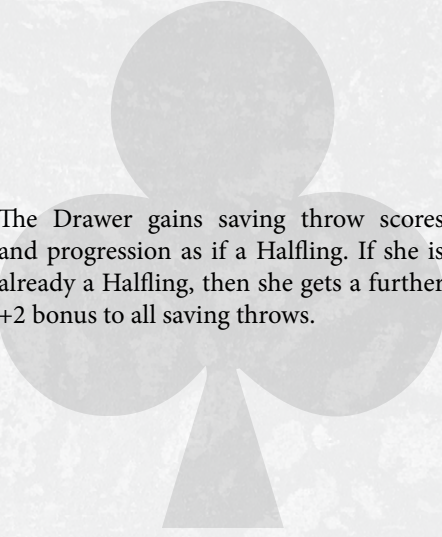
The Drawer comes in possession of a treasure map that leads to a treasure worth $2d6 \times 1,000sp$. The Referee must invent the map's directions and destination, and while he has a responsibility to make the treasure attainable, he should also make sure recovering it is not so easy.

Saving Throws

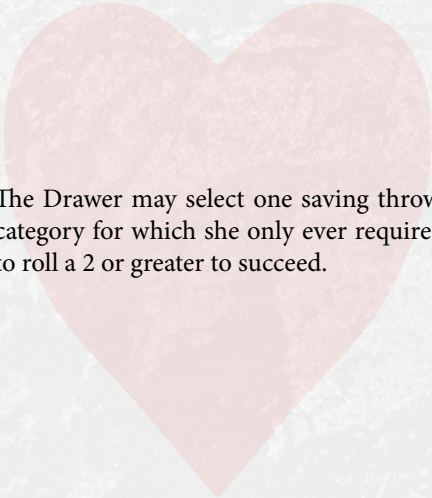
7



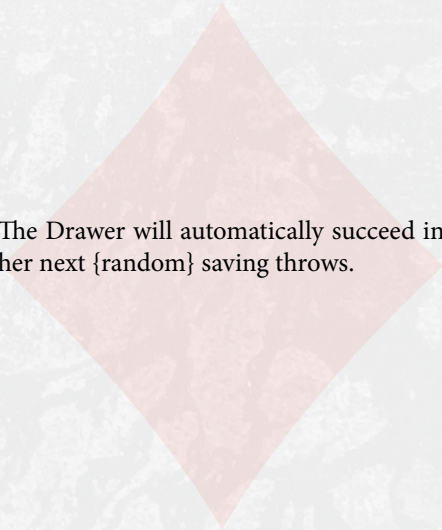
The Drawer may rearrange their saving throw scores immediately, and then again at the beginning of every session.



The Drawer gains saving throw scores and progression as if a Halfling. If she is already a Halfling, then she gets a further +2 bonus to all saving throws.

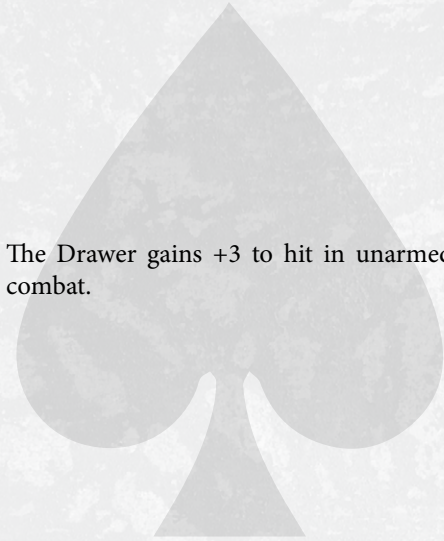


The Drawer may select one saving throw category for which she only ever requires to roll a 2 or greater to succeed.

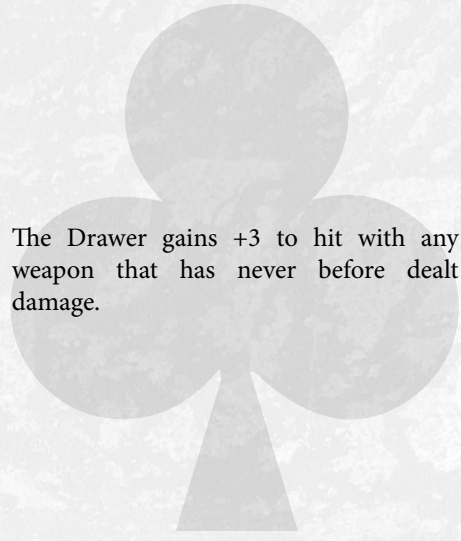


The Drawer will automatically succeed in her next {random} saving throws.

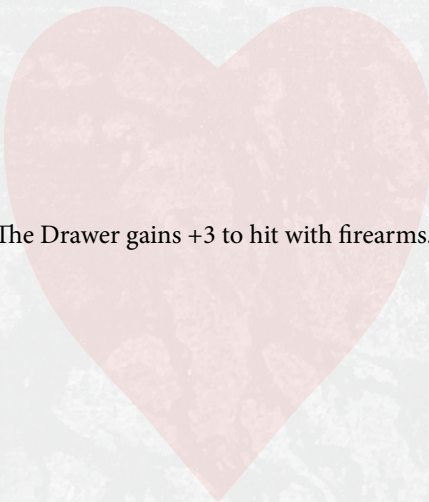
Martial Skills



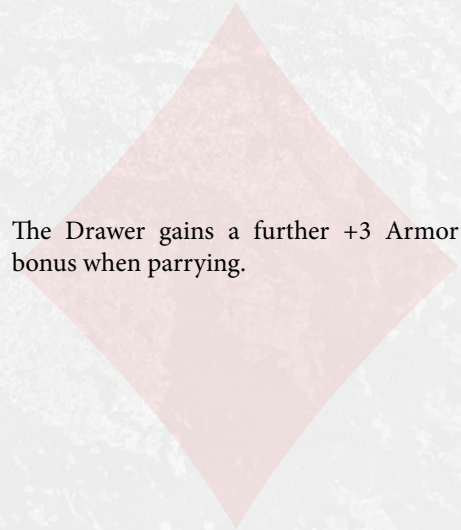
The Drawer gains +3 to hit in unarmed combat.



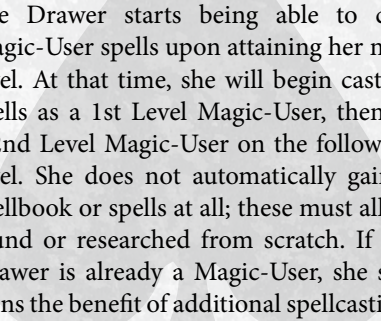
The Drawer gains +3 to hit with any weapon that has never before dealt damage.



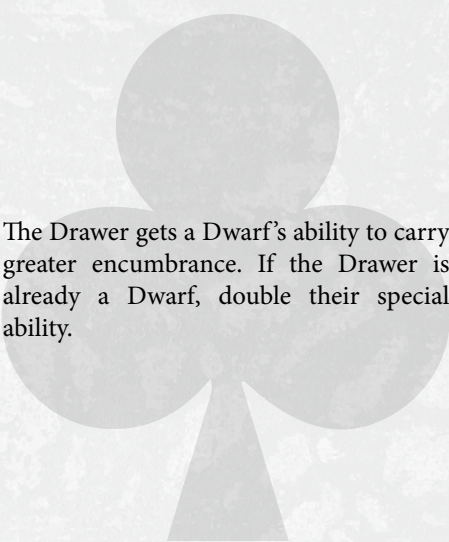
The Drawer gains +3 to hit with firearms.



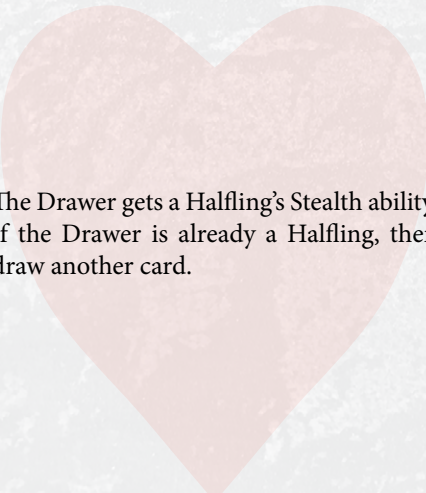
The Drawer gains a further +3 Armor bonus when parrying.



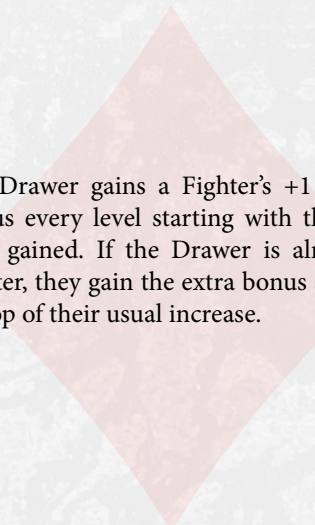
The Drawer starts being able to cast Magic-User spells upon attaining her next level. At that time, she will begin casting spells as a 1st Level Magic-User, then as a 2nd Level Magic-User on the following level. She does not automatically gain a spellbook or spells at all; these must all be found or researched from scratch. If the Drawer is already a Magic-User, she still gains the benefit of additional spellcasting.



The Drawer gets a Dwarf's ability to carry greater encumbrance. If the Drawer is already a Dwarf, double their special ability.

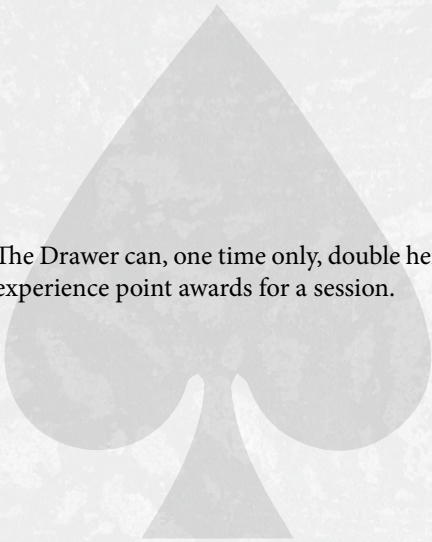


The Drawer gets a Halfling's Stealth ability. If the Drawer is already a Halfling, then draw another card.

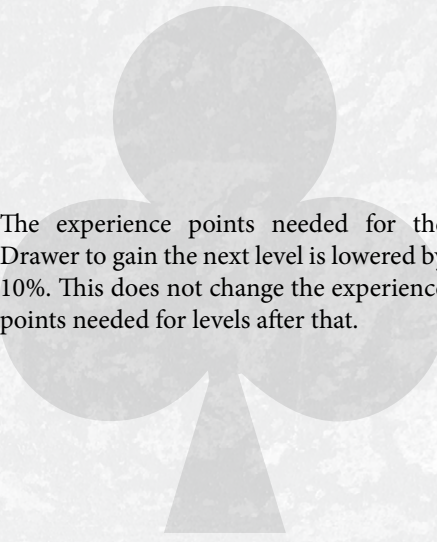


The Drawer gains a Fighter's +1 Attack Bonus every level starting with the next level gained. If the Drawer is already a Fighter, they gain the extra bonus anyway on top of their usual increase.

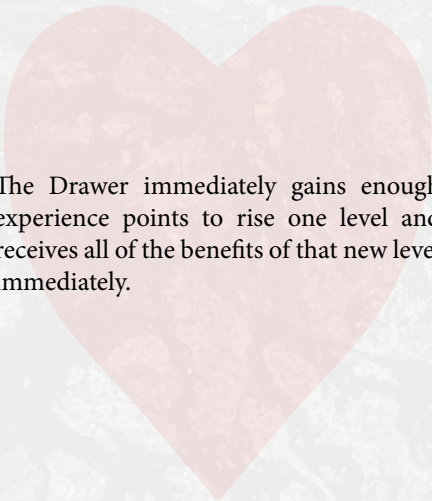
Experience Point Awards



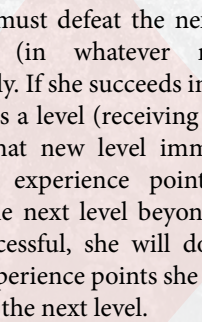
The Drawer can, one time only, double her experience point awards for a session.



The experience points needed for the Drawer to gain the next level is lowered by 10%. This does not change the experience points needed for levels after that.



The Drawer immediately gains enough experience points to rise one level and receives all of the benefits of that new level immediately.

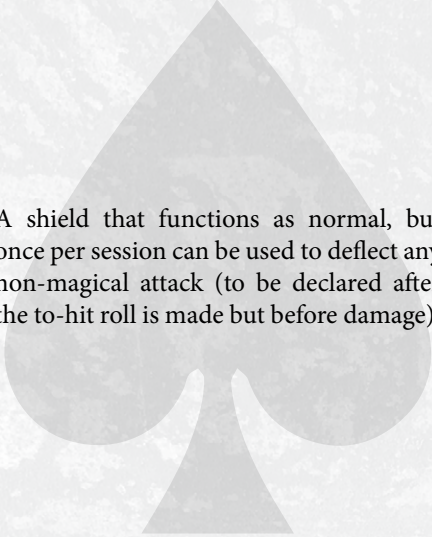


The Drawer must defeat the next enemy encountered (in whatever numbers) singlehandedly. If she succeeds in this, she instantly gains a level (receiving all of the benefits of that new level immediately) and enough experience points to be halfway to the next level beyond that. If she is unsuccessful, she will double the amount of experience points she currently needs to gain the next level.

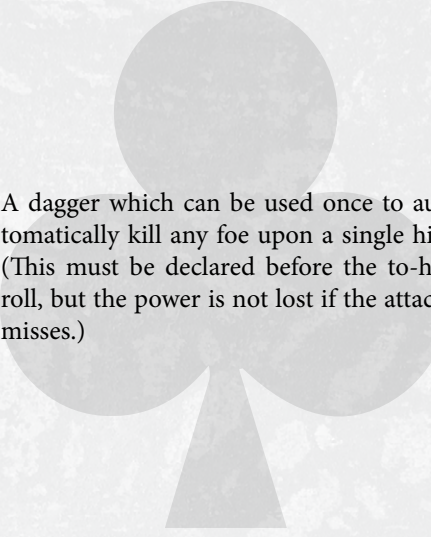
The item will appear before the Drawer right away. No one will have the opportunity to take it before the Drawer can claim it.

Special Item

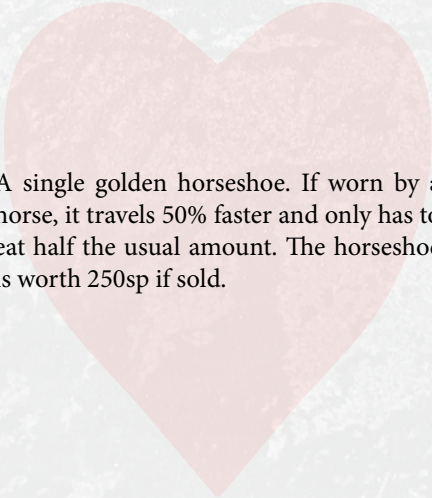
J



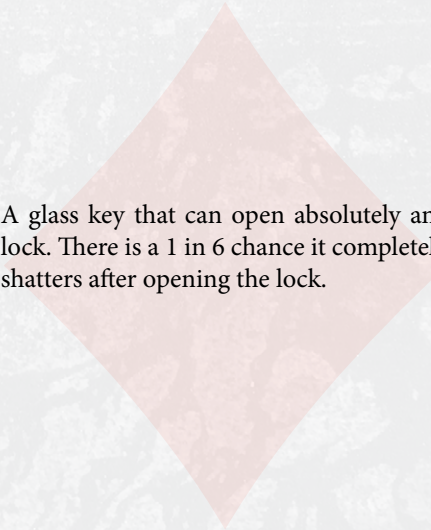
A shield that functions as normal, but once per session can be used to deflect any non-magical attack (to be declared after the to-hit roll is made but before damage).



A dagger which can be used once to automatically kill any foe upon a single hit. (This must be declared before the to-hit roll, but the power is not lost if the attack misses.)



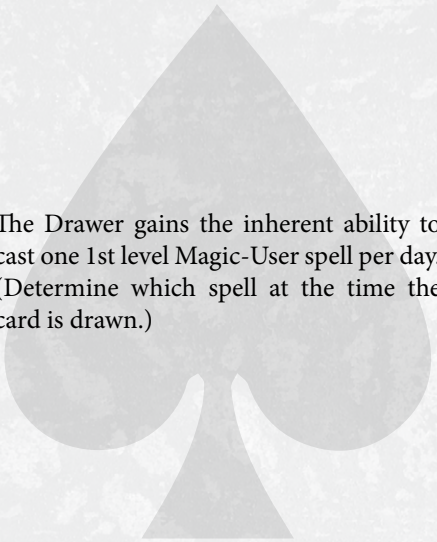
A single golden horseshoe. If worn by a horse, it travels 50% faster and only has to eat half the usual amount. The horseshoe is worth 250sp if sold.



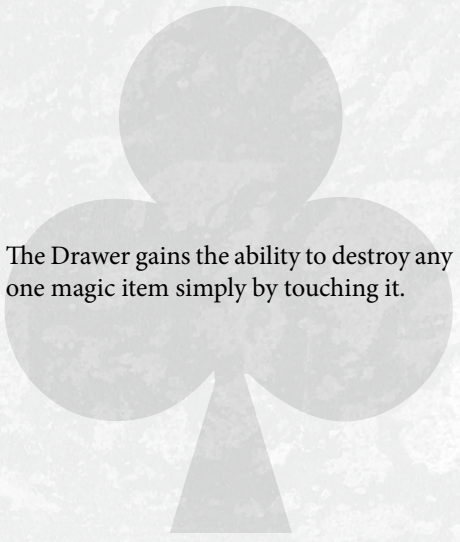
A glass key that can open absolutely any lock. There is a 1 in 6 chance it completely shatters after opening the lock.



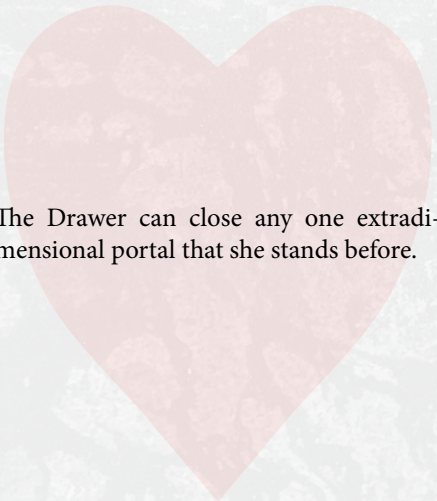
Magic



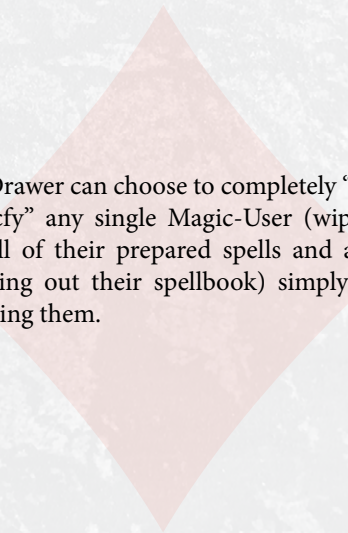
The Drawer gains the inherent ability to cast one 1st level Magic-User spell per day. (Determine which spell at the time the card is drawn.)



The Drawer gains the ability to destroy any one magic item simply by touching it.



The Drawer can close any one extradimensional portal that she stands before.



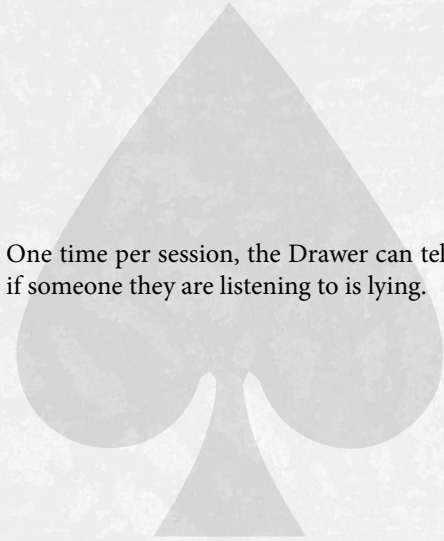
The Drawer can choose to completely “de-magicfy” any single Magic-User (wiping out all of their prepared spells and also blanking out their spellbook) simply by touching them.



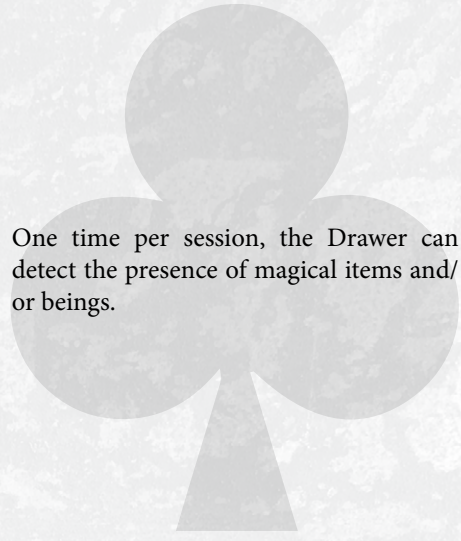


Psychic

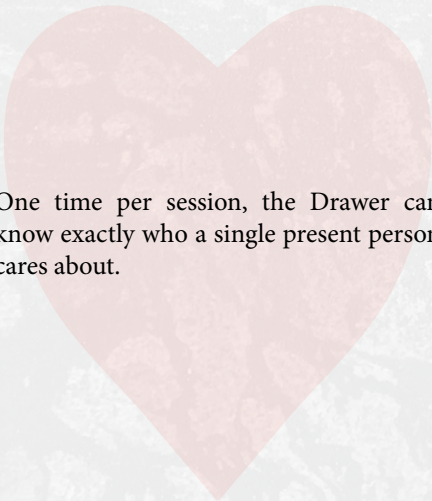
Psychic abilities are not dampened by anti-magical effects.



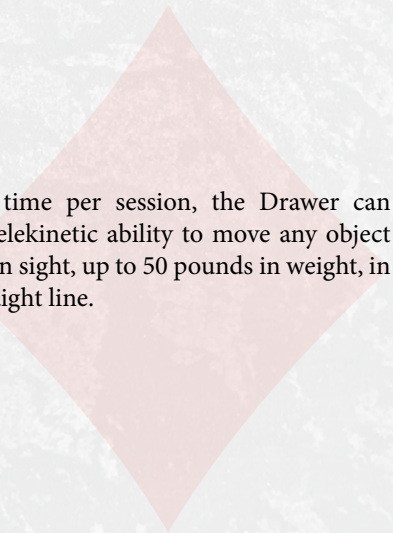
One time per session, the Drawer can tell if someone they are listening to is lying.



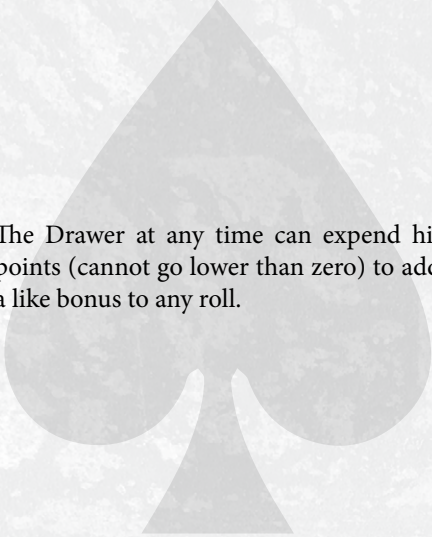
One time per session, the Drawer can detect the presence of magical items and/or beings.



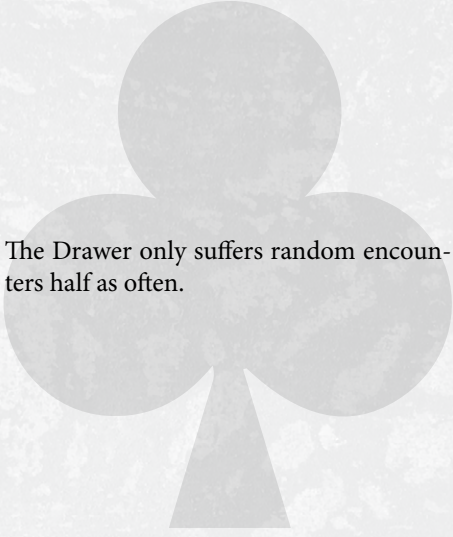
One time per session, the Drawer can know exactly who a single present person cares about.



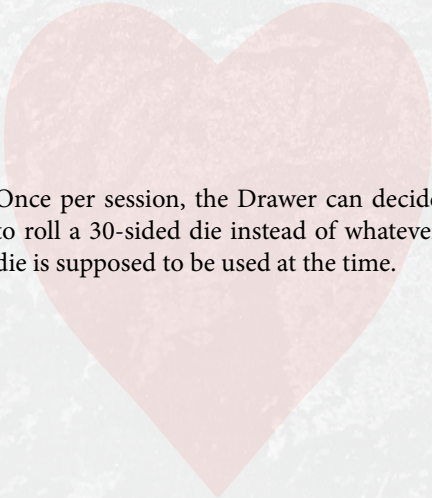
One time per session, the Drawer can use telekinetic ability to move any object within sight, up to 50 pounds in weight, in a straight line.



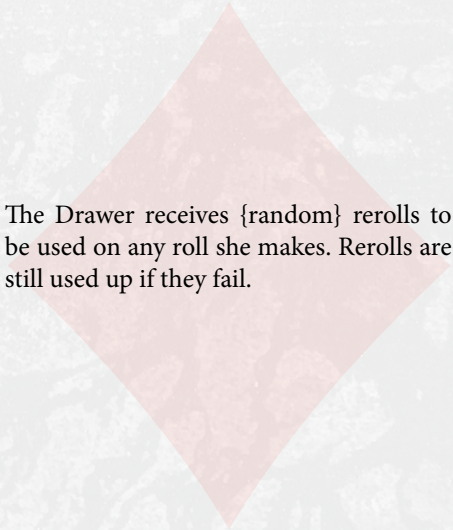
The Drawer at any time can expend hit points (cannot go lower than zero) to add a like bonus to any roll.



The Drawer only suffers random encounters half as often.



Once per session, the Drawer can decide to roll a 30-sided die instead of whatever die is supposed to be used at the time.



The Drawer receives {random} rerolls to be used on any roll she makes. Rerolls are still used up if they fail.



Animal Problems

Any horse or mule (or other mount or pack animal) used by the Drawer will die within 24 hours. This will only apply to animals so employed after the card is drawn; any animals utilized before the drawing but not after are safe.

The manner of death should be determined by circumstance. The Referee is given full license to involve eligible animals in any mishap that could even halfway reasonably follow on from ongoing events. If all efforts are made to keep the animals safe, or no particular reasons for them to die come up, they will simply keel over at the 24-hour mark.

The Drawer becomes a magnet for all sorts of pests, vermin, and scavengers, including grubs, maggots, flies, rats, even vultures or hyenas, depending on the local fauna. They will not infest or bother the Drawer directly but will gather in far greater than usual numbers around her.

The most important effect is that any foodstuffs or otherwise edible items will become targets for consumption. This will happen to anything not kept in a hard-surfaced, sealed container. Exposed food will become infested within minutes, food within sacks within an hour (ruining the sack as rats, etc. nibble through), and even normal wooden containers like chests and barrels will be penetrated in a day's time.

The Drawer becomes forever unbearable to dogs. Any dog within 100 meters of the Drawer will become hostile, at first approaching and barking incessantly, and then attacking if the Drawer makes any move that could remotely be interpreted by the animal as aggressive.

The dogs will follow the Drawer wherever she goes, barking vociferously all the while. They will not cease stalking their target unless physically restrained (which can happen peacefully only if done by someone the dog knows and trusts), and they will need to be kept restrained until the Drawer is out of sight, out of earshot, and not upwind.

Underwater predators, including but not limited to sharks, barracuda, and piranha (whatever is normally found in the area), will be driven to a state of extreme hunger and irritability, and in this state will be attracted to the Drawer. If in a craft, the predators will follow and swarm around the craft. Any prey creatures (determined in the loosest sense possible) will be attacked and, if possible, picked down to their very bones.



Fuel sources used by the Drawer burn at twice the rate, e.g., torches, lanterns, and campfires will burn only half as often as they would otherwise. This also applies to any batteries, gasoline, coal, etc. in more technological societies than normally found in LotFP games.

The Drawer does not have to be holding the light source, nor have lit it in the first place. If she is illuminated by the light, it will burn through its fuel at twice the normal speed. Similarly, she need not be driving a car, or be the engineer of a train, in our more technological examples; just being a passenger is enough to trigger the effect.

On the plus side, the Drawer could be of some use in cases of uncontrolled fire.

Any natural flame (defined as any flame burning from a natural source, even if the flame was originally sparked supernaturally) within 1' of the Drawer simply extinguishes. Extinguished fires will not automatically themselves reignite once the Drawer moves further away than 1', but they may be relit.

The Drawer will really be of use in cases of uncontrolled fire.

Any light sources in the presence of the Drawer (defined as if in the Drawer's line of sight, regardless of whether she is facing it or has obstructed eyes) will only illuminate half its normal diameter.

The Drawer will no longer be able to see with natural light, including sunlight, starlight, moonlight, and bioluminescent light. It simply does not exist for the Drawer. Artificial light sources (torches and lanterns count, as does magic) will be necessary to see as if the Drawer was in a pitch-dark, underground space.



Loyal Followers

The follower will be fiercely loyal, to the pain of death. But they will have an annoying trait or two that will make dealing with them difficult. Even if treated with maximum hostility, they will remain loyal and take pains to follow the Drawer, aiding when they can whether their help is welcome or not. They will defend themselves against lethal attack, but even this will not diminish their loyalty.

These options will cause someone to wander into the Drawer's life very soon after the drawing. The follower will be a landless wanderer, with no connection to the local (or any) community. Did they exist before the card was drawn?

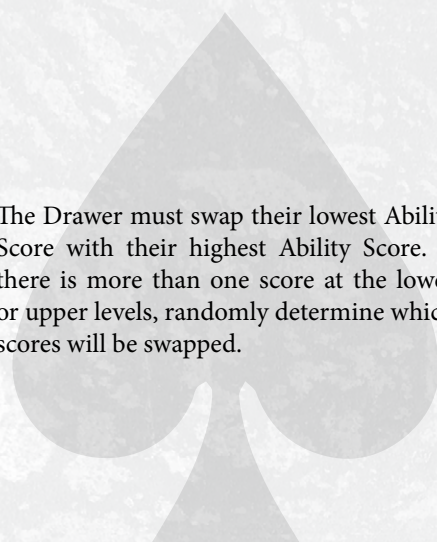
The Drawer will have a 5th Level Fighter, suitably equipped and ready for combat, declaring their loyalty and service. This Fighter will obey all orders and be a fearless fighter. One problem though: anyone disagreeing with the Drawer will be seen as an enemy, a traitor suitable only for immediate execution, and even the Drawer cannot dissuade the Fighter from this.

The Drawer will have a 5th Level Magic-User soon declaring their loyalty and service. The Wizard does have one major defect, though: they will be looking to messily sacrifice any and all virgins encountered by any party they travel with, and if there is any opportunity to do so quietly, they will always take it.

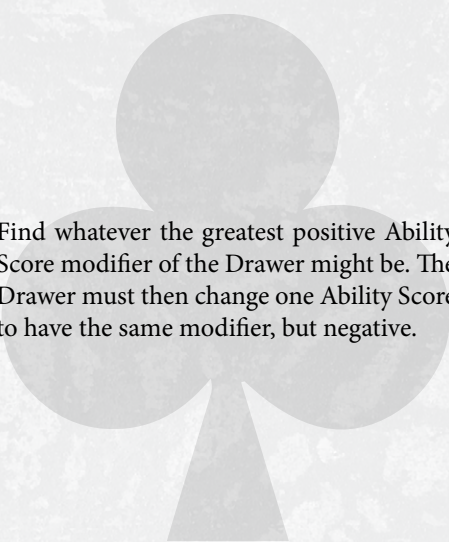
The Drawer will have a hearty and stout porter volunteering for service. This strong body will have +2 Encumbrance points with which to carry equipment and generally be the Drawer's sweet, sweet Concorde. One problem: the porter is as dumb as a box of rocks, exhibiting absolutely no independent thought or decision-making ability, and will simply sit still and stare vacantly unless specifically told what to do. Such orders will be followed quite literally.

The Drawer will find a very elderly, fragile person obsessed with joining her party. This elder will be nearly crippled, with a 30' movement rate and only 2 hit points, and unable to carry much more than their walking stick. The good news is, keeping this person around during adventures means that the Drawer will get a 15% experience point award bonus for each session the old fart survives. If the oldster dies, no matter how, the Drawer loses 50% of her experience points. (This will not cause the Drawer to lose a level; it will simply take that much longer to gain the next level.)

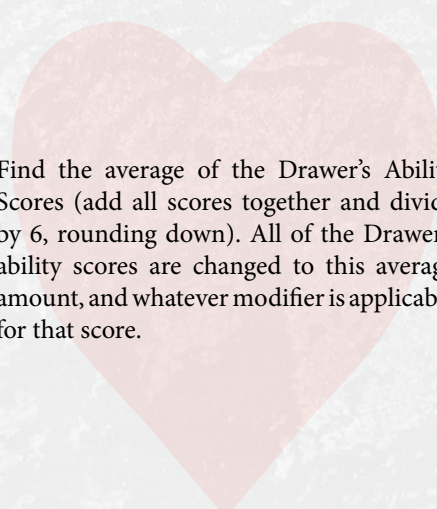
Ability Score Shifts



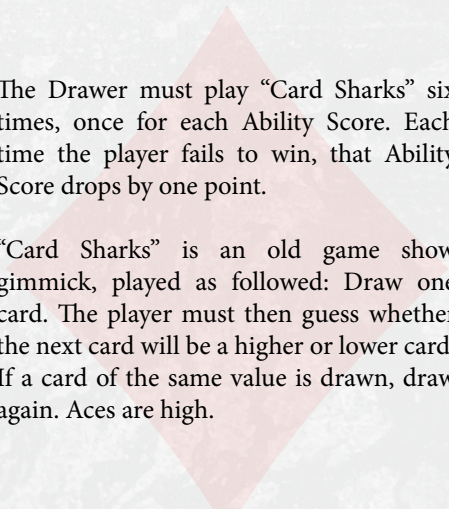
The Drawer must swap their lowest Ability Score with their highest Ability Score. If there is more than one score at the lower or upper levels, randomly determine which scores will be swapped.



Find whatever the greatest positive Ability Score modifier of the Drawer might be. The Drawer must then change one Ability Score to have the same modifier, but negative.



Find the average of the Drawer's Ability Scores (add all scores together and divide by 6, rounding down). All of the Drawer's ability scores are changed to this average amount, and whatever modifier is applicable for that score.

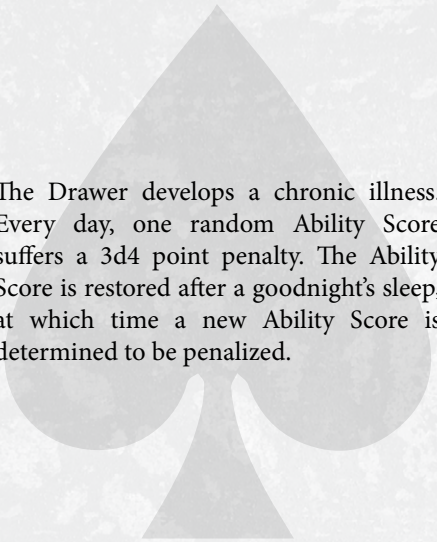


The Drawer must play “Card Sharks” six times, once for each Ability Score. Each time the player fails to win, that Ability Score drops by one point.

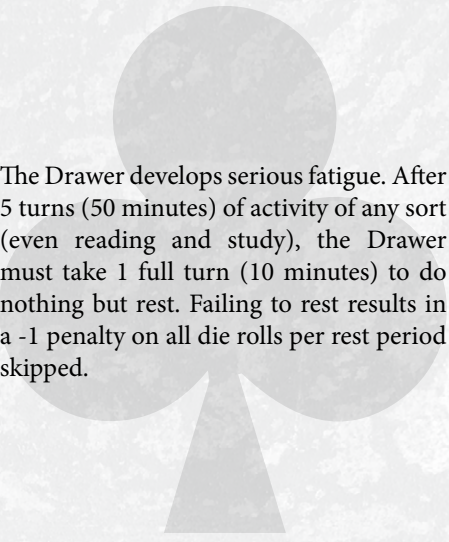
“Card Sharks” is an old game show gimmick, played as followed: Draw one card. The player must then guess whether the next card will be a higher or lower card. If a card of the same value is drawn, draw again. Aces are high.



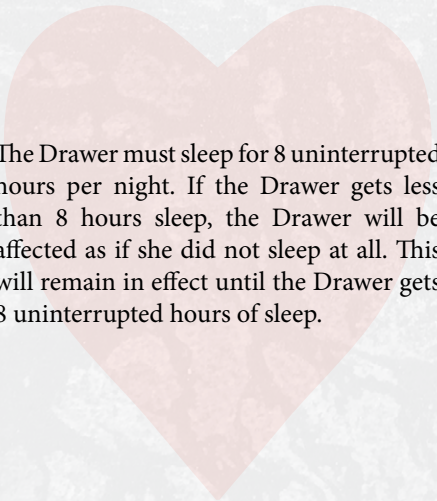
Illness



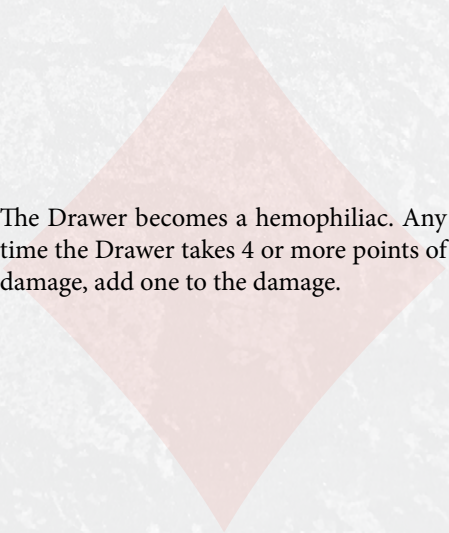
The Drawer develops a chronic illness. Every day, one random Ability Score suffers a 3d4 point penalty. The Ability Score is restored after a goodnight's sleep, at which time a new Ability Score is determined to be penalized.



The Drawer develops serious fatigue. After 5 turns (50 minutes) of activity of any sort (even reading and study), the Drawer must take 1 full turn (10 minutes) to do nothing but rest. Failing to rest results in a -1 penalty on all die rolls per rest period skipped.

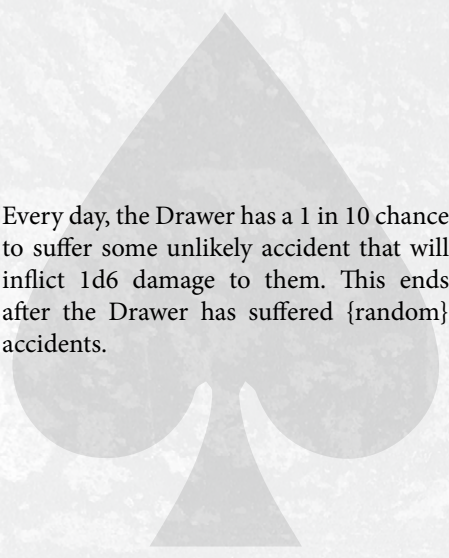


The Drawer must sleep for 8 uninterrupted hours per night. If the Drawer gets less than 8 hours sleep, the Drawer will be affected as if she did not sleep at all. This will remain in effect until the Drawer gets 8 uninterrupted hours of sleep.

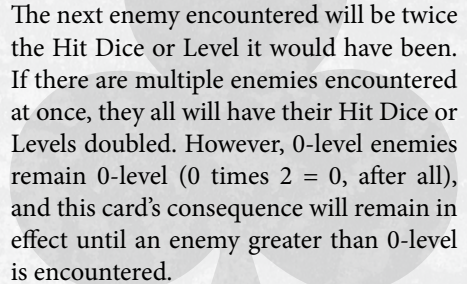


The Drawer becomes a hemophiliac. Any time the Drawer takes 4 or more points of damage, add one to the damage.

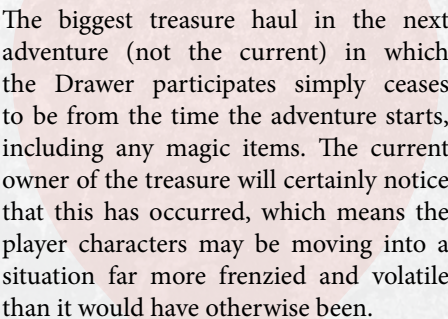
Bad Luck



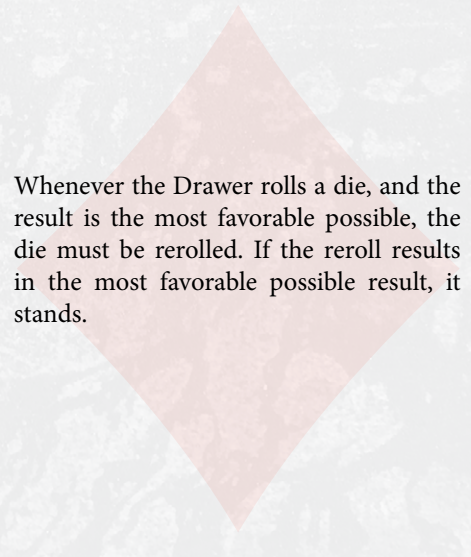
Every day, the Drawer has a 1 in 10 chance to suffer some unlikely accident that will inflict 1d6 damage to them. This ends after the Drawer has suffered {random} accidents.



The next enemy encountered will be twice the Hit Dice or Level it would have been. If there are multiple enemies encountered at once, they all will have their Hit Dice or Levels doubled. However, 0-level enemies remain 0-level ($0 \times 2 = 0$, after all), and this card's consequence will remain in effect until an enemy greater than 0-level is encountered.



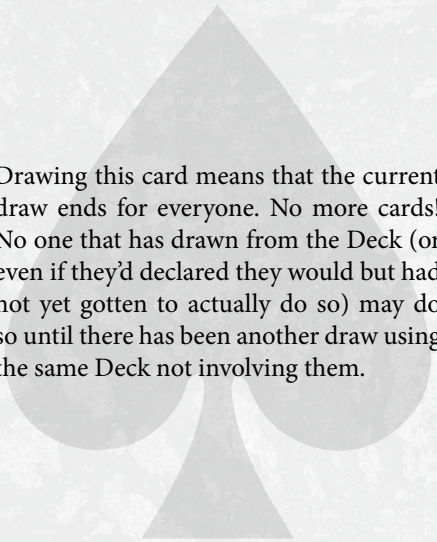
The biggest treasure haul in the next adventure (not the current) in which the Drawer participates simply ceases to be from the time the adventure starts, including any magic items. The current owner of the treasure will certainly notice that this has occurred, which means the player characters may be moving into a situation far more frenzied and volatile than it would have otherwise been.



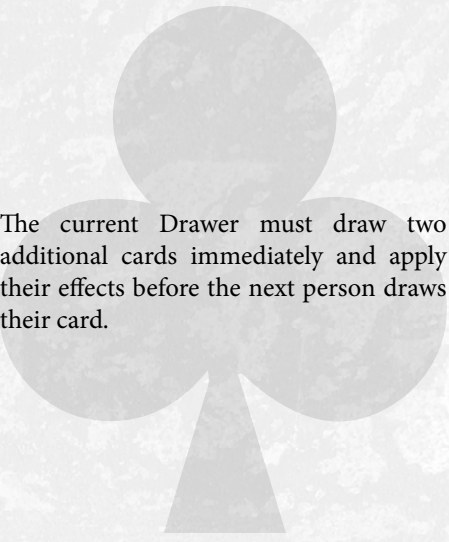
Whenever the Drawer rolls a die, and the result is the most favorable possible, the die must be rerolled. If the reroll results in the most favorable possible result, it stands.



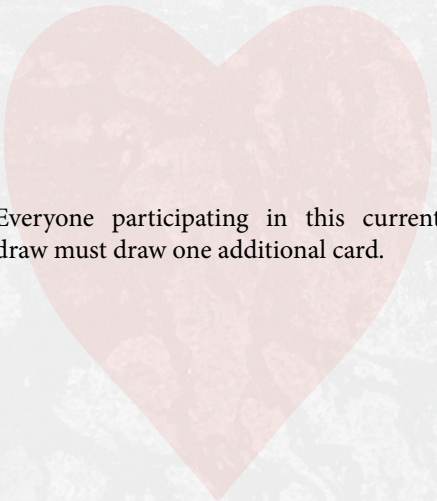
Draw Shenanigans



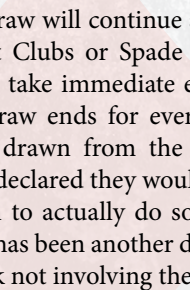
Drawing this card means that the current draw ends for everyone. No more cards! No one that has drawn from the Deck (or even if they'd declared they would but had not yet gotten to actually do so) may do so until there has been another draw using the same Deck not involving them.



The current Drawer must draw two additional cards immediately and apply their effects before the next person draws their card.

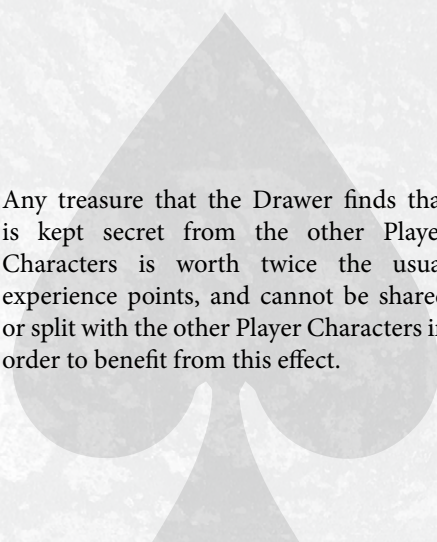


Everyone participating in this current draw must draw one additional card.

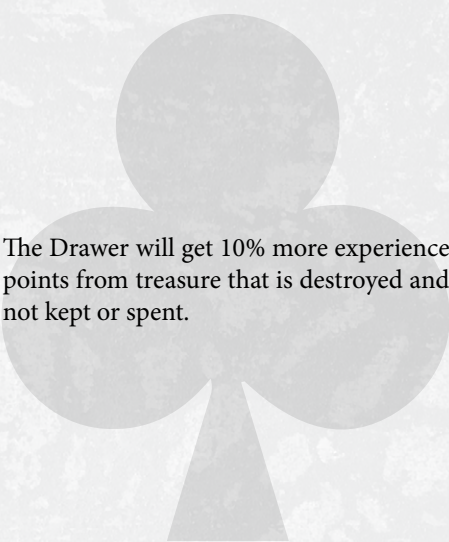


The current draw will continue as normal until the next Clubs or Spade is drawn. That card will take immediate effect, and the current draw ends for everyone. No one that has drawn from the Deck (or even if they'd declared they would but had not yet gotten to actually do so) may do so until there has been another draw using the same Deck not involving them.

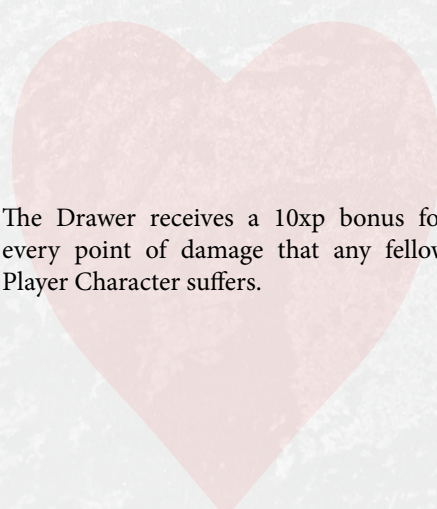
Mater Lachrymarum



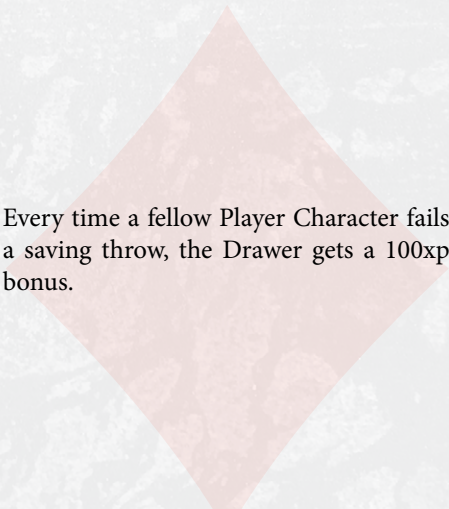
Any treasure that the Drawer finds that is kept secret from the other Player Characters is worth twice the usual experience points, and cannot be shared or split with the other Player Characters in order to benefit from this effect.



The Drawer will get 10% more experience points from treasure that is destroyed and not kept or spent.



The Drawer receives a 10xp bonus for every point of damage that any fellow Player Character suffers.



Every time a fellow Player Character fails a saving throw, the Drawer gets a 100xp bonus.



Mutation

The Drawer's eyes transform into diamonds worth 5,000sp each. They still function as normal, and if removed, will be painful and bloody as if they were real eyes, blinding the Drawer. They will no longer work if reinserted, nor are they worth experience points under any circumstances.

Everyone who sees the Drawer's eyes will realize that they are valuable diamonds, of course...

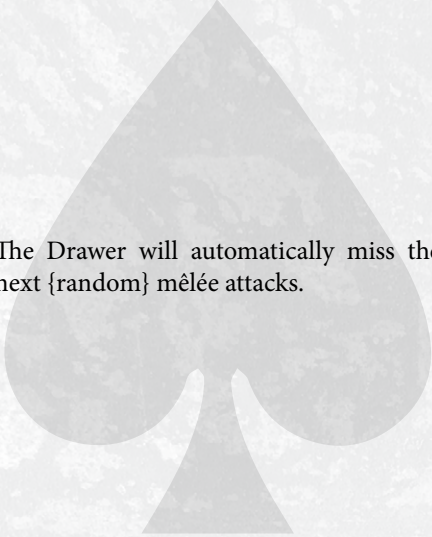
The Drawer develops a fishy, froggy look. Not enough to look repulsive, or even unattractive... just distinct. The Drawer will find certain people in coastal towns to be much friendlier, but will also draw the immediate ire of those not favorable to certain people in coastal towns.

The Drawer's brain grows to twice its normal size, their skull growing to accommodate. All headwear must now be custom-made in order to fit. The Drawer gets a +2 bonus to her Languages skill, and any time a piece of information of any type needs to be known, the Drawer has a 1 in 20 chance of knowing it.

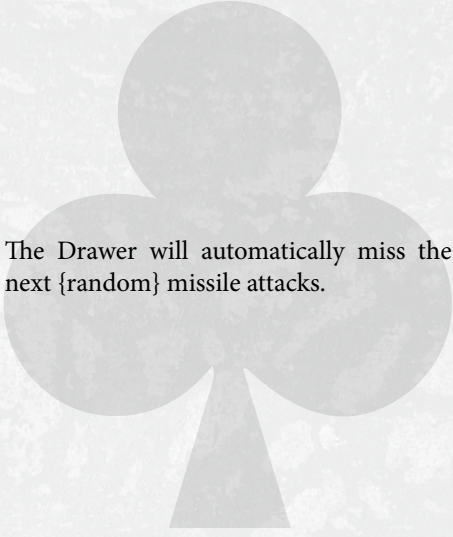
The Drawer loses absolutely all pigmentation throughout her body. Skin, eyes, hair, all turn a perfect snow-white. The Drawer now has a 50/50 chance to either have -2 or +2 to any specific reaction roll (check for every roll, this isn't a blanket bonus or penalty) that happens thereafter.

While the player of the character drawing the card must be informed of the general nature of the card ("Combat Incompetence"), the card determining which effect will occur should be drawn by the Referee and kept secret from the player.

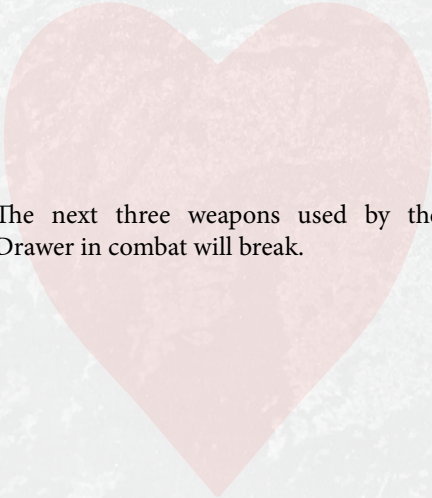
Combat Incompetence



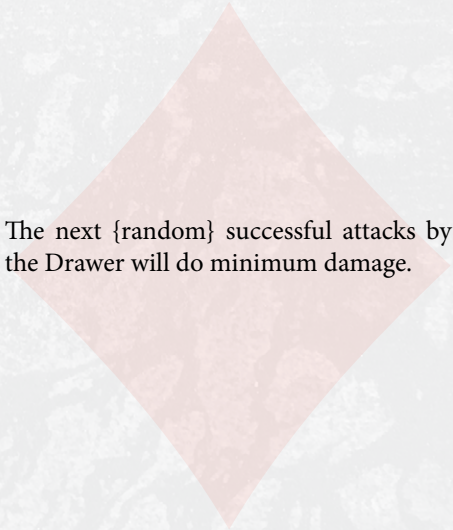
The Drawer will automatically miss the next {random} mêlée attacks.



The Drawer will automatically miss the next {random} missile attacks.



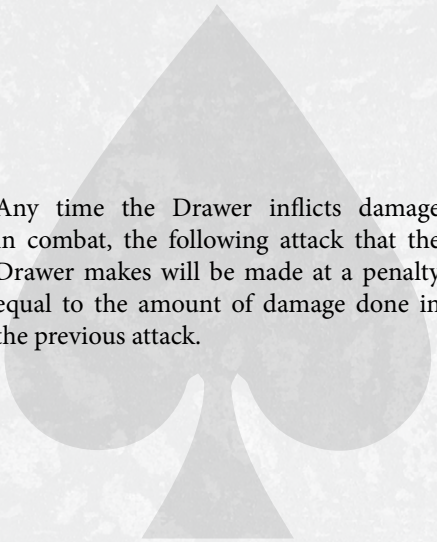
The next three weapons used by the Drawer in combat will break.



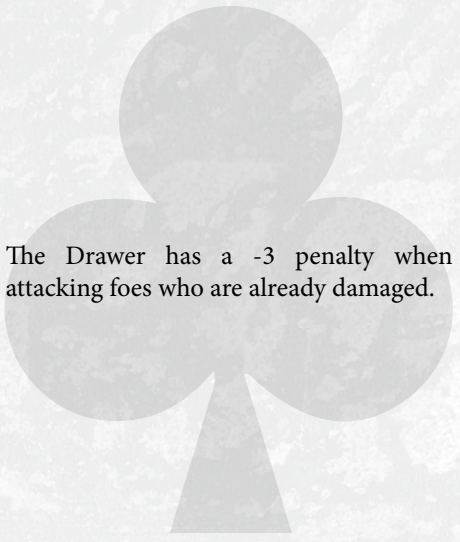
The next {random} successful attacks by the Drawer will do minimum damage.



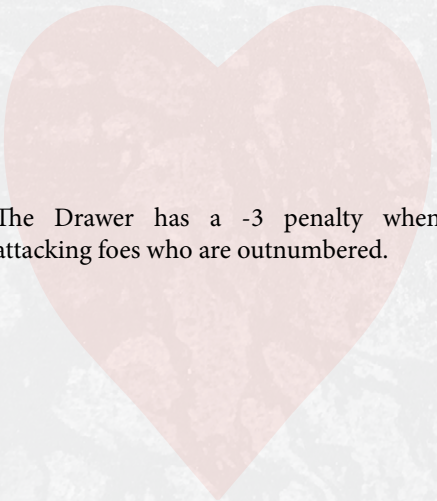
Poor Martial Skills



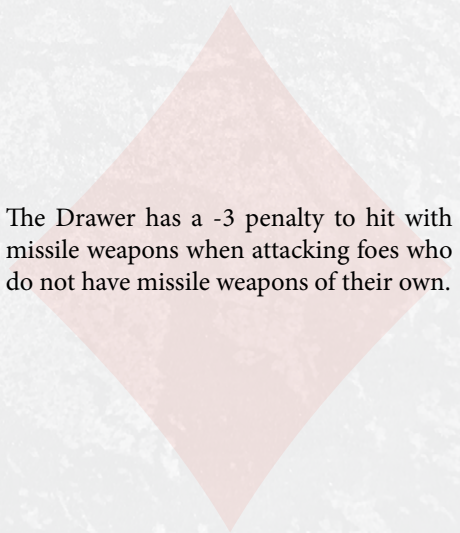
Any time the Drawer inflicts damage in combat, the following attack that the Drawer makes will be made at a penalty equal to the amount of damage done in the previous attack.



The Drawer has a -3 penalty when attacking foes who are already damaged.



The Drawer has a -3 penalty when attacking foes who are outnumbered.



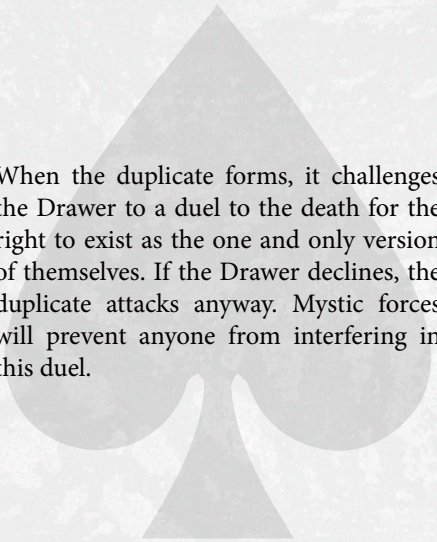
The Drawer has a -3 penalty to hit with missile weapons when attacking foes who do not have missile weapons of their own.



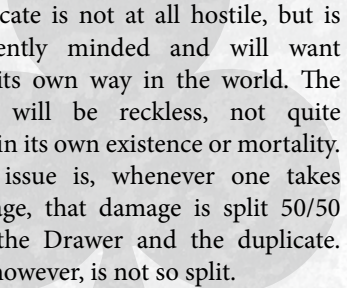


Duplicate!

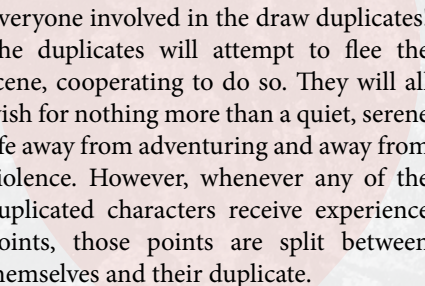
When this card is drawn, a duplicate of the Drawer, including all carried equipment, magic items, prepared spells, etc. appears. The duplicate will always be at full hit points, spells, etc., no matter the current condition of the Drawer.



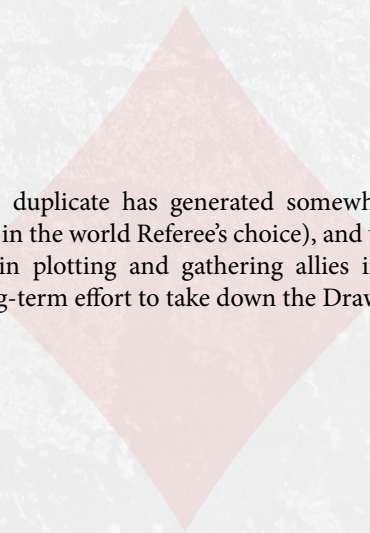
When the duplicate forms, it challenges the Drawer to a duel to the death for the right to exist as the one and only version of themselves. If the Drawer declines, the duplicate attacks anyway. Mystic forces will prevent anyone from interfering in this duel.



The duplicate is not at all hostile, but is independently minded and will want to make its own way in the world. The duplicate will be reckless, not quite believing in its own existence or mortality. The one issue is, whenever one takes any damage, that damage is split 50/50 between the Drawer and the duplicate. Healing, however, is not so split.



Everyone involved in the draw duplicates! The duplicates will attempt to flee the scene, cooperating to do so. They will all wish for nothing more than a quiet, serene life away from adventuring and away from violence. However, whenever any of the duplicated characters receive experience points, those points are split between themselves and their duplicate.

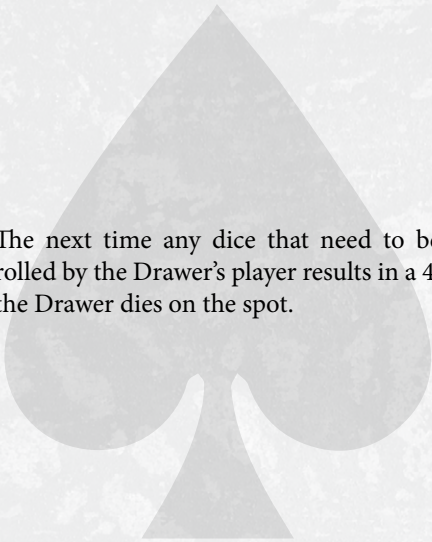


The duplicate has generated somewhere out in the world (Referee's choice), and will begin plotting and gathering allies in a long-term effort to take down the Drawer.

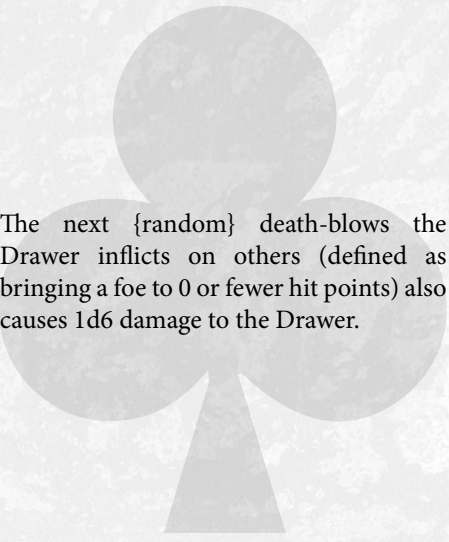




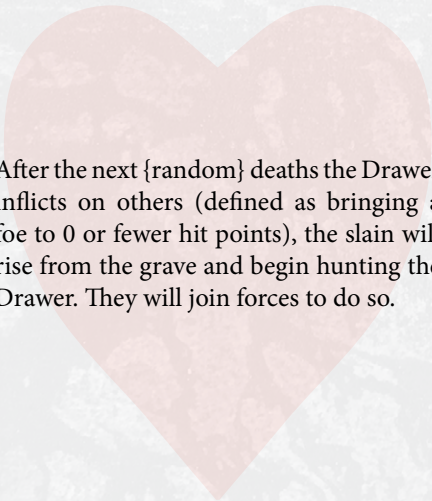
Death



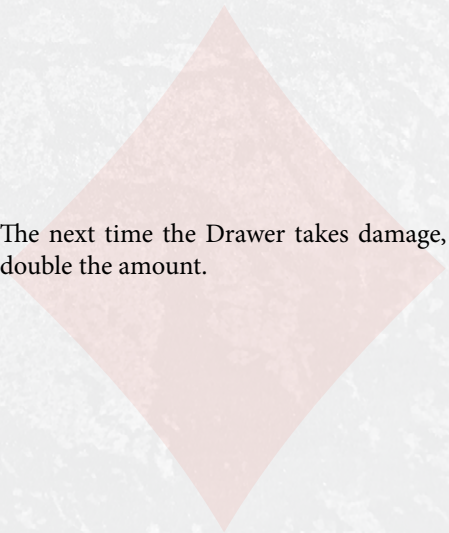
The next time any dice that need to be rolled by the Drawer's player results in a 4, the Drawer dies on the spot.



The next {random} death-blows the Drawer inflicts on others (defined as bringing a foe to 0 or fewer hit points) also causes 1d6 damage to the Drawer.

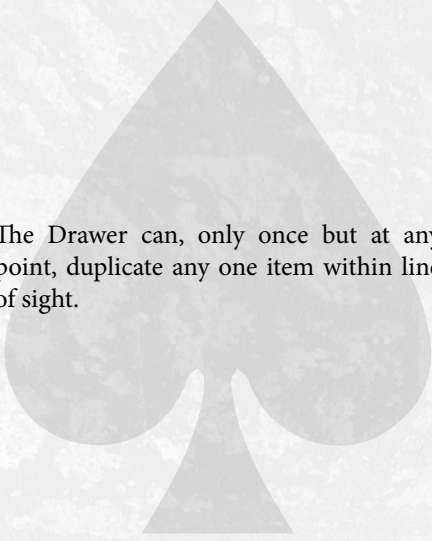


After the next {random} deaths the Drawer inflicts on others (defined as bringing a foe to 0 or fewer hit points), the slain will rise from the grave and begin hunting the Drawer. They will join forces to do so.

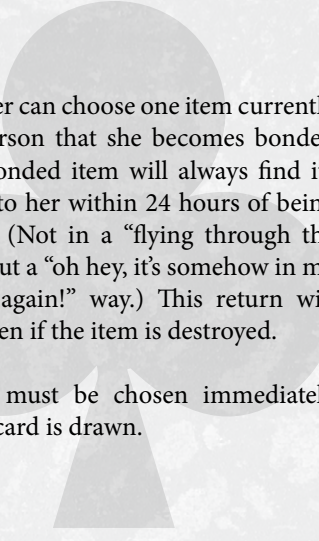


The next time the Drawer takes damage, double the amount.

Red Joker: Item Miracles

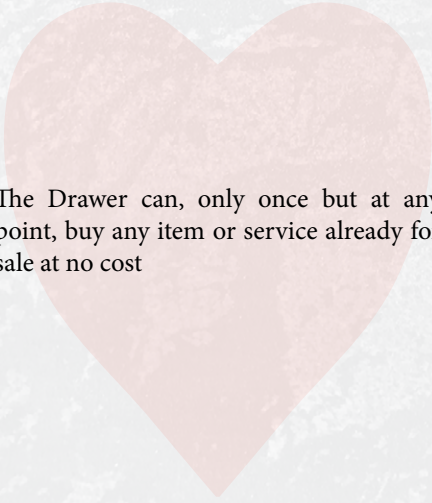


The Drawer can, only once but at any point, duplicate any one item within line of sight.

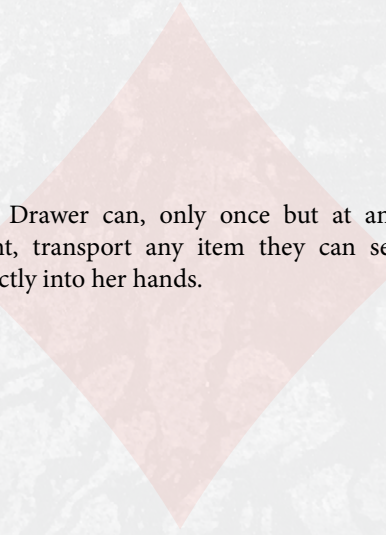


The Drawer can choose one item currently on her person that she becomes bonded to. Any bonded item will always find its way back to her within 24 hours of being separated. (Not in a “flying through the air” way, but a “oh hey, it’s somehow in my backpack again!” way.) This return will happen even if the item is destroyed.

The item must be chosen immediately when the card is drawn.



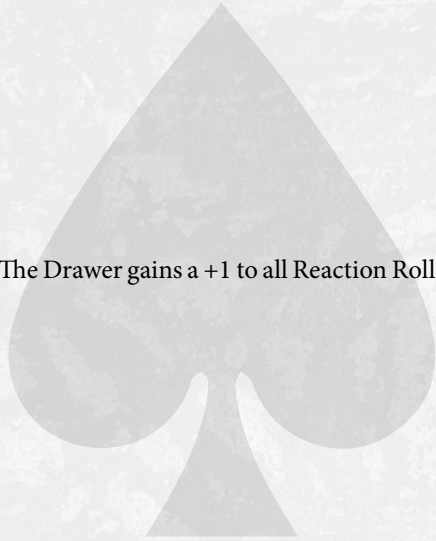
The Drawer can, only once but at any point, buy any item or service already for sale at no cost



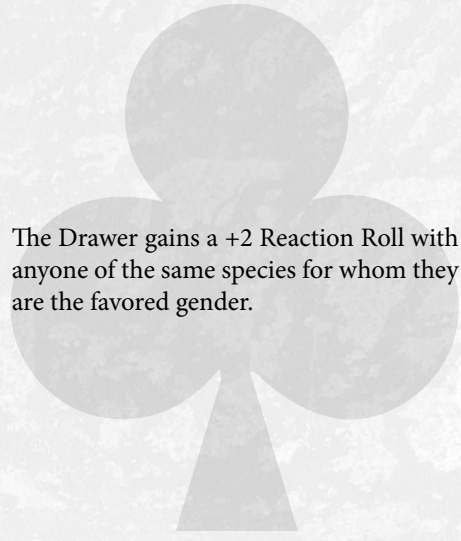
The Drawer can, only once but at any point, transport any item they can see directly into her hands.



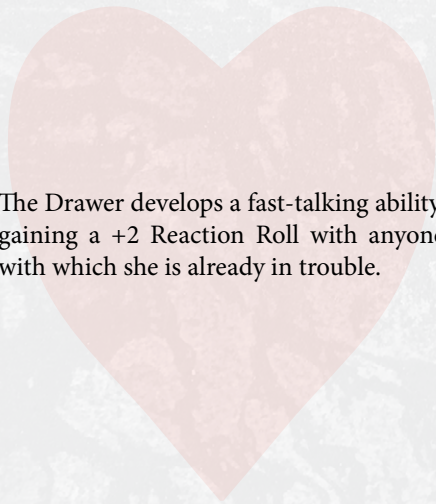
You're a Very Personable Sort



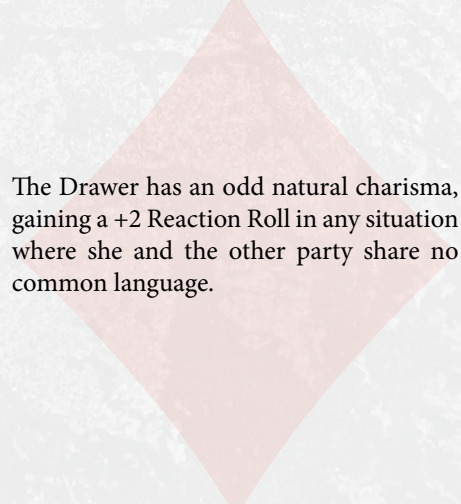
The Drawer gains a +1 to all Reaction Rolls



The Drawer gains a +2 Reaction Roll with anyone of the same species for whom they are the favored gender.



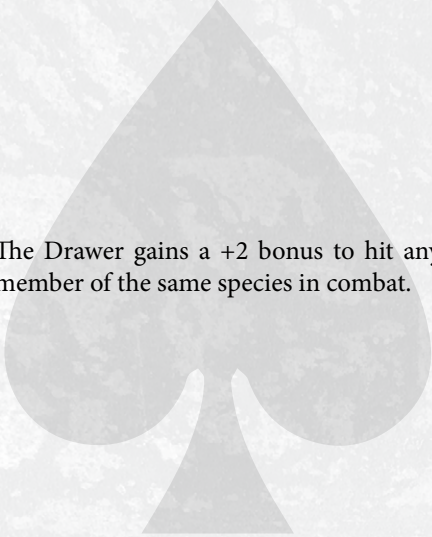
The Drawer develops a fast-talking ability, gaining a +2 Reaction Roll with anyone with which she is already in trouble.



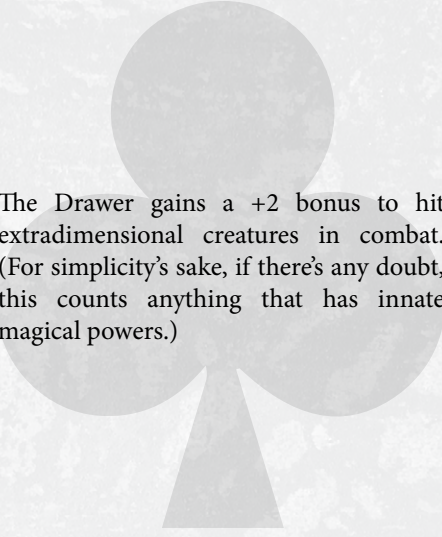
The Drawer has an odd natural charisma, gaining a +2 Reaction Roll in any situation where she and the other party share no common language.

Favored Enemies

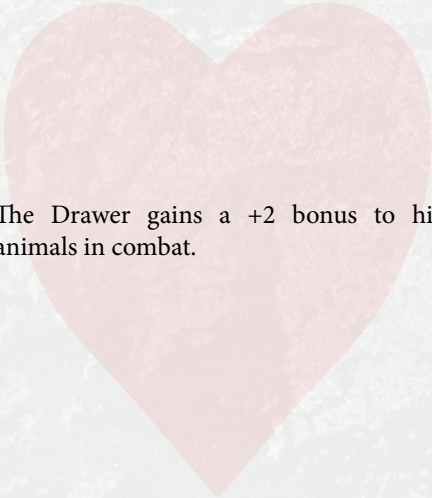
3



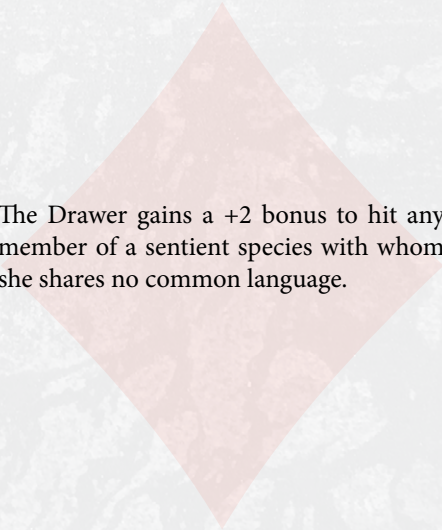
The Drawer gains a +2 bonus to hit any member of the same species in combat.



The Drawer gains a +2 bonus to hit extradimensional creatures in combat. (For simplicity's sake, if there's any doubt, this counts anything that has innate magical powers.)



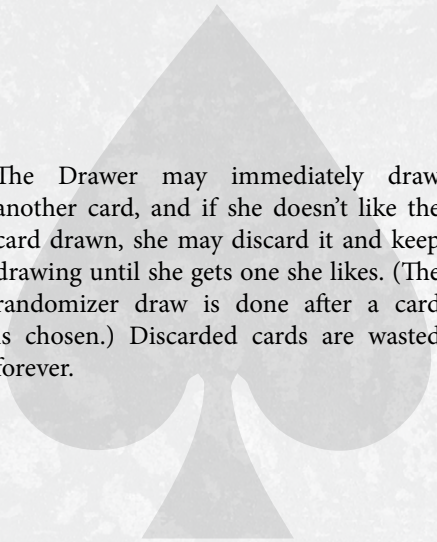
The Drawer gains a +2 bonus to hit animals in combat.



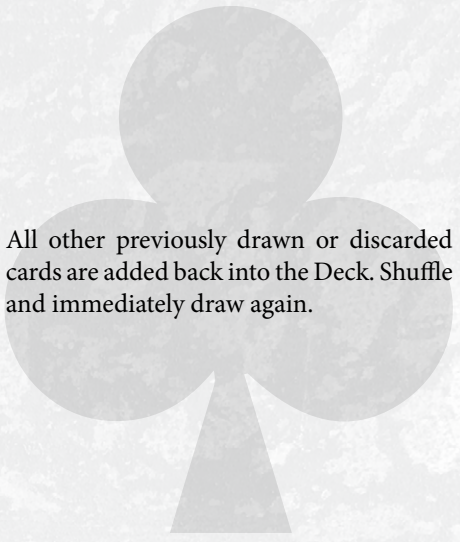
The Drawer gains a +2 bonus to hit any member of a sentient species with whom she shares no common language.



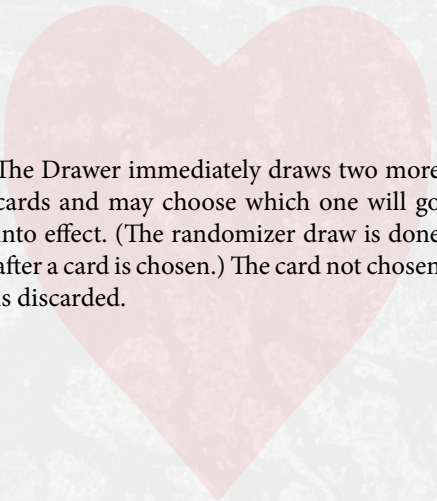
Draw Shenanigans



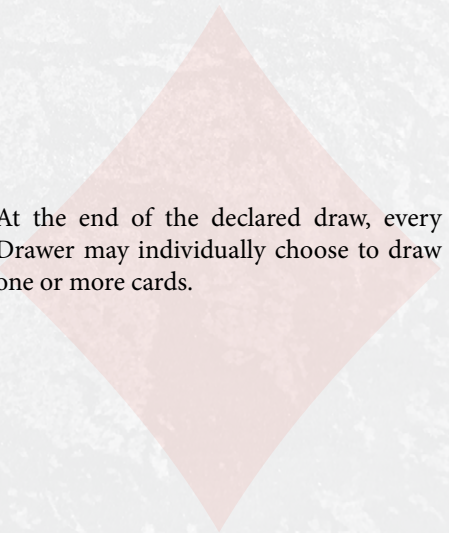
The Drawer may immediately draw another card, and if she doesn't like the card drawn, she may discard it and keep drawing until she gets one she likes. (The randomizer draw is done after a card is chosen.) Discarded cards are wasted forever.



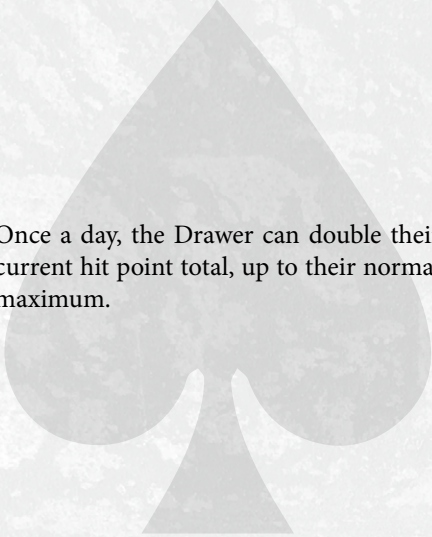
All other previously drawn or discarded cards are added back into the Deck. Shuffle and immediately draw again.



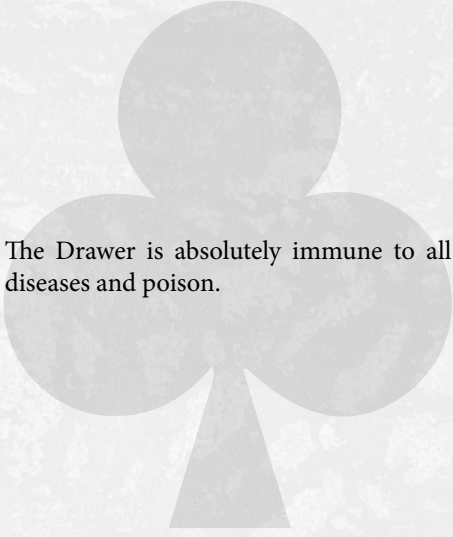
The Drawer immediately draws two more cards and may choose which one will go into effect. (The randomizer draw is done after a card is chosen.) The card not chosen is discarded.



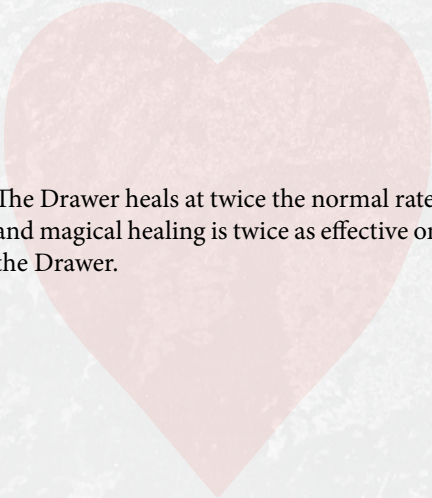
At the end of the declared draw, every Drawer may individually choose to draw one or more cards.



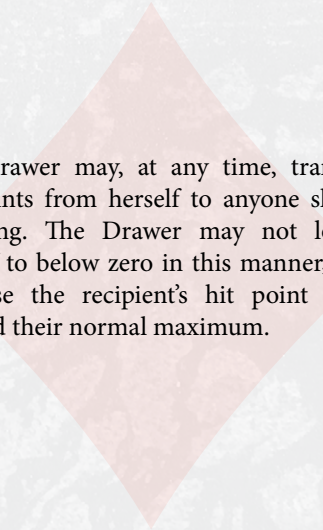
Once a day, the Drawer can double their current hit point total, up to their normal maximum.



The Drawer is absolutely immune to all diseases and poison.



The Drawer heals at twice the normal rate, and magical healing is twice as effective on the Drawer.

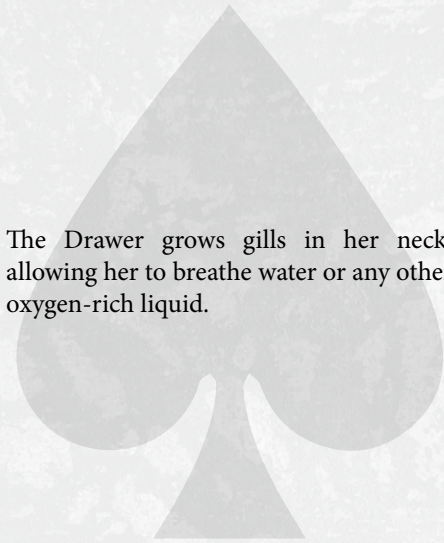


The Drawer may, at any time, transfer hit points from herself to anyone she is touching. The Drawer may not lower herself to below zero in this manner, nor increase the recipient's hit point total beyond their normal maximum.

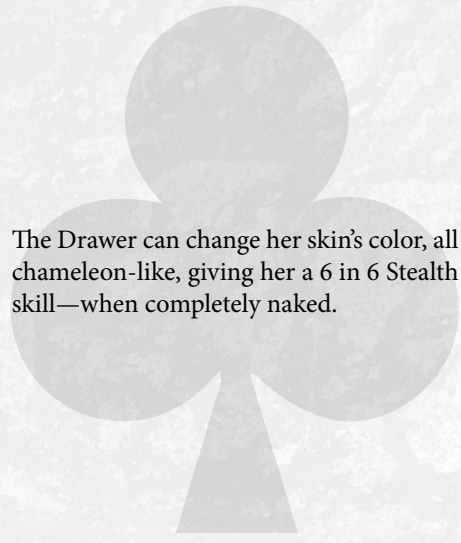


Mutation!

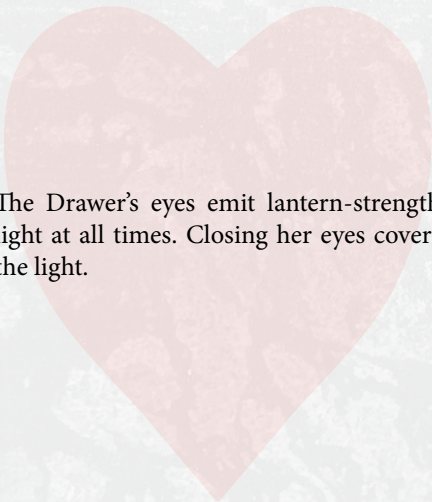
The superstitious townsfolk keep spare torches and pitchforks for folks manifesting these kinds of differences, so cover up!



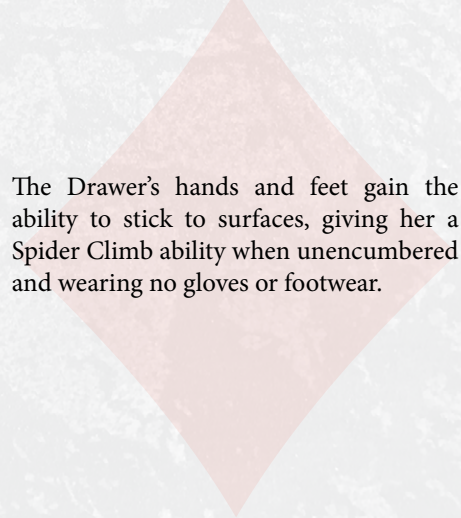
The Drawer grows gills in her neck, allowing her to breathe water or any other oxygen-rich liquid.



The Drawer can change her skin's color, all chameleon-like, giving her a 6 in 6 Stealth skill—when completely naked.



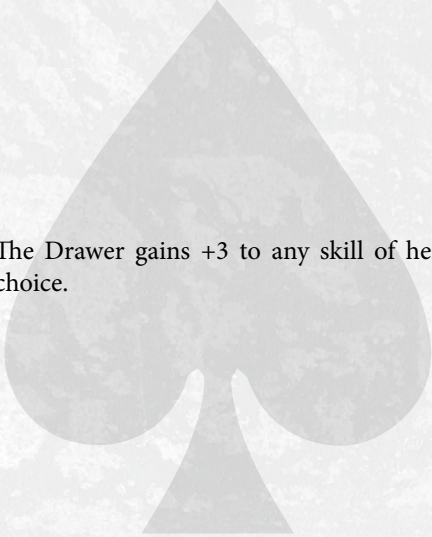
The Drawer's eyes emit lantern-strength light at all times. Closing her eyes covers the light.



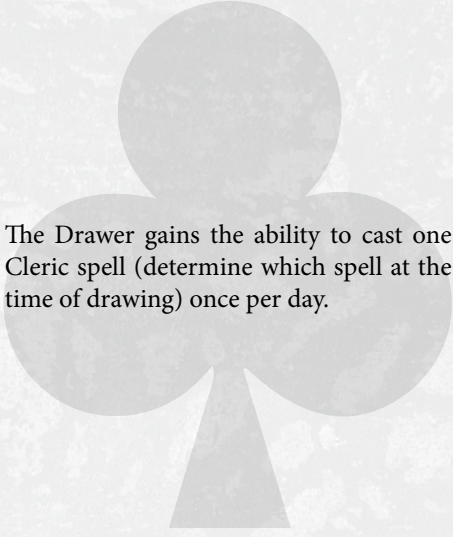
The Drawer's hands and feet gain the ability to stick to surfaces, giving her a Spider Climb ability when unencumbered and wearing no gloves or footwear.

Extra Class Abilities

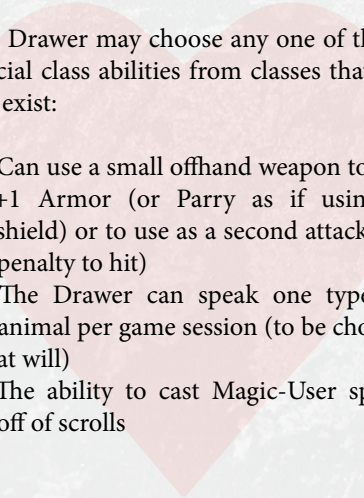
7



The Drawer gains +3 to any skill of her choice.

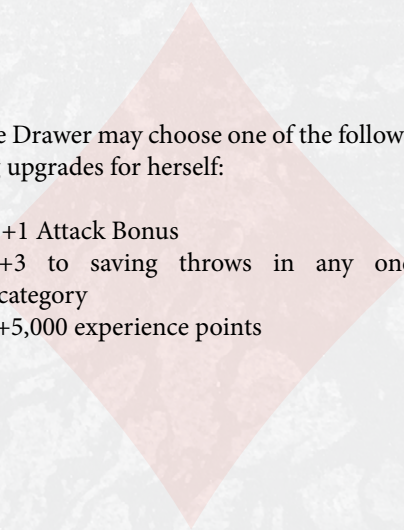


The Drawer gains the ability to cast one Cleric spell (determine which spell at the time of drawing) once per day.



The Drawer may choose any one of these special class abilities from classes that do not exist:

- Can use a small offhand weapon to get +1 Armor (or Parry as if using a shield) or to use as a second attack (-4 penalty to hit)
- The Drawer can speak one type of animal per game session (to be chosen at will)
- The ability to cast Magic-User spells off of scrolls

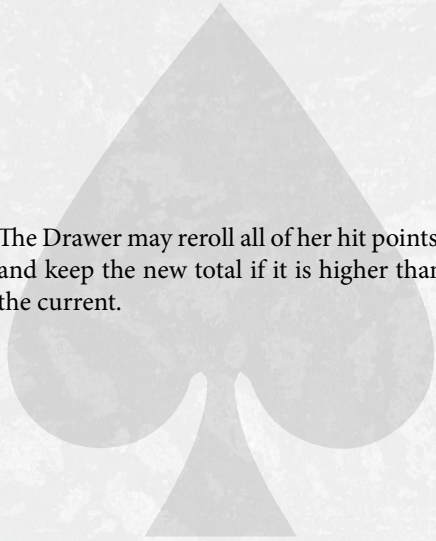


The Drawer may choose one of the following upgrades for herself:

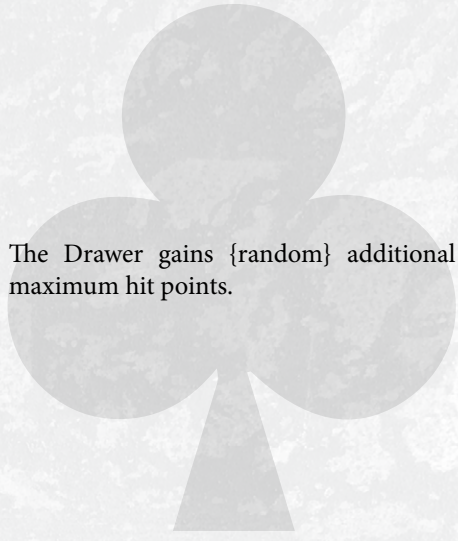
- +1 Attack Bonus
- +3 to saving throws in any one category
- +5,000 experience points



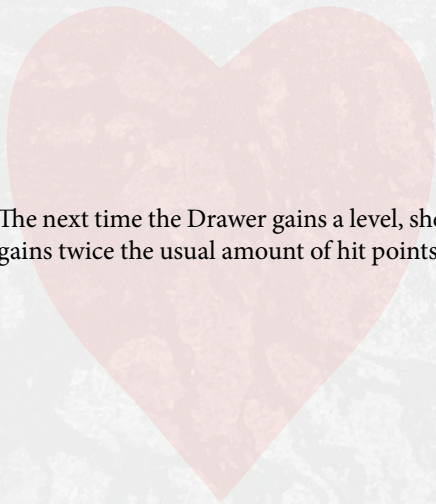
Hit Points



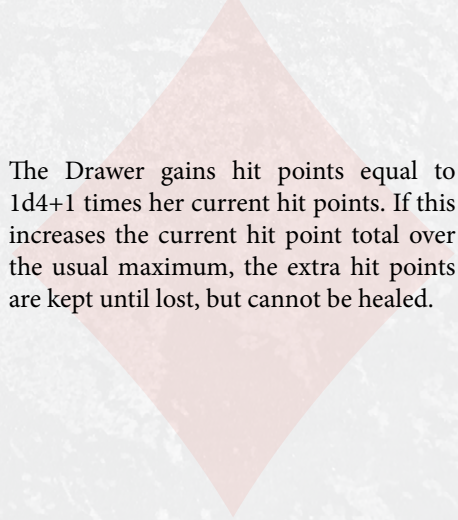
The Drawer may reroll all of her hit points, and keep the new total if it is higher than the current.



The Drawer gains {random} additional maximum hit points.



The next time the Drawer gains a level, she gains twice the usual amount of hit points.

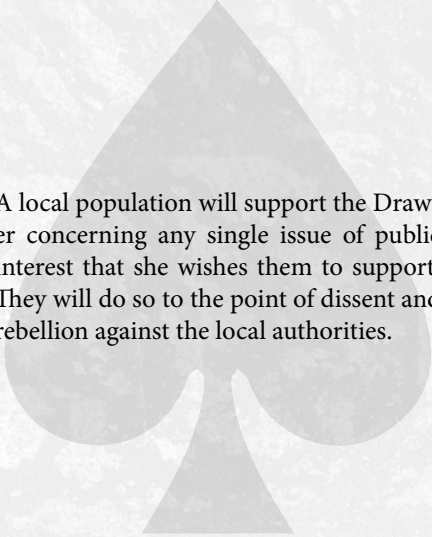


The Drawer gains hit points equal to $1d4+1$ times her current hit points. If this increases the current hit point total over the usual maximum, the extra hit points are kept until lost, but cannot be healed.

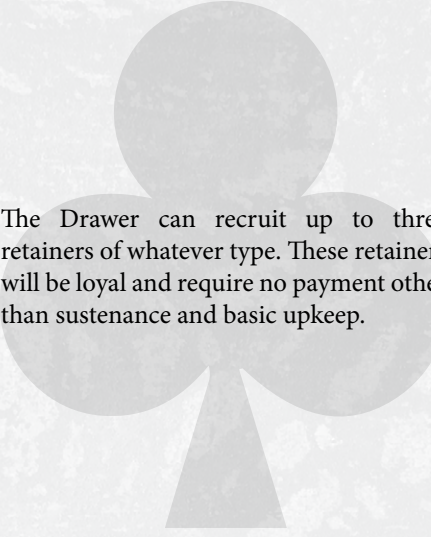
Each of these abilities can be used once in a single location. The Drawer will decide when to activate the power; she chooses which local population it will apply to (although she must be among them to activate the power).

Populist Revolt!

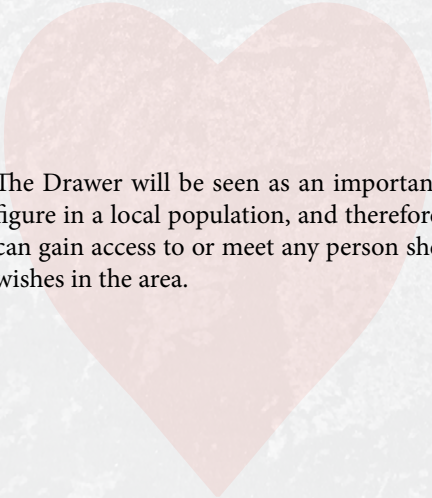
9



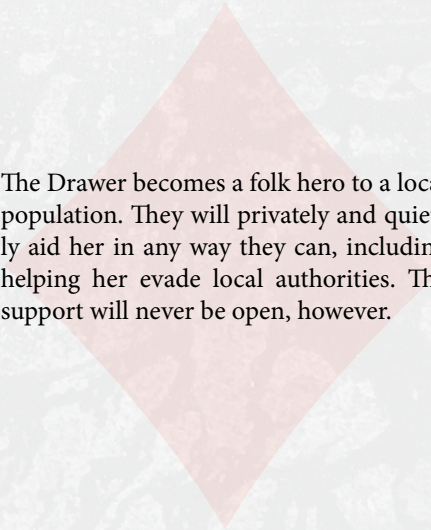
A local population will support the Drawer concerning any single issue of public interest that she wishes them to support. They will do so to the point of dissent and rebellion against the local authorities.



The Drawer can recruit up to three retainers of whatever type. These retainers will be loyal and require no payment other than sustenance and basic upkeep.



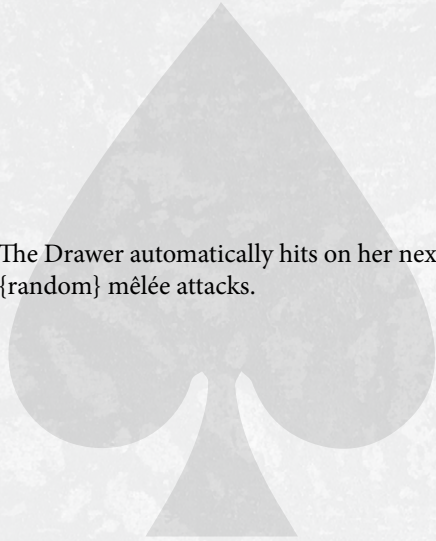
The Drawer will be seen as an important figure in a local population, and therefore can gain access to or meet any person she wishes in the area.



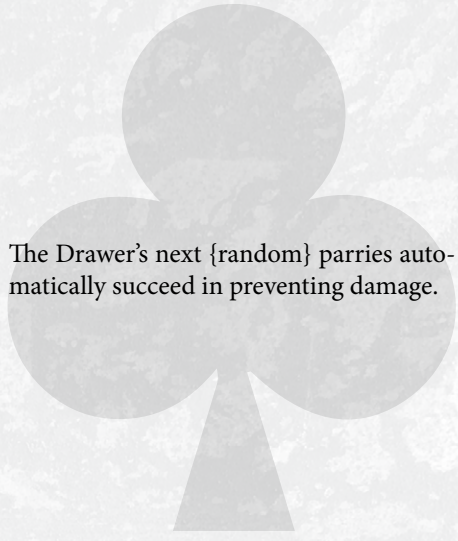
The Drawer becomes a folk hero to a local population. They will privately and quietly aid her in any way they can, including helping her evade local authorities. The support will never be open, however.



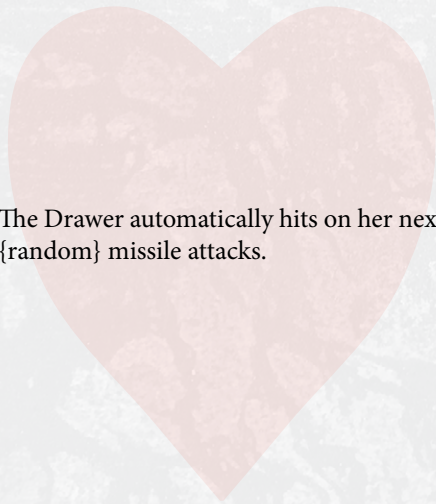
Combat Mastery



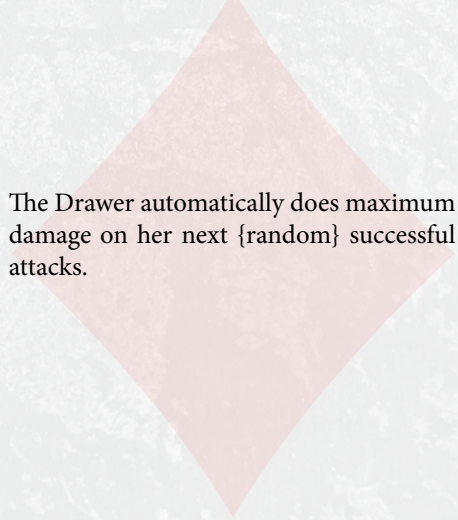
The Drawer automatically hits on her next {random} mêlée attacks.



The Drawer's next {random} parries automatically succeed in preventing damage.

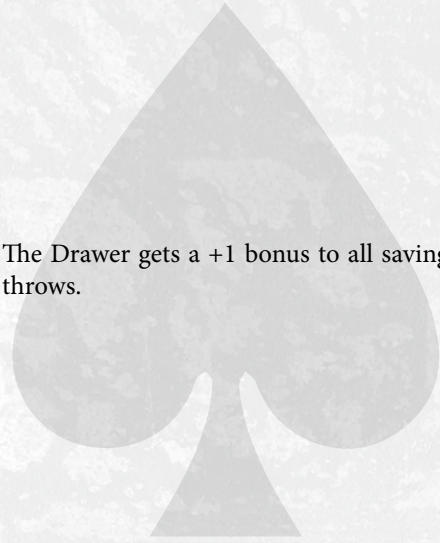


The Drawer automatically hits on her next {random} missile attacks.

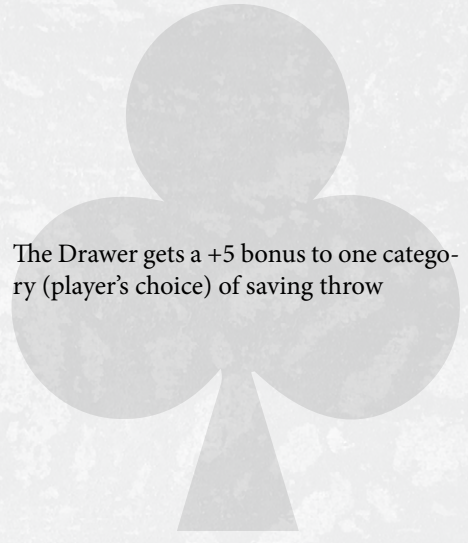


The Drawer automatically does maximum damage on her next {random} successful attacks.

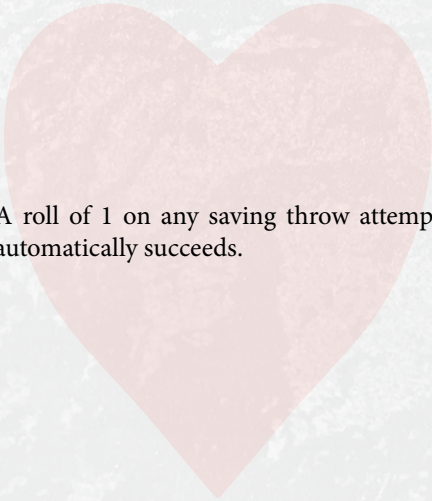
Saving Throws



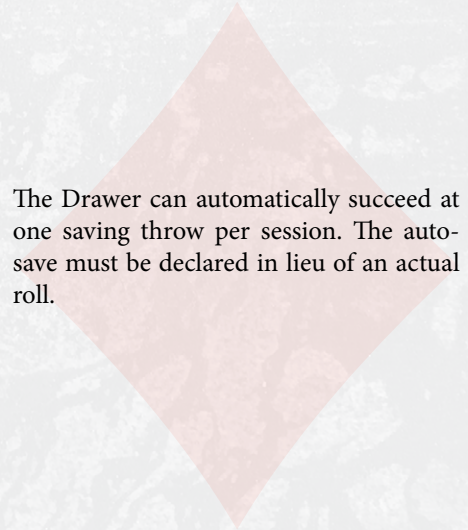
The Drawer gets a +1 bonus to all saving throws.



The Drawer gets a +5 bonus to one category (player's choice) of saving throw



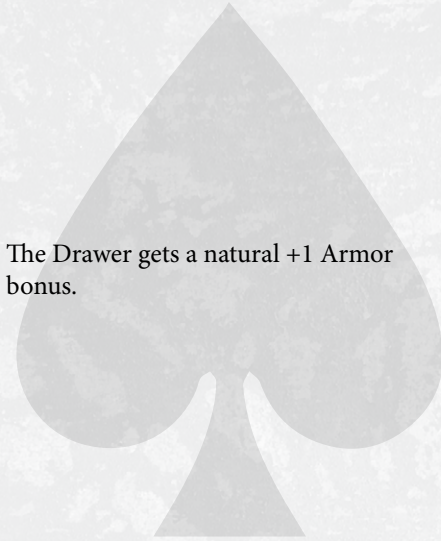
A roll of 1 on any saving throw attempt automatically succeeds.



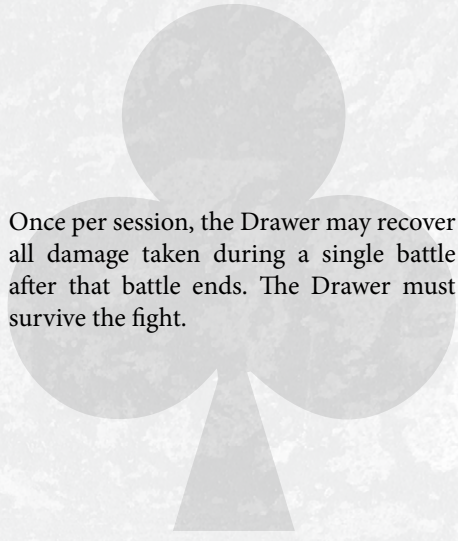
The Drawer can automatically succeed at one saving throw per session. The auto-save must be declared in lieu of an actual roll.



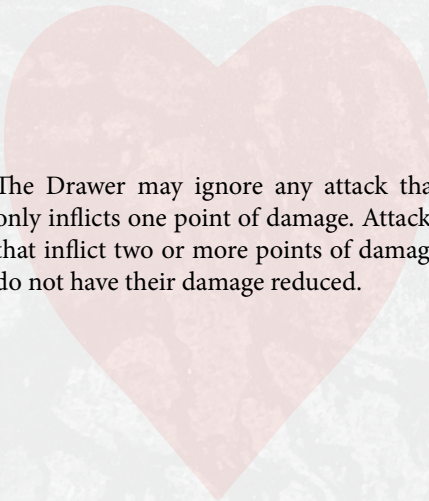
Tough!



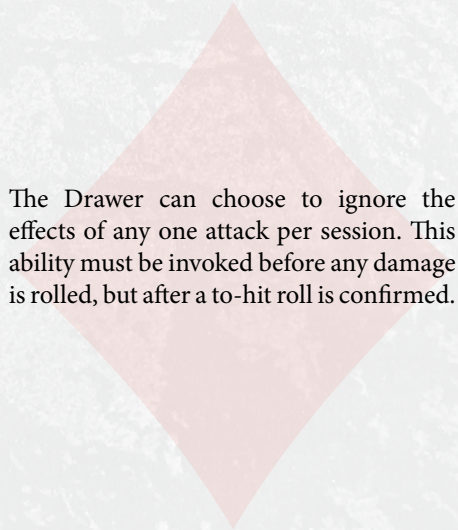
The Drawer gets a natural +1 Armor bonus.



Once per session, the Drawer may recover all damage taken during a single battle after that battle ends. The Drawer must survive the fight.



The Drawer may ignore any attack that only inflicts one point of damage. Attacks that inflict two or more points of damage do not have their damage reduced.

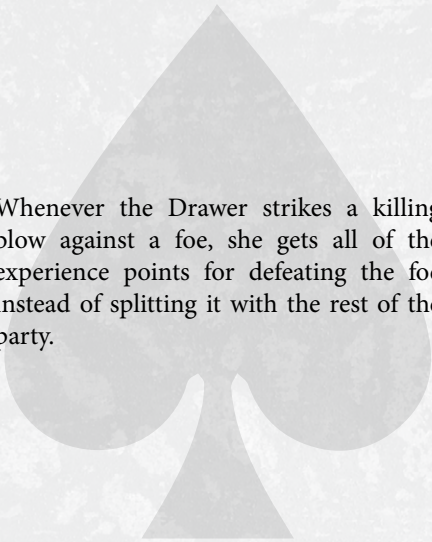


The Drawer can choose to ignore the effects of any one attack per session. This ability must be invoked before any damage is rolled, but after a to-hit roll is confirmed.

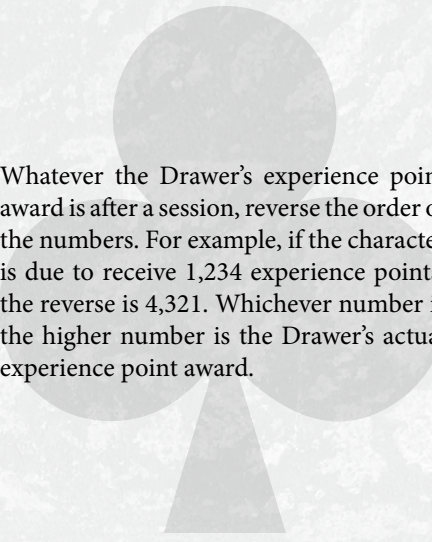




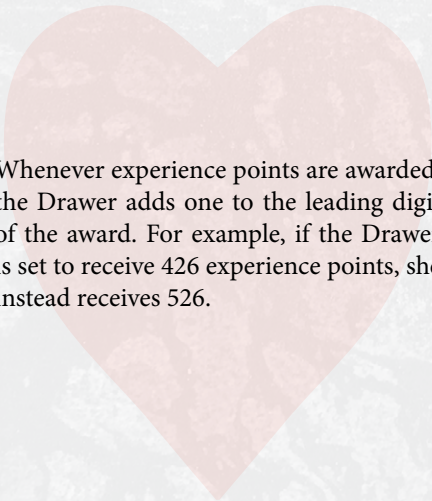
Experience Point Awards



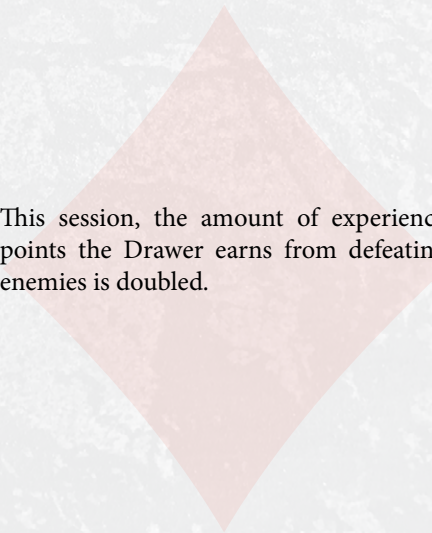
Whenever the Drawer strikes a killing blow against a foe, she gets all of the experience points for defeating the foe instead of splitting it with the rest of the party.



Whatever the Drawer's experience point award is after a session, reverse the order of the numbers. For example, if the character is due to receive 1,234 experience points, the reverse is 4,321. Whichever number is the higher number is the Drawer's actual experience point award.

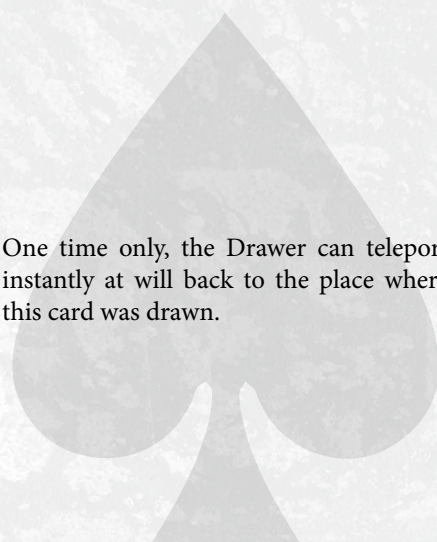


Whenever experience points are awarded, the Drawer adds one to the leading digit of the award. For example, if the Drawer is set to receive 426 experience points, she instead receives 526.

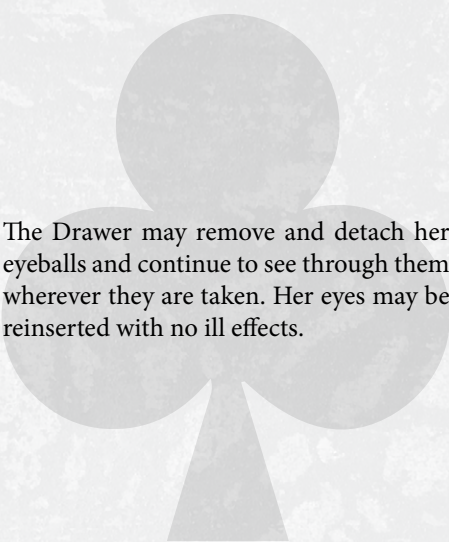


This session, the amount of experience points the Drawer earns from defeating enemies is doubled.

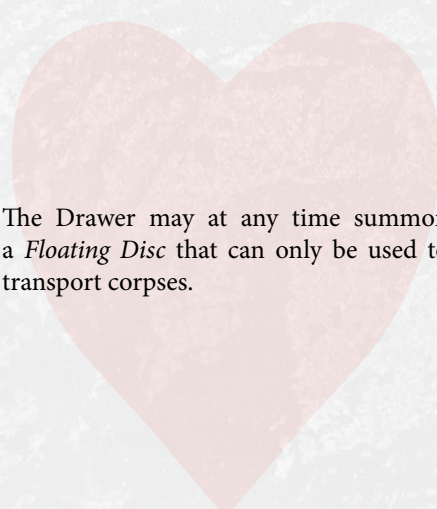
Random Magic



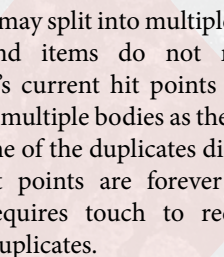
One time only, the Drawer can teleport instantly at will back to the place where this card was drawn.



The Drawer may remove and detach her eyeballs and continue to see through them wherever they are taken. Her eyes may be reinserted with no ill effects.



The Drawer may at any time summon a *Floating Disc* that can only be used to transport corpses.



The Drawer may split into multiple bodies. Clothing and items do not multiply. The Drawer's current hit points are split between the multiple bodies as the Drawer desires. If one of the duplicates dies, those assigned hit points are forever lost. A duplicate requires touch to recombine with other duplicates.

CARD INDEX



2	Cosmetic Oddities.....	4
3	Movement	5
4	Experience Point Oddities	6
5	Loyal Followers.....	7
6	Favored Enemies	8
7	Treasure	9
8	Saving Throws.....	10
9	Combat Issues.....	11
10	A Natural Target.....	12
J	Physical Mutation.....	13
Q	Blood Curse.....	14
K	Hit Point Difficulties	16
A	Healing is a Burden.....	18

Black Joker: Immortality 19



2	Followers	20
3	Companion Animal	21
4	Movement	22
5	Ability Score Shifts	23
6	Money	24
7	Saving Throws.....	25
8	Martial Skill.....	26
9	Class Abilities.....	27
10	Experience Point Awards	28
J	Special Item.....	29
Q	Magic	30
K	Psychic	32
A	Luck.....	33



2	Animal Problems.....	34
3	Light	35
4	Loyal Followers.....	36
5	Ability Score Shifts	37
6	Illness	38
7	Bad Luck.....	39
8	Draw Shenanigans.....	40
9	Mater Lachrymarum	41
10	Mutation	42
J	Combat Incompetence	43
Q	Poor Martial Skills.....	44
K	Duplicate!	46
A	Death.....	48

Red Joker: Item Miracles 49



2	You're a Very Personable Sort	50
3	Favored Enemies	51
4	Draw Shenanigans.....	52
5	Healing.....	53
6	Mutation!.....	54
7	Extra Class Abilities	55
8	Hit Points.....	56
9	Populist Revolt!.....	57
10	Combat Mastery.....	58
J	Saving Throws.....	59
Q	Tough!	60
K	Experience Point Rewards	62
A	Random Magic	63

♣ ♦ THE ♠ ♥
DECK
WEIRD THINGS

MAKE YOUR GAME WEIRD!

Nothing is as painful as a boring, predictable campaign.
Nothing makes a campaign more unpredictable than the
Deck of Weird Things!

This supplement is entirely dedicated to describing the effects of a magical deck of cards to entice your players, to tempt them with ultimate power, or ultimate ruin. Over 200 separate permanent effects are possible!

Text © 2020 James Edward Raggi IV

Printed in Finland
First Printing: 500 copies

Published by

LAMENTATIONS
of the
FLAME PRINCESS

www.lotfp.com

LFP0068

Print 978-952-7238-43-1

PDF 978-952-7238-44-8

