

## Lamentations Of The Flame Princess

Xaxus is a creature of pure thought. Manakata is a being of raw power. On an island at the edge of the world, they transform human proxies to act on their behalf. And they war. Now its you on this island, caught in this battle. Will you remain who you are? Can you? The Idea from Space is an adventure suitable for low-level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Legend tells of a wizard so arrogant that he felt the entire sky was naught but a lens for him to view the stars. So great was his hubris and defiance that even when smote with the power of storm and fire, the wizard laughed. He feared not retribution from man nor God, for he drew his knowledge from something greater. Something darker. Something outside. The legend of this wizard grew, first whispered by men in fear, and later in awe. But then there was no more news. No more talk. Something had finally brought the wizard low, for though the sky still blazed down on him and his abode, he no longer blazed back. And now youre going to walk right through this wizards front door. An adventure for beginning characters, players, and Referees, for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

There is a curse laid on everything in that place! Cursed, you hear me? Cursed! Up on the mountain is a house by a cemetery, haunted by the memories of atrocities past. The cult on the mountain is long gone, yet the music of weirdling death carries on the wind. The mountain is cold. So very cold. And the greedy and the foolish will march bravely up the mountain for gold and glory. but are they worth your soul? You Are Doomed Death Frost Doom is the adventure that launched Lamentations of the Flame Princess in 2009, and this anniversary edition has been fully revised by Zak S (Red & Pleasant Land, Vornheim: The Complete City Kit) with all new interior artwork by Jez Gordon. An adventure suitable for low-level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Vast is Vornheim, the Grey Maze... Give somebody a floorplan and theyll GM for a day show them how to make 30 floorplans in 30 seconds and theyll GM forever. Need to know how to get from here to there even if neither here nor there are listed on a map? Even if there is no map? Need a random encounter? Need instant stats for that random encounter? Need to know why there was a random encounter? This book was designed to help you make a city happen now. In addition to details on Vornheim, adventure locations, and player commentary from the I Hit It With My Axe girls, every single surface below this jacket including the back of the jacket, the book covers underneath, and the inside covers has been crammed full of tools to help you build and run a city no matter what edition game you play.

Life is funny they say. Its full of suffering and misery, confusion and ignorance. The life of those in a small alpine village has suddenly become far more full of those terrible things. Children are missing while tales of black magic and devilry strike panic into the hearts of parents. If their life is just a miserable joke then it should come as no surprise when you hear THE PUNCHLINE. The Punchline comes to you from Zzarchov Kowolski (Going Through Forbidden Otherworlds, Scenic Dunnsouth) and and brought to life by the gruesomely beautiful illustrations of Journeyman1029 (Emerald Alley, OSR2). A killer clown filled adventure suitable for low level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. Made in Finland.

1644, and Civil War rages across England. Oliver Cromwell has taken charge of the opposition to King Charles the First and Cromwell's New Model Army is gaining victories. England is in chaos. Cromwell is a puritan who has vowed to wipe out evil and sorcery, aligning it with the King's Court. The young Witchfinder Matthew Hopkins is scouring the land, holding trials and burning at the stake anybody who he considers in league with the powers of darkness or are "freaks against nature, born of the Devil." Rumours are that there is an island of riches which will fund the escape of those using magic and anybody who stands by them. The island of ""Sirensail."" It is to here that adventurers will set sail. Three adventures in one, city, sea, and island, ""Sirensail"" contains mature content and is suggested for OSR games including Lamentations of the Flame Princess. It is intended for 5-8 characters of levels 1-3.

Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle.Praise for Zak Sabbath:"Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of NumeneraPraise for Patrick Stuart's Fire on the Velvet Horizon:"Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street Station

Carcosa is a science-fantasy role-playing game setting with a sandbox approach: whether heroic or opportune, adventurers of all stripes will find freedom and consequence worth their mettle in a horrifying milieu mixing adventure fantasy, the Mythos, and comic book sci-fi with no punches pulled. Carcosa is compatible with Lamentations of the Flame Princess Weird Fantasy Role-Playing game and other old school fantasy adventure games. This expanded edition details 800 encounters on the 400-hex map and includes the starter adventure Fungoid Gardens of the Bone Sorcerer. Warning: For Adults Only! Contains explicit descriptions and illustrations of vile black magic and violence! Interview by Shamim Momin.

You probably cant imagine a life devoured by war while youre cozy and safe, rolling dice around a table with your friends, but the land remembers. History remembers. Look at the global powers in World War I and you will see the war continued after a three-century truce. Track the global population over time and you will see the divot where pike-and-shot killed those the plague did not. Bore into Arctic ice and measure the lead content and you will see the drop when there were no more men to smelt iron. So, when you seek an inn to stay for the night, why are you so surprised to find the war has arrived ahead of you? An adventure suitable for low level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. Made in Finland.

The law locks up the man or woman. Who steals the goose off the common. But leaves the greater villain loose. Who steals the common from the goose. The law demands that we atone .When we take things we do not own. But leaves the lords and ladies fine. Who takes things that are yours and mine.. The poor and wretched dont escape. If they conspire the law to break;. This must be so but they endure. Those who conspire to make the law.. The law locks up the man or woman. Who steals the goose from off the common. And geese will still a common lack. Till they go and steal it back.. Protest Ballad, Anon. circa 1635England Upturnd is an adventure set during the English Civil War, for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

A terrible Red King wars with an awful Queen, and together they battle into being a rigid, wrong world... and this book

has everything you need to run it. (And any other place in your first, second, third, fourth or fifth edition game that might require intrigue, hidden gardens, inside-out-rooms, scheming monarchs, puzzles or beasts, liquid floors, labyrinths, growing, shrinking, duelling, broken time, Mome Raths, blasphemy, croquet, explanations for where players who missed sessions were, or the rotting arcades and parlors of a palace that was once the size of a nation.)

Explore the shadows with this great vampire omnibus from the Warhammer Old World. TBC

The Ultimate in Sleaze & Sorcery! Dave Brockie (GWAR, Whargoul) and Jobe Bittman (The Monster Alphabet, The One Who Watches from Below) bring you a sordid adventure in a countryside ravaged by unending war! Featuring the Eloi! The Suck-Thing! The Loi-Goi! Spooks! Osuka the Talkative! The Sea Slut! Pig-Men! Truly unmentionable magic! The two brothers in their Towers Two! Lavishly illustrated by Jeremy Duncan and Dave Brockie himself, this tome also contains an appendix with the last unabridged, unedited draft submitted by Brockie before his death. Towers Two is an adventure for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. Beyond the veil of reality, beyond the influence of manipulating politicians, greedy merchants, iron-handed clergy, and the broken masses that toil for their benefi?t, echoes of other realms call to those bold enough, and desperate enough, to escape the oppression of mundane life. Treasure and glory await those courageous enough to wrest it from the darkness. But the danger is great, for lurking in the forgotten shadows are forces far stranger and more perilous than even civilization. The price of freedom might be paid in souls. LotFP: Weird Fantasy Role-Playing presents a sinister and horrific twist on traditional fantasy gaming. Simple enough for a beginner yet meaty enough for the veteran, this game will make all your worst nightmares come true. This book is a revision of the Rules & Magic book originally found in the LotFP: Weird Fantasy Role-Playing boxed set. It contains all the rules needed to play the game. (Explicit Content: Recommended for ages 18+)

1625 was a plague year in Norwich. History tells us that it was an outbreak of the Black Death. History is wrong. An adventure for a party of the 4th level, for use with LAMENTATIONS OF THE FLAME PRINCESS WEIRD FANTASY ROLEPLAYING and other old school adventure roleplaying games.

This volume collects the four adventures previously released as Tower of the Stargazer, Th e God that Crawls, The Monolith from Beyond Space and Time, and The Doom-Cave of the Crystal-Headed Children: \* Tower of the Stargazer presents a familiar traditional fantasy adventure location, the wizards tower, and adds cosmic horror to infuse the familiar with something strange. \* The God that Crawls involves the mystery of what exactly lies in the catacombs beneath an ancient church. How far will the curiosity of your players take their characters before it is too late?\* The Monolith from beyond Space and Time is the deep end of the Weird Horror pool, pure cosmicism and the most intense and pure concentration of Weird in the entire Lamentations of the Flame Princess catalog.\* The Doom-Cave of the Crystal-Headed Children is a bit of a farce, with an absurd premise that invites characters into a reality-bending environment where they will have much opportunity to make some very bad decisions. Includes new artwork! For use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional tabletop role-playing games. Made in Finland.

They've knocked it out of the park. Hit it for six. Got it in an arm bar in the first round. Pick your sport, pick your metaphor, doesnt matter: the point is clear so soon after \_Fire on the Velvet Horizon\_, Patrick Stuart and Scrap Princess prove once again that something as unlikely as an RPG supplement can be art, of the most impressive kind. An amazing work. - China Miville  
Sometimes the snow will not stop. Under its particled screen like layers of veil that would make of the world a bride to an unknown, vast and unseen groom all civilization is wondering from its hearths and stone corners: What is to be done about the women? They spit and rage, they drown the taxmen, they hack the bellies of snakes and eat what they find, they abort babies and squeeze their milk into the bellies of troll-cats, they dwell apart among the wide white peaks, raiding, scheming, speaking to animals, willful and without trade or diplomatic discoursethe witch-women and amazons. They dominate and divide the Devoured Land. Who can see this ending well?

England, 1620. To strike a blow against the Patriarchy, six women perform a dangerous rite in an abandoned priory. Through dance, they commune with Terpsichore, Greek muse and patroness of dancers. Starving demons slither across the moors; monstrous nuns shriek in the infirmary; and within the Attic, a great unraveling awaits. The fate of the world rests in the hands of the players. Will they bring about an egalitarian utopia? Will they skulk away in the night, pockets bulging with treasure? Will they bring about the destruction of all things? Will they find the Tract of Teratology, a randomly-generated creature-summoning ritual with 3.6 quadrillion combinations? After this adventure, nothing will be the same. An adventure for Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered.Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

For our amusement. And beyond that amusement lies those adventures that gave Lamentations of the Flame Princess its reputation. A reputation for publishing situations and scenarios that are nothing more than cruelty disguised as entertainment, designed so that friends and acquaintances will like each other, and themselves, less. Adventures designed to make the sun seem to shine less brightly. Adventures designed to make the embrace of loved ones seem brutally cold. Adventures designed to disgust, repel, and traumatize players as their characters suffer horribly imagined fates and the Referee cackles at sharing their pain. As all good horror must. The volume collects Tales of the Scarecrow, The Magnificent Joop van Ooms, Fuck For Satan, and Death Love Doom, four adventures previously only available in print as limited editions. For use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional tabletop role-playing games. Made in Finland.

An adventure for characters of any level, from zero to infinity, for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

On the Shoulders of Giants is a setting sourcebook compatible with Lamentations of the Flame Princess and more widely compatible with old school role-playing games and the OSR. Fully illustrated by Scrap Princess, this book details a setting where the characters are trying to eke out a living on the rotting corpses of the Olympians. It includes four new classes: the Conspirator, the Corpse Worker, the Prize Fighter, and the Witchdoctor, as well as a new class for NPCs, the Maggot Farmer. On the Shoulders of Giants practically sloughs off flavor for your old school campaign. For the Referee, this setting sourcebook also contains a host of monsters and enemies for the players to face, as well as an adventure location/outline, the Gray Pools, and random tables for when you need an NPC right now. In addition, it contains a setting-neutral monster generator for when you aren't quite sure what those cultists have been feeding the corpses to. This product is an independent production by Apollyon Press, LLC and is not affiliated with Lamentations of the Flame Princess. Lamentations of the Flame Princess is a registered trademark owned by James Edward Raggi IV.

A place to which a wizard withdraws from the world to pursue mastery. A place of magic and plasms and grotesques and horrors and treasures and doorways to other worlds. A place which, when abandoned by the wizard but with its treasures and dangers remaining more or less intact, is a terrible and antic catastrophe in process. A place which makes for marvelous location-based adventures. This book provides rules, guidelines, tables, and suggestions for creating wizards seclusia for your own campaigns, and features three sample seclusia in various stages of completion, including the Seclusium of Orphone of the Three Visions. Suitable for characters of all levels, usable with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Sean Hitcher has just returned from war. He didn't die in Iraq, but part of him wishes that he did. He's home now, back in the small Midwestern town he grew up in. But he is haunted by nightmarish visions of killing and carnage that seem to be the result of severe PTSD. But are they? Is there something he's missing. ... As mysterious acts of violence spread throughout the town, Sean begins to wonder if there's more going on than he originally thought. What terror did he experience on the battlefield, and what horrifying secret did he bring back with him?

THE MOST AWESOME ADVENTURE EVER. Since the invention of the adventure module, there have only been five adventures that were rated the most awesome, the most epic. Broodmother Sky Fortress leaves them all behind. Its got these creatures that are half shark. Half elephant. All badass. They fly around in this cloud fortress, wrecking everything in the campaign until the players step up to stop them. Its all terribly exciting! And all brought to you by none other than the world-famous Arch-Mage of Old-School, Jeff Rients! As an added bonus, weve included a Greatest Hits of the ol Arch-Mages essays and game tools to build your campaign into the unstoppable juggernaut youve always wanted it to be. Your game wont suck anymore! Broodmother SkyFortress: Buying any other adventure is just throwing your money away.

YOU ARE DOOMED. DEATH FROST DOOM is the legendary adventure that introduced the world to the mindbending and merciless fantasy of Lamentations of the Flame Princess. Since 2009, this exploration of a death cults abandoned shrine has been used to start, and end, campaigns all over the world. An adventure suitable for low-level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. Made in Finland.

A Setting Designed to be Placed in Any Fantasy Campaign! Formatted as a hex-based adventure location, the Isle contains 330 unique challenges and locations, including over 100 new monsters and dozens of spellcasters with unique abilities. The book contains over 120 full-color illustrations, including every single monster found on the Isle. Compatible with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional fantasy role-playing games. The included PDF version of Isle of the Unknown is fully layered and bookmarked.

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

Game rules for fantasy role-playing game for high level characters.

Wouldst Thou Like To DIE Deliciously? The year is 1617, and the only thing on the minds of every noblewoman and aristocrat in Europe is CHOCOLATE. The act of eating this modest confection brings so much PLEASURE, it has become more prized than tea, spices, even liquor ... and it all comes from one place: LUCIA DE CASTILLOs factory in northern Friesland. This one businesswoman has Europe by the balls, and some will pay handsomely for the secret to her success. But Lucias factory isnt what it seems to be. The horrors and cruelties that exist within its walls defy IMAGINATION ITSELF. Nobody ever goes in ... and nobody ever comes out! BLOOD IN THE CHOCOLATE is a psycho-sexual romp that pits characters not just against their enemies, but against their own twisting, melting, inflating, or poisoned bodies. This adventure comes from the imagination of Kiel Chenier (Dungeons & Donuts, The Hell House Beckons), brought to life by the lurid illustrations of Jason Bradley Thompson (Mangaka: The Fast & Furious Game of Drawing Comics, Dreamland). An adventure suitable for low-level characters for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Lamentations of the Flame PrinLamentations of the Flame Princess

Two barely conceivable beings have fought a war for a generation over Sajavedra, a barely legendary land far to the southeast. They wish to claim its rich harvests of souls and fields, its intricate networks of ley lines and temples, for their own. They have devastated it utterly. A forgotten weapon in their war, a neglected sorcery fallen from a distracted archons attention, lies in the Qelong River valley at the edge of this near-cosmic battlefield. Qelong is Kenneth Hites hellish southeast Asian setting inspired by fantasy quest drama and war stories like Valhalla Rising, Apocalypse Now, and The Good, the Bad, and the Ugly. Suitable for character levels 4-6, usable with LotFP Weird Fantasy Role-Playing and other traditional role-playing games.

A murdering cult. A religious order dedicated to protecting sacred history. An ancient catacomb full of danger and reward. The God that Crawls A dungeon chase adventure for characters of levels 12 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Looking to instill a little fear in your game? Then look no further! Nothing brings the thrill and terror of discovery to a game like new monsters. Faced with the unknown, mighty-thewed heroes tremble in their hauberks, wizened wizards fumble with their spell books, and even the most audacious of rogues hesitate before plunging into battle. Nevermore worry that your players have memorized every monsters stat, power and weakness. Nevermore resort to tired fantasy clichs, and worn out monsters fought a thousand times before. The Random Esoteric Creature Generator ensures that each monster your PCs cross is unique, unexpected, and best of all unknown. With an unlimited number of horrific combinations, this is the last monster book you will ever need. Bring terror back to the table with the Random Esoteric Creature Generator! Made in Finland.

THE DEAD ARE ALL MAD IN THIS PLACE. Jaume made the most unfortunate mistake of seducing Ysabel and taking her

virginity a sacrilege for which the sentence was death. Enraged upon finding this out, Joudain cleaved Jaumes head in two with an axe and then raised him from the dead to continue his duties. Not long afterward, Joudain decided that, because the twin footmen no longer matched, he had no choice but to inflict the same fate on Miql who now looks exactly like his older brother. JOIN THEM. This heavily revised and greatly expanded deluxe edition of The Cursed Chateau is an adventure for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. DEATH IS JUST THE BEGINNING.

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