

Gregorius21778:

10 Demons of Hell

Medieval/Catholic-myth themed, summoned creatures

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.5
by Kai Pütz; (c)2018

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Actually, this Pay-what-you-want-title is Mr. Kowolski his fault (although he had no hand in it, I am not affiliated with him and I -bet- he does not even know of my existence): in his [Going Through Forbidden Worlds](#), Zzarchov Kowolski leaves it to the Referee to create several demonic encounters for the adventure itself. For doing so he points to the *Summon* spell (LotFP Player Core Rules p. 134) and/or the [Random Esoteric Creature Generator](#) while also giving the advice that many of the creatures encountered may be influenced by a catholic's vision of hell and the demonic.

I am not a Catholic and I did not own a copy of the *Random Esoteric Creature Generator* back in 2018, but I was and am gifted with a queer creativity and a knack for handling an RPG's rules and tables. So I did some brain storming, crossed-bred the results with the tables of [LotFP Summon](#) spell for reference, further inspiration and right-sizing of a total of 10 demonic beings. Eight of them are HD:3, the last two are HD:6. You do not need *Going Through Forbidden Worlds* to make use of them, they will work in any other **LotFP** game as well.

Have fun with them. Oh! *PCR* stands for "LotFP Player Core Book".

Sincerely

Gregorius21778, aka Kai Pütz

The Accusing Nun

Appearance: a tall nun in full habit, a whip in her left hand. Her eyes are that of a corpse, and as soon as she looks at somebody she begins to shriek accusations at her, naming every sin committed by the character and abusing any feeling of guilt she might have. Filthy-brown liquid wells up from her lips and sprays out of her mouth with every shriek and scream. With her whip, she lashes out against anybody that dares to approach her.

| | |
|---------------------------|---|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 7 |
| AC: | 12 |
| Attacks: | 2; (whip for 1d6 & <i>accusations</i>) |
| Special: | Immune to Magic |
| Save: | as 3 rd Level Cleric |

The "Nun" will only use the whip when approached or attacked, but shouts and screams her accusations at one character per round. Those accused must *Save vs Magic* (+3 bonus for characters with a *Lawful* alignment) or will lose 1d6+3 hit points as wounds of a cruel whipping manifest all over the body.

The Lure of Lust

Appearance: a beautiful naked woman whose skin and overall appearance flakes away like brittle paint in the wind, only to reveal a different beautiful, naked woman beneath which will flake to reveal another... on and on. She moans in lust and walks to the nearest character, with a hand reaching out both wanting and longing. When attacked, she will not defend herself. After a wound, her groans become a mix of pain and ecstasy while thick red blood wells up from her lips.

| | |
|---------------------------|-------------------------------------|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 21 |
| AC: | Attacks hit automatically |
| Attacks: | 1 (see below) |
| Special: | Confusion (see below) |
| Save: | as 3 rd Level Specialist |

A character that touches her, is touched by her or successfully attacks her in melee (!) must *Save vs. Magic* or will suffer from the effects of a *Confusion* spell (PCR p.96) for three rounds. The Lure of Lust will try to kiss a victim, and grapple with those that try to resist her (PCR p.62; the Lure always wins ties). After the Lure has pinned her victim, she may kiss it on the following round. Her kiss is lethal. If a *Save vs. Poison* is not passed, the character dies. On a success, the victim loses 2d6 hit points.

The Hoofed Devil

Appearance: a naked, crooked but muscular figure with the legs of a black ram, scarlet red skin and the horns of a goat. Its yellow eyes are slit like that of a snake and its black teeth are as pointy as the tips of the trident in its left hand.

| | |
|---------------------------|----------------------------------|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 19 |
| AC: | 13 |
| Attacks: | 1 (Trident; 1d6+1) |
| Special: | STR & DEX: 14; Spells |
| Save: | as 3 rd Level Fighter |

The Hoofed Devil is under the effect of a permanent *Army of One* spell (and may thereby make one attack against every opponent already engaging it in melee at the start of its round). Furthermore, it may cast *Stinking Cloud* and *Ray of Enfeeblement* once.

The Furies of Hell

Appearance: old, long haired and crook-nosed hags in long black rags who float through the air. Three of them show up at once. Their faces constantly throb, and in their cackling they display rotting teeth. Their fingers end in talons with which they lash out ceaselessly.

| | |
|---------------------------|-------------------------------------|
| Move: | 150'(50') |
| Hit Dice / Points: | 3 / 12 |
| AC: | 12 |
| Attacks: | 2 (Talons; 1d6 each) |
| Special: | Flight; Chaos (see below) |
| Save: | as 3 rd Level Magic-User |

All of the three may cast *Chaos*. The "first" Fury may only do so only once, at the beginning of the encounter. The "second" may do so every other round of an ongoing combat and the "third" may do so (you probably guessed it) every third round.



The Fat Fly

Appearance: a fat fly the size of a man's thumb, black and hairy. The carapace shimmers in a deep green while the compound eyes are of a sickening yellow.

| | |
|---------------------------|-------------------------------------|
| Move: | 150'(50') |
| Hit Dice / Points: | 3 / 1 |
| AC: | 19 |
| Attacks: | 1 (<i>Cause Disease</i>) |
| Special: | Flight; Animate Dead |
| Save: | as 3 rd Level Magic-User |

The fly will only attack if it is attacked, and only on a "tit-for-tat" basis. Upon appearing, it will take a round to determine the nearest dead body which it will then seek out to turn it into a zombie: it may cast *Animate Dead* with its mere touch to create a HD:2 zombie creature out of any human corpse. If there are no corpses, it will attempt to stay near the characters and wait for somebody to wind up dead.

The Black Goat

Appearance: a large black goat with an additional spike-like horn at the center of its head. All of them are made of shining black crystal, and its ice-gray eyes glow as it glares willfully at the party and bleats.

| | |
|---------------------------|--|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 22 |
| AC: | 12 |
| Attacks: | 1 (<i>Ram; 1d6</i>) |
| Special: | Reverse Gravity, Spell Turning; Summon |
| Save: | as 3 rd Level Magic-User |

The Black Goat is always under the effect of *Spell Turning* (and thereby reflects all spells directly aimed at it back to the caster). It can *Summon* any of the other HD:3 demons on this list with a round of bleating, and may do so up to thrice. When it does so the third time, the summoned demon will rupture out of its own flesh, destroying it. In addition, it may cast *Reverse Gravity* (PCR p.127) at will (but not end it at will).



The Demonic Hog

Appearance: a grotesquely fat swine, the size of a large pony. Its slaving maw sports more teeth than any creature should have, and numerous further all to human mouths open up all over its flanks. As it charges, the necrotic underside of its flabby belly rocks and wobbles from side to side.

| | |
|---------------------------|----------------------------------|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 25 |
| AC: | 12 |
| Attacks: | 1 (bite; <i>1d6</i>) |
| Special: | Swallow; Regeneration; Charge |
| Save: | as 3 rd Level Fighter |

The Demonic Hog may use a special charge during its first attack, even if it was not able to use its full move: it gains another +3 bonus for its attack but suffers a (-2) penalty to its AC. The creature regenerates 1d3 hit points every round.

On an attack roll of 20+ its maw will open impossibly wide and swallow a victim whole. Inside of the thing's stomach, the victim is totally helpless while it is digested at a rate of 1 hit point per round. If the creature is killed and cut open, a victim might be saved.

The Flood of Rats

Appearance: a swarm of rats: brown, gray, black and every color in-between. Their eyes are red, their fangs are made of gold and their hissing is a symphony from hell.

| | |
|---------------------------|-------------------------------------|
| Move: | 120'(40') |
| Hit Dice / Points: | 3 / 15 |
| AC: | 12 |
| Attacks: | 2* (dozens of bites; 1d4) |
| Special: | Limited vulnerability; see below |
| Save: | as 3 rd Level Specialist |

The Flood of Rats may attack any target that was already engaged with it at the start of the round two times. It is immune against all missile attacks and melee attacks with minor weapons. All other attacks only deal half of the regular damage to it.

The Flood of Rats loses a HD for every full 5 hit points it lost.

The Roaring Infernal Lion

Appearance: a lion the size of a bull, with a coat of ash and a mane and tail tip of flames. From its eyes rises sulfur smoke, its tongue and maw look like smoldering coal while its teeth are of the brightest white ever seen.

| | |
|---------------------------|----------------------------------|
| Move: | 120'(40') |
| Hit Dice / Points: | 6 / 40 |
| AC: | 14 |
| Attacks: | 3 (claw/claw/bite; 1d8) |
| Special: | Immune to Magic & Fire, Fear |
| Save: | as 6 th Level Fighter |

At the beginning of an encounter the Infernal Lion may roar as a free action. All characters within earshot must *Save vs. Magic* or will suffer the effect of a 6th level *Cause Fear* spell (PCR p.126).

The Scorpion of the Apocalypse

Appearance: a giant scorpion with a carmine red carapace and ghostly, golden-glowing angel wings on its back.

| | |
|---------------------------|--|
| Move: | 120'(40') |
| Hit Dice / Points: | 6 / 30 |
| AC: | 16 |
| Attacks: | 2 (claw/claw; 1d6) |
| Special: | Peculiar Wounds; Pain Stinger; Immune to Poison; |
| Save: | as 6 th Level Fighter |

When both of the claw attacks of the Scorpion hit the same target, it gains a bonus attack with its tail against the victim. A character that is stung by the tail must *Save vs. Devices* or will be so wrecked with **FIRY PAIN** that she counts as *helpless* for 1d4 rounds.

Wounds dealt by the Scorpion of the Apocalypse cannot be healed by magical means.

"... their torment was the torment of a scorpion, when it striketh a man" [Apocalypse 9:5].



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