

Gregorius 21778:

Examples of the Dark Arts

Vol.04: She-Demons



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

by Kai Pütz © 2018
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Examples of the Dark Arts Vol.04 provides new options for the Summon spell found in the [LotFP Player Core Rules](#).

She-Demons wait to be summoned, either in their common form or in one of eight variations: the Amazon, the Angel, the Succubus, the Crone, the Mother, the Maiden, the Whore and the Fury. New sub-tables for their features are included as well as a d100 table with 91 powers arranged to match their theme.

Seven Gifts of the She-Demons may be acquired by summoning or destroying them.

Two detailed, powerful She-Demons: to be summoned or encountered: **the Princess of the Cannibal Night** and **She who Sees** wait to be unleashed onto your game world.

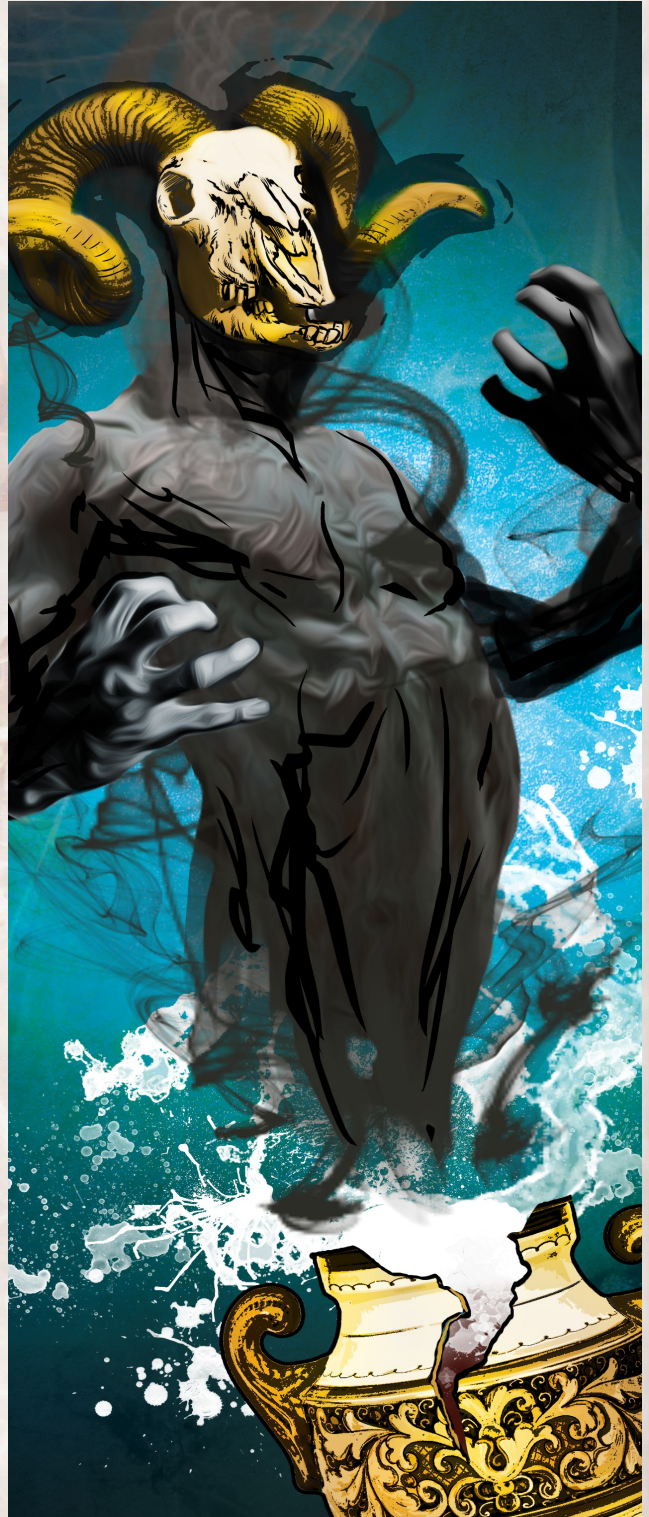
Nine Spells of the Cannibal Night, as the Princess is able to teach them.

All page references in this title refer to the [LotFP Player Core Rules](#).

Have fun!

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To Summon the She-Demon

The following tables are an options for the *Summon* spell (p.134), so that it may call forth a different breed of astral horror: a She-Demon. It is up to the GM if *Summon the She-Demon* is a 1st level Magic-User spell in its own right or if the procedure is covered by the regular *Summon* spell as well.

All changes to the steps of *Summon* are listed below. In case of the *Form*, only the first 12 options are replaced. If things go WRONG, they still do it according to James Edward Raggi IV.

Step One: the caster may attempt to summon a specific Form of She-Demon instead of a random one. To do so, specific requirements have to be met. See the entry about Thaumaturgic Circles and Sacrifices below.

Step Two: when the Saving Throw is failed, *something* comes through. The Magic-User is not summoning a She-Demon but one that is the product of the regular procedure of the *Summon* spell. Even worse, the attempt to dominate this entity will suffer a (further) (-2) penalty.

Step Three: when the Saving Throw of Step Two was passed and no special She-Demon was summoned, the Form is determined with the Form of the She-Demon table. The base stats from the Player Core Rules are listed below for ease of use.

Step Four: the nature of the powers (not their number) are determined according to the new Powers of the She-Demon table. All special forms are treated as already having one power.

Step Five: The Domination Roll is conducted as usual.

Thaumaturgic Circles and Sacrifices: Each special form lists specific sacrifices and/or requirements to the Thaumaturgic Circles. These have to be met if the Magic-User tries to deliberately call forth a certain form.

Move:	120' (40')
Hit Dice / Points:	according to <i>Summon</i>
AC:	12 (Unarmored)
Attacks:	1 attack; 1d6 dmg
Special:	None
Save:	as HD
Moral:	10

Forms of the She-Demon

Unless mentioned otherwise in the description, any She-Demon appears as a woman that is clad in a garment befitting the summoners cultural or personal expectations.

d12 Form	
1	Amazon
2	Angel
3	Succubus
4	Crone
5	Mother
6	Maiden
7	Whore
8	Fury
9+	She-Demon

Amazon: a tall and well-defined warrior-woman, armed and armored. The exact nature of the armament are up to the GM, but the weapon deals 1d8 base damage (counts as a magical attack), and the armor is equal to leather and shield (AC:15). Further, a descriptive adjective should be rolled for the weapon on the *Appendages* table (p. 135). The hit points of an Amazon She-

Demon are always HD x8.

Sacrifices: to summon an *Amazon* a number of heads (or skulls) equal to its HD must be sacrificed. Unlike usual sacrifices, these heads must be of beings that were killed in actual combat, and it does not matter when the combat happened or if it had anything to do with the summoning ritual. The heads do not give the bonus of a regular sacrifice either, but are destroyed during the ritual.

Angel: a graceful and august woman, naked, without a vagina but with large wings on her back (and thereby able to fly, unless more than lightly encumbered). What the wings are like is determined with a random adjective from the *Appendages* table (p.135). An Angel is immune against all Cleric spells with a level lower than its HD.

Sacrifices: an *Angel* can not deliberately be called forth without a sacrifice, and all that are deliberately summoned must have more HD than the summoner's level.

Succubus: a sultry and alluring woman, naked and with large wings on her back (and thereby able to fly, unless more than lightly encumbered). What the wings are like is determined with a random adjective from the *Appendages* table (p.135). A succubus is immune against all *Charm* spells, and has the power to *Charm* any mortal (level equal to HD, but only usable once per person) as well as to *Change Self* at will (for an unlimited time) to assume a different appearance (and to hide her wings).

Thaumaturgic Circles: "Thaumaturgic Circles" to summon a *Succubus* are substituted by sex (not rape). Every person engaging in the sex ritual that accompanies the summoning gives a +1, but they will automatically be *charmed* by the appearing succubus. A succubus cannot be deliberately summoned without a sex ritual.

Crone: an elderly woman (50% chance to appear naked). Her move is only 90'(30'), and she does not get an attack bonus based on her HD (like other monsters do). Instead, the Crone is able to cast three random spells of a level equal to her HD, and one random spell of each lower level.

Thaumaturgic Circles: Magic circles are no use in summoning a *Crone*. Instead, the summoner needs a (female) virgin and a mother that assist in the summoning with chants. Both need to be aware that they are about to summon a *Crone*. If the virgin is the child of the mother, the summoner gets a +3 bonus on the Domination roll. The *Crone* will not accept orders that will harm the virgin and/or mother that assisted in her summoning.

Mother: a regular woman aside from her unnatural features and powers (2 in 6 chance for wide hips). The *Mother* may "summon" a number of other creatures (as per the *Summon* spell) with a combined HD equal to her own minus one. She summons them by giving birth to them, the pregnancy may happen without any seeding and will take a number of rounds equal to twice the HD of the creature while giving birth (in a very abrupt and bloody process) will take a number of rounds equal to the HD of the creature. If the summoner "seeds" the *Mother*, he will gain a +5 bonus to Dominate his spawn. All things the *Mother* gives birth to will remain in this world until destroyed, those that are spawns of a summoner will have his face. A summoner that cannot Dominate a "child" of the *Mother* will lose dominance over her as well.

Sacrifice: to deliberately summon a *Mother*, the summoner has to sacrifice a bull, a goat and a cock.

Maiden: a *Maiden* appears always clad in a white dress of fine linen and is *Immune against Magic*. If a summoner was able to Dominate a *Maiden* with a Great Margin (p.137), she may be used as sacrifice in another summoning. Her HD is then doubled to determine her value as a sacrifice.

Sacrifice: no sacrifice must be made in a summoning to deliberately call forth a *Maiden*.

Whore: the term applied to those kind of She-Demon is misleading, as it is often the case when men try to name things they not truly have a grasp upon. And that is truly what it is about: the grasp, and who ends up in which. A *Whore* appears as a common woman with a painted face and clad in a garb that the summoner would expect a whore to wear.

When the duration of control that the summoner has over the *Whore* expires (and if there ever was any), the character must roll a *Save vs. Device*. On a success the Magic-User may decide to sacrifice a number of XP equal to the *Whore's* HD x25 to lengthen the service by the same duration again (and under the same conditions). If the *Save* is failed, the summoner has no choice but to lengthen the service this way, also the character will believe that this is a decision of his or her own. When the time of service is lengthened, a new Domination roll is in order, but the new result is only taken into account if the She-Demon wins by at least a Greater Margin. Each time that the service was lengthened gives the *Whore* a +1 bonus on this roll.

The XP that the Magic-User sacrifices will not reduce the character's current level, but make it harder to reach the next one (as the total to achieve it are not changed).

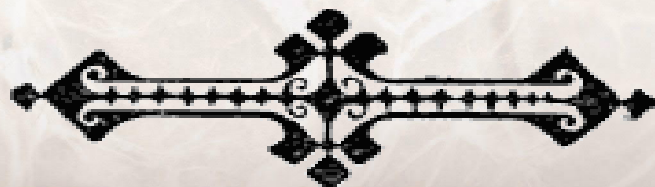
Sacrifice: a *Whore* cannot be deliberately called forth without a sacrifice, and any sacrifice must have swallowed a number of gold coins equal to the HD of the *Whore* to be summoned.

Fury: a wild woman with a visage distorted by rage and a predator's teeth and claws (1d6 damage). The *Fury* may attack 1d6 times per round and gains a +3 bonus on the Dominance roll unless Thaumaturgic Circles were used to summon it. Its Moral is 12.

Sacrifices & Thaumaturgic Circles: to deliberately call forth a *Fury*, a sacrifice (any) must be made and Thaumaturgic Circles drawn with salt must be employed. The sacrifice must be made with a blade that has taken a life before.

She-Demon: the "regular" form of a She-Demon is that of a common woman but for the unnatural appendages and the unworldly powers.

Sacrifice: a Magic-User that wants to make sure to summon a "common" She-Demon must sacrifice a virgin (male or female).



(Optional) New “Appendages”

APPENDAGES	ADJECTIVE	NOUN
1	1 [Color]*	Arms
	2 Additional	Back
	3 Ashen	Belly
	4 Black	Body
	5 Blazing	Breasts
	6 Bleeding	Breath
2	1 Chained	Calves
	2 Crusted	Cheeks
	3 Dead	Ears
	4 Distorted	Ellbows
	5 Feathered	Eyes
	6 Frozen	Face
3	1 Furry	Feet
	2 Glowing	Fingers
	3 Golden	Hair
	4 Gorgeous	Hands
	5 Hideous	Haunches
	6 Horned	Hips
4	1 Iron	Horn/s
	2 Jeweled	Knees
	3 Knotted	Legs
	4 Leathery	Lips
	5 Liquid	Mouth
	6 Numerous	Nails
5	1 Oblong	Neck
	2 Removed	Nose
	3 Reptilian	Palms
	4 Rotten	Scales
	5 Scented	Shoulders
	6 Shrouded	Skin
6	1 Silky	Tail
	2 Smoldering	Thighs
	3 Spiked	Toes
	4 Thorny	Tongue
	5 Tormented	Vagina
	6 Vibrant	Wings

(d8) Colors

1	Violet
2	Green
3	Red
4	Light blue
5	Yellow
6	Orange
7	Blue
8	(Roll again)

Powers of a She-Demon

Determine the number of powers as usual, the roll a d100 and consult the list below instead of the table at p. 136. Reverse-version of spells are always mentioned along with the page number they may be found on.

01# [Roll Adjective] Tiara: the She-Demon counts as +1d4 HD higher for the purpose of Saving Throws, Spells and Powers.

02 -11#: AC +1d8

12# All-Seeing Eye: a third eye at the center of the forehead allows the She-Demon to detect illusions, invisible things/characters, anything “merely” hidden and every ambush.

13# Antipathy/Sympathy: (up to [HD] times per day).

14# Aura of Death: (at will); each character within 15’ must Save vs. Magic each round. Those who fail lose 1 hit point, those who succeed do not need to Save again for 1d4 rounds.

15# Aura of Decay: (permanent); all food and drink but water within 15’ spoils immediately.

16# Aura of Silence (30’): (at will) no sound can be made or be perceived inside of the aura.

17# Babel: (at will); touch attack; see p.146

18# Blasphemous: the She-Demon cannot be turned nor dispelled.

19# Catzform: the She-Demon may turn into a number of large, black cats equal to its own HD. Each cat counts as a HD:3 creature with AC:16 that deals 1d6 damage (-2 penalty against all foes with a base AC of 15+). A cat is killed on the first hit, and as soon as one cat dies the She-Demon transforms back out of one of the remaining cats into her erstwhile form (without any damage) while the others disappear.

#20 Cause Disease: (at will); touch attack; see p.98

#21 Cause Light Wounds: (at will); touch attack; see p.98

#22 Change Self: at will; unlimited.

#23 Charm Monster: (one at a time)

#24 Charm Person: may not hold more characters charmed than it has HD.

#25 Charm; Mass: once per day.

#26 Claws: +1 attack; both deal 1d8 damage each.

#27 Command: only against men; one at a time.

#28 Confusion: at will, one at a time.

#29 Continual Bleeding: after a successful attack the victim loses 1 hit point per round, for HD rounds, till the bleeding is stopped.

#30 Damage Reflection: an attacker suffers damage equal to half of the hit point loss (round up) that his or her attack has caused.

#31 Death Spell; only against women; one at a time.

#32 Detect Lies: permanent.

#33 Disintegrate: one at a time.

#34 Dispel Magic: one at a time

#35 ESP: permanent

#36 Evasive: AC+2; cannot be grappled, bond, pinned or held otherwise.

#37 Flesh to Stone: one at a time; see p. 131

#38 Floating Head: if the She-Demon is reduced to 4 hit points or less, the head and spine detach from the body. The body is now invulnerable, but suffers a (-3) penalty on all rolls. The floating head counts as AC:19. The first hit that deals 4+ damage to the head destroys it, and thereby the She-Demon.

#39 Fury: +1d6 additional attacks each rounds (rolled for each round).

#40 Gaze Attack: [HD]d4 damage unless a Save vs. Paralyze is passed. The nature of the attack is up to the GM.

#41 Gemini: after the first successful attack against it, the She-Demon splits into two identical copies of its original self with all the originals abilities and powers BUT "Gemini", and HD equal to half of the original HD (round up).

#42 Heat Metal: one at a time.

#43 Heroism: only once per character.

#44 Hold Person/Monster: one at a time.

#45 Howl of the Wild: (once per day) evokes the effect of a beneficial *Howl of Moon* on itself and up to HD allies, no matter if it is day or night. Also evokes the effects of a detrimental *Howl of the Moon* onto everyone else with 30' on the next night of a full moon (unless a *Save vs. Magic* is passed).

#46 Hypnotic Presence: all characters present must *Save vs. Device*. Those who fail will be *surprised* by the first attack of the She-Demon.

#47 Immune against Attacks of Men.

#48 Immune against Attacks that deal less than 5+ damage

#49 Immune against Fire

#50 Immune against Magic

#51 Immune against Missile Weapons

#52 Immune against Normal Weapons

#53 Immune against Silver

#54 Insect Plague

#55 Invisibility; (at will)

#56 Enhanced Invisibility against Women (permanent).

#57 Larger than Life: counts as a permanent *Enlarge* +100%

#58 Lashing Tongue: counts as an additional attack with a whip.

#59 Life Drain: the She-Demon regains Hit Points equal to 50% of the damage it deals with a successful attack.

#60 Limited Teleport: may always attack from behind or the sides.

#61 Gaze of Fire: (at will) gaze attack that ignites a target.

#62 Maze: (one at a time)

#63 New Form: may at will turn into a different entity, generated with the original tables of the *Summon* spell. Lost hit points and other lasting effects are transferred to the New Form.

#64 Piercing Shriek: attack; all characters within earshot must *Save vs. Device* or will be stunned for 1d4 rounds.

#65 Polymorph Others: one at a time

#66 Power Word Stun

#67 Protection from Lawful: see p. 123 for the effects.

#68 Protection from Men: see p. 123 for the effects.

#69 Extinguish: quenches all but the largest fires within HD x10 feet (permanent).

#70 Ranged Attack: [HD]d6 damage. The nature of the attack is up to the GM; a successful *Saving Throw* will half the damage.

#71 Reduce: see p.102

#72 Regeneration: the She-Demon immediately regains up to [HD]d8 hit points; usable only once per day.

#73: Scalding Blood: after the She-Demon took 6+ damage from one attack, everybody within 10' must *Save vs. Paralyze* or suffer 1d4 damage.

#74 Scorpion Tail: additional attack; no damage. Victim must *Save vs. Poison* to avoid Death after 1d4 rounds of pure agony (during which it is *helpless*).

#75 Second Visage: ranged attack equal to *Cause Fear* (p.126). Hits automatically, but the victim may *Save vs. Paralyze* to look away.

#76 Second Welcome: after a successful grapple of the She-Demon the victim merges half-way into it. It is stuck and may only break free by taking control of the grapple. The She-Demon grapples automatically with the victim as a free action and gains a +5 bonus. While the victim is still stuck, all damage the She-Demon receives is shared equally between the two.

#77 Set of Wings: the She-Demons gains flight or increases any existing flight speed by 1/3.

#78 Siren Song: when the She-Demon sings the Siren Song, any character within earshot must pass a *Saving Throw vs. Magic*. Those who fail will count as *helpless* and will only stumble towards the She-Demon. Those who pass are immune against the song. The She-Demon may sing as a free action, but her song is interrupted when she is hit and she may not cast spells while singing.

#79 Sleep: touch attack, at will.

#80 Soul Reaper: the She-Demon continues its existence in reality for 1d8 further rounds for every sentient being it slays.

#81 Suggestion; one at a time.

#82 Theft of Breath: Gaze attack that may be avoided with a *Save vs. Paralyze*. If the victim fails the *Saving Throw*, it cannot breath and will begin to suffocate until the She-Demon releases the breath. It may do so at will, but must do so after it receives damage.

#83 Transmute Rock to Mud; once per HD

#84 Trap the Soul: as per the spell, but the She-Demon must kiss the victim (which it may if it controls the victim in a grapple). The gem described in the spell is disgorged by the She-Demon in the next round (as a free action)

#85 Two-Headed: may use an additional spell or power each round.

#86 Undead: double hit points; the She-Demon now counts as *Undead* as well.

#87 Unnatural Grace: the She-Demon automatically passes any and all *Saving Throws* but those against *Magic*.

#88 Unseen Servant: permanent.

#89 Venomous Voice: (at will). Those who hear it must pass a *Save vs. Poison* per round or suffer 1d4 points of damage.

#90 Vile Saliva: melee attack that hits automatically. The victim suffers a (-1) penalty to all dice rolls (not cumulative) until the saliva has been wiped off.

#91 Vulnerable to Attacks of Lawful Characters: takes +1 damage per die.

#92 Vulnerable to Attacks of Virgins: takes +1 damage per die.

#93 Vulnerable to Attacks of Women: takes +1 damage per die.

#94 Vulnerable to Fire: takes +1 damage per die.

#95 Vulnerable to Piercing Attacks: takes +1 damage per die.

#96 Vulnerable to Silver: takes +1 damage per die.

#97 Wall of Ice: one at a time.

#98 Weapon Trap: after each successful melee attack, the damage is rolled a second time. If the new result is lower than the damage that has actually been dealt, the weapon gets stuck deep in the body and cannot be removed till the She-Demon is destroyed. The weapon itself does not impede the She-Demon.

#99 Withering Touch: touch attack; the victim ages 1d8 years.

#100 XP Drain: each successful attack of the She-Demon drains 5xp per point of damage.



Gifts of the She-Demons

The following seven magic items each have a theme based on a [Form of a She-Demon](#). It is up to the GM how these may be obtained in a given game world. Suggestions are that...:

- ◆ The PC may claim the items after destroying a matching She-Demon. Obviously, non of them will happily assist in their own undoing, or even just stand still to let it happen, no matter how much control a summoner has over them (with the exception of the [Maiden](#)).
- ◆ A summoner may barter for a gift and offer the She-Demon's immediate release from service in exchange for it. The level assigned to each item may be translated into the margin of success the summoner must have achieved to gain the item instead of a service.
- ◆ A summoner may create the magic item according to the rules found on p. 81 of the Player Core Rules, each is treated as a potion. The *Grimoire of the Crone* and the *Glaive of the Amazon* cannot be created that way. The level assigned to each item is equal to the "spell level" for the creation of it. The Magic-User must either have summoned the matching type of She-Demon once or must know the specific spell to do so (if the GM uses this rule variant).
- ◆ The items only share the name with a She-Demon form, but are not actually linked to them in any other way. It is up to the GM to create a suiting history for each item, and they may very well be unique.

Glaive of the Amazon

[Level 5] A heavy and curved blade a cubit long, attached to a shaft about half the length of a spear. The Glaive of the Amazon is a magical +2 Medium Weapon (1d8+2 damage). A non-Fighter character without a positive DEX bonus will receive a (-2) penalty to attack rolls while using this weapon, unless 300xp are spend to master it. A character with a negative DEX bonus cannot master this weapons.

If the Glaive is ever used to slay a non-combatant woman, it will turn into a cursed (-4) weapon to the current wielder. If the wielder slays an enemy in combat with a strike that excels the targets effective AC by more than 5 points, the victim is beheaded and the wielder counts as being under the effect of an *Army of One* spell for the rest of the fight.

If a head taken this way is used in a ritual to summon an Amazon, the summoner gains a +1 bonus for the Domination roll (cumulative).

Tears of the Angel

[Level 4] The clear, salty liquid is usually stored in small vials with a delicate opening, for it is used in drops. If acquired or "produced", 1d8+12 drops are gained. If a vial is found, it will contain 1d20 drops. The effect of the *Tears of the Angel* depends on the way it is applied.

Eye drops: a drop on each eye bestows the ability to *Detect Evil* for 1 turn.

Rubbed onto the cheeks: the character is under the effect of a *Protection from Evil* for a number of turns equal to the number of drops that were applied.

Given to food/drink: each drop applies the effect of *Purify Food and Drink* on a meal/a drink.

Consumed: the character is under the effect of *Remove Fear* for a number of turns equal to the number of drops consumed.

Rubbed onto the forehead: the character is under the effect of a *Sanctuary* spell for a number of turns equal to the amount of drops used.

Sprinkled onto the Undead: this causes an effect equal to *Turn Undead*. The drops may be sprinkled up to 10', but it is impossible to apply an exact dosage. Instead, 2d6 drops are spend, and the higher of the two die results affect the target.

Scholars sometimes wonder how a substance derived from Chaos and Magic can produce effects akin to those the Divine bestows upon faithful clerics. Some clerics point out that the She-Demons known as Angels are fallen angels, and that their tears are those of repentance, which is accepted and blessed by the Divine in turn. Some Magic-Users claim that it is merely this widely held subconscious believe that leads to the effect.

Blood of the Succubus

[Level 2] The scarlet blood is always hot and close to boiling, but never spoils. If given into red wine, it will dissolve perfectly and leave not a hint of itself, but transfers its powers. If acquired or "produced", 1d4+2 drams are gained. If a vial is found, it will contain 1d6 drams.

Even a dram of it makes the consumer irresistible as a lover, no matter of the sex and personal preferences of its target. The consumer in turn burns with carnal desire and will lose a hit point per turn while the life force devours itself. This effect lasts for an hour per dram consumed or until the consumer had sex. Masturbation will not provide relief, only sex with another being does.

Sex with another being will take 1d4 hours (no hit points lost) and exhaust the partner thoroughly, but the character will regain 1d6 hit points at the end.

Grimoire of the Crone

[Level 5] A leather bound tome with pages so brittle that one fears that they could crumble upon a touch (but will not, unless handled carelessly). The *Grimoire of the Crone* contains a number randomly determined spells: one of the 6th level, two of the 5th, three of the 4th, five of the 2nd and six of the 1st.

As soon as a Magic-User tries to copy a spell to the own spell book, a moment of epiphany overcomes the character and the whole task is completed in just one day. In turn, the character ages a number of years equal to 1d6 plus the level of the copied spell (see p.35 for the negative effects of old age). Unless the character can be herself considered “a crone”, the pages that contained the spell in question in the *Grimoire* will crumble once the task was performed.

Any character that classifies as “a crone” (any female Magic-User with an age of 50+) may cast spells from the *Grimoire* as they would be written on magic scrolls. Doing so has the crone age by another year unless a roll with a d6 ends with a result higher than the level of the spell that has been used.

Milk of the Mother

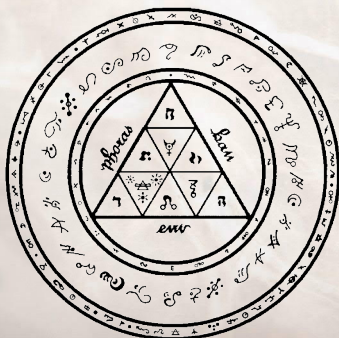
[Level 3] Mother’s milk that will never go off unless it is boiled or watered down (in which case it does so immediately). When acquired or “produced”, 1d4+2 drams are gained. If a vial is found, it will contain 1d6 drams. Its effect sets in at the end of a turn and depends on the amount consumed during the turn.

A character that consumes *one* dram of the *Milk of the Mother* will be considered two levels higher for the purpose of Saving Throws till his or her next meal.

A character that consumes *two* drams of it will *instead* gain +10% experience at the end of the session.

When a character drinks more, he or she will *instead* increase *Constitution* by one point per dram till the next level is reached.

If a summoned creature under the temporary control of a summoner is feed the *Milk of the Mother*, each dram increases the number of rounds it is under the Magic-Users control by 1d10.



Tress of the Maiden

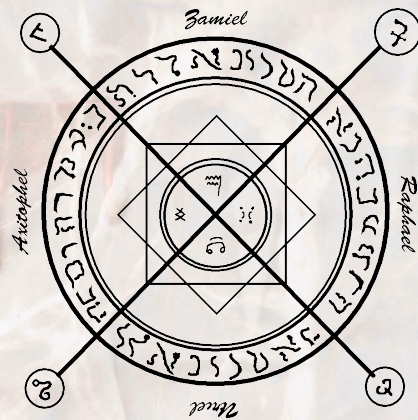
[Level 2] A tress of hair that could not be told apart from a mundane one (unless the hair happens to be of a peculiar color).

When it is worn like a secret talisman (e.g. in a locket or hidden under clothes), one failed Saving Throw of the character per session may be treated as passed instead.

When it is worn visibly or woven into a cloth item, the wearers Charisma bonus(!) is increased by +1. The bonus vanishes once another falls in love with the character or the character uses *Charm*.

When it is given to another as a gift, it works as a *Bless* spell with a level equal to that of the donor *unless* the the character has already owned the tress before.

When it is burned as an offering during a *Summon* spell, the value of all sacrifices used in this spell are doubled (up to a total value of 10 HD).



Mane of the Fury

Long, wild and unruly hair shaved from the head or even taken along with the scalp. Either way, it could be divided into 1d4+9 tufts.

Worn as part of a piece of cloth, the whole mane gives the wearer an additional attack in melee.

Worn as a trophy the character will gain a +3 reaction bonus from members of primitive cultures (+1 if only a tuft is worn).

Worn as a wig or hair piece the whole mane gives a +2 bonus on all melee attacks, while a tuft gives +1.

A tuft attached to a melee weapon allows to re-roll the damage once per hit (the new result must be taken)

A tuft that is eaten allows the character to attack 1d4 times per round and gains a +2 attack bonus in melee for an hour.

The Princess of the Cannibal Night

She appears as a young woman, larger than life. 9 feet tall and naked. Her skin is like snow and you can see the bones beneath, so haggard is she. Her long hair is a patch of starry night sky where the wind chases the dark clouds. Her eyes are red like spilled blood, her lips are thin and pale. The cold of the north is with her, and if she opens her mouth the teeth within are red and unreal, like a moving picture held by hands that shake to much. Those who see her feel how hunger waves in and out of them with their own breath.

Move:	150' (50')
Hit Dice / Points:	7
AC:	12 (Unarmored)
Attacks:	2 claw-like rakes (1d6 each)
Special:	see below
Save:	as 10 th level Specialist
Moral:	10

When she is on the prowl, she shrinks till she is merely 5 feet tall, and will then move in a hunched over posture that somehow does not slow her at all.

When she is not attacked by more than one opponent, she will pounce a character like a wild cat, but in total silence. Her attack is a grapple, and if she succeeds she goes straight for the throat with her teeth: if the victim does not pass a *Save vs. Paralyze*, she gets the throat. If the victim does then fails a *Save vs Death*, she tears it out. Otherwise, the teeth in her mouth merely do 1d8 points of damage. If confronted by more than one opponent, she will turn to flee after 1d4 rounds and will not attack for the next 2d6 turns.

Impossible Wounds: she does not have claws, but she strikes with her hands like she would have, and strikes wounds like she would have. Those wounds are grisly, and never heal due to just a nights rest (see p.36).

Cannibal Kin: she may evoke *Charm* on any cannibal, and will not eat those she had charmed as long as there are others to eat.

The Huntress: Stealth:4, Sneak Attack: 4; Survival: 6; Climb: 4. She leaves no traces.

Princess of the Night: She may cast certain spells (see Spells of the Cannibal Night) like an Elf, and is not limited in their use.

Cold as the North: she is immune to cold and cold-based attacks. Fire and fire-based attacks only do half damage to her.

Fed by Flesh and Hunger: she regains 1 hit point per turn.

“She is the hunger and the night. The northern cold and the will to survive. The hideous beauty of the wild, the unmasking hunger, the taste of thy own that overturns and transcends thy self.” - words of a lone man in the woods at winter.

How to encounter her:

She may appear in winter nights. Hunger speaks to her, desperation is like blood on the wind to her, and her hunger awakens when man eats man. If she comes, she will stay till her hunger is satisfied. The GM rolls a d8 after she was able to devour a character (NPC or PC). If the result is lower than the total of characters she was able to devour since she appeared, she will vanish at the end of the night.

She prefers to stay close to her prey, but out of sight till she strikes. Once she appeared, she can feel any character's presence from a mile away so that she may follow their tracks than. She does not sleep, but prefers to rest in dark or shadowy places. The night is her time to strike, but when she had not fed for two days, she will not mind the daylight anymore. Same is true when she feels that the characters come for her.

How to summon her:

Summon the Princess of the Cannibal Night is a 1st level Magic-User spell, and a variant of the *Summon* spell (p.136). If the summoning does not include a sacrifice of the same race as the caster, the Domination roll receives a (-5) penalty. To calculate if the Magic-User wins the Domination test by a Great Margin, the HD of the Princess of the Cannibal Night is treated as HD:10. The rules for the caster winning the Domination roll by 19 or more do not apply. Once summoned and controlled, the Magic-User may call for a service as usual. Instead of her servitude, the Magic-User may instantly(!) learn any number of the spells of the Princess, but must accept that she eats some of his flesh in the act. The damage this does is determined with a die close to the total of the spell levels learned this way (d4 if the total is 1-4, d6 if it is 5-7, d8 if it is 8 or 9, d12 if more).

As a third option, the Magic-User may ask the Princess to make a character... (see below).

Swift	increases DEX by 1d4
Cunning	increases WIS by 1d4
Strong	increases STR by 1d4
Survive	increases Bushcraft by 1
Lethal	increases Sneak Attack by 1
Silent	increases Stealth by 1

In that case, the Princess will pull the character into an embrace, and her nightsky-hair will engulf them both for a moment while the PC will feel how the cold devours him or her from the inside out. The price is the loss of 1d6 points of CON, and all these changes are permanent.

Spells of the Cannibal Night

Blood on the Wind

Magic User Level 1
Duration: Instantaneous
Range: 0

With a single breath the caster becomes aware of the most dangerous being (natural or not, based on HD or level) in the wider area. If the caster knows this beast or monster, the GM will name it to him or her. Otherwise, the spell will only reveal a general description (e.g. a large undead monster, a powerful elf, a magical beast with many abilities linked to fire) and the HD/level of said being.

Out in the open the spell has a range of 4 miles, in an enclosed space the outside is not taken into account and the range is only 30' per level of the caster.

Blood like Bile

Magic User Level 2
Duration: 2 Turns/level
Range: 0

The blood of the caster becomes noisome, to the point that beasts refrain from biting. If the character becomes the victim of a successful bite attack, the attacker must pass a Moral check. On a failure, the monster will not use the bite attack on the caster anymore (and perhaps flee, at the GM's discretion).

By Flesh and Blood

Magic User Level 3
Duration: Instantaneous
Range: 0

When the caster eats the heart and liver of a character of the own race, he or she may regain a number of spells cast within the last 24 hours with a level total equal to the HD or level of the character whose heart and liver the caster has eaten.

Cannibal Feast

Magic User Level 1
Duration: see below
Range: Touch

The cast imbues a (relatively) fresh corpse of the same race with netherly powers that may be consumed with the flesh. If the Cannibal Feast is not shared with more

characters than the caster has levels, everyone that partakes will gain a +1 bonus to all Saving Throws and a +2 melee attack bonus till the next sunrise.

Dreameater

Magic User Level 2
Duration: see below
Range: 10'/level

To sate the own hunger the caster may eat the dream of a character that sleeps in the immediate vicinity (e.g. at the same camp fire or in the same hall). The victim must *Save vs. Magic*, and on a failure it will have a horrible nightmare about being eaten alive. The caster counts as nourished afterwards, while the victim loses 1d4+2 points of WIS, which it will recover with a rate of 1 point per night of undisturbed sleep. If a victim loses more than half of the attribute this way, it must *Save vs. Devices* or will suffer from mad delusions: it will believe that somebody wants to eat him or her, becomes paranoid about it and may even believe that he or she has to do so first (2 out of 6 chance).

Driving Hunger

Magic User Level 3
Duration: 1 hour/level
Range: 10'/level

The caster awakens a primal hunger within the target of the spell that threatens to devour it while it also unlocks abilities otherwise beyond its limits. During the duration of the spell (which the victim may resist with a *Save vs. Magic* and that the caster may end at any point) the victim will gain a +2 bonus on Search, +1 on Survival, +1 on attack rolls in melee and gains a +1 bonus when it comes to determining *surprise*. At the beginning of each hour, the target may lose hit points do to the sheer force of the hunger. A d8 is rolled: on a result of 1, 2 or 3 the character loses that many hit points.

Eating the Hunger

Magic User Level 1
Duration: 1 day/level
Range: 10'/level

When the character spends a substantial amount of time near a character that has not eaten a full meal with the last 24 hours (see p. 36), said person will fail the according *Save vs. Poison* (and the point of CON going along with it) while the caster gains a bonus on his or her own *Save* equal to the number of starving persons around him or her (maximum: +4).



Hungry Fire

Magic User Level 1

Duration: see below

Range: 1'

The caster may ignite and plant an unnatural flame in a (relative) fresh corpse. The fire burns with a blood red shine, and burns without setting anything else on fire (but hurts and blackens as a real flame). Depending on the size of the corpse (or part of it) the fire ranges from a candle flame (a hand or foot) to a large campfire (a rather complete human corpse). A complete corpse will burn and give heat for 6 turns per hit point. The flame eats away hair, horn, nails, flesh, fat and only leaves the charred bones. The Undead cannot be set on fire this way.

Meal of Hearts

Magic User Level 1

Duration: 1 turn

Range: Touch

The caster condensates the lingering life force of a freshly slain human(oid) in its heart, which will then provide it to those that eats it. If the heart is eaten within a turn, the character doing so will regain 1d8 lost hit points. The spell may not be combined with *By Flesh and Blood*, and cannot be cast on a heart that stopped beating more than a turn ago.

If the Princess dominates with a Great Margin... (d6):

1: She takes the caster with her to where she was summoned from. There she will eat him or her alive and damn his soul to wail in the dead of night from that day on, each year on the annual of this event.

2: She will act like she would be under the caster's control, and the caster will believe this. But at the first opportunity she will attack the caster's allies so that she may feed them to him and make him her minion. The caster becomes an NPC and will summon the Princess again and again to feast with her.

3: The caster and all those present have the urge to become cannibals, and will use the Princess for this aim.

4: The Princess will vanish immediately after showing up, only to appear again in this area on the next winter night, for the whole winter to come.

5-6: Night falls, no matter what time of the day it is, and the cold of the north creeps into the region for miles and miles around, for 1d4 days and nights. During this time the Princess will hunt the caster and everyone with him or her. She will take the caster last, unless the caster is offered to her, and vanishes if the caster is no more.

She who Sees / Sszee Hu' Tzees

When you stare into the abyss for too long, the abyss will stare back into you. Few know that when you look for something for too long, you will be found by *She-who-Sees*. Her appearance is that of a woman with long hazelnut hair, clad only in a skirt. Her face, her body, her arms, hands and back are covered in eyes. Her upper lip is replaced with eyes as well, leaving her with a frothing grin as savage as the claws at her hands. The largest clusters of eyes are found in her face and her chest, but even the elbows and palms have pairs or singular eyes of wildly different color.

She does not look for anything nor has she lost something, but those who look for something hard and determined attract her. She must have a look at them, and so she comes to them. But she cannot stand to be looked upon. Not because she is an abomination (she is), not because she wants to keep her existence secret (she does not) but because she is envious. SHE is the one who sees! SHE is the one to gaze, and to behold and to watch, to scrutinize. No other shall see and behold more than she does. As much as those who have a deep desire (or need) to seek and look for something attract her, as much does she envy them for everything they have seen and she has not. Envy is a sin because it entices you to take from others what they have. And she has the means to do so.

Move:	120' (40')
Hit Dice / Points:	6
AC:	12 (Unarmored)
Attacks:	Gaze attacks; as weapons or 1d4
Special:	see below
Save:	as 6th level Magic-User
Moral:	9



She with the many eyes: the bizarre colored eyes on her body sometimes seem to roll and move on their own, but she sees through all of them and her mind cannot be distracted. It is impossible to surprise her and she may use her gaze attack (see below) on any number of targets within line of sight.

She who sees: her eyes permanently give her the effects of *Detect Illusion*, *Detect Invisible* and *Detect Magic*. As every single eye on her body has this power, it is next to impossible to *Dispel* the effect.

Her captivating gaze: *She* may evoke an effect equal to *Hold Person* and/or *Hold Monster* on anybody within line of sight. Characters may try to break eye contact with a successful *Save vs. Paralyze* (-2 due to the numerous eye), but to be truly save from it a character should not look at her at all (-4 on all attack rolls). A victim may *Save vs. Magic* against the effect, but will have to save again every round that he or she does not look away. Once held by her gaze, a victim is paralyzed for 6 rounds. At the start of the seventh the victim may roll another *Saving Throw*, but on a failure the effect continues for another 6 rounds. If the victim suffers damage while being "held", her or she may roll another *Save* at the beginning of the next round. The same is true if *She* has been attacked on the previous round.

Should *She* ever focus on just one target with her gaze, its *Save vs. Magic* suffers a (-4) penalty.

All the things *She* has seen: *She* may cast *Clairvoyance*, *Glass Eye* and *Legend Lore* at will. In regard to *Clairvoyance*, there is a 2 in 6 chance that *She* is familiar with a given place. In regard to *Legend Lore*, she is always able to answer within 1d4 rounds (during which her all her eyes roll up while she sighs, moans and pants).

She will take your eyes: If her gaze is not avoided, she may steal the very eyes of a victim out of their sockets and add them to her own. She may use this gaze attack only on one victim at a time and cannot combine it with any other attack. If the victim succeeds on a *Save vs. Magic*, the attack is averted and she may not use again on this victim till it gained a level or a year has passed (whichever happens first). On a failure the eyes disappear out of the victims sockets and open up at a random part of her body. The victim is stunned for a round and will be blind unless he or she is within her line of sight. In that case, the victim will see through the eyes that are now on her body. In combat, this is confusing and the victim suffers a (-4) for all attack rolls on her, and counts as blind in all other regards.

A character that has lost his eyes to her will lose all XP he or she has gathered since the last increase of level. The eyes will return if the *She* is destroyed, banished or when she wills it to happen. They will -not- return if she was summoned and her duration runs out.

An eye for an eye: *She* may exchange an eye with a character (either as part of a deal or as a service after *She* was summoned and dominated). To do so, she will scoop out one of the eyes of the character with her nails and place it into her own body, before she scoops out one of her eyes in turn and places it into the character's socket. 2d6 determine the color of the eye: on doubles, the color matches that of the character. Otherwise, a result of 10+ means the color does not match, but is at least a natural eye color. On any other result, the color of the eye is unnatural.

The character with her eye may cast the following spells as a 6th level at will. *Detect Illusion*, *Detect Invisible*, *Detect Magic*, *Glass Eye*. Doing so cost the character 3d6+2 xp, and by simply wearing the eye he or she loses 1/10 of the experience gained in the adventure (if these were gained due to deeds prior to receiving the eye or not does not matter): *She* leeches away the experience of seeing and beholding what unfolds as part of the deal.

The granted eye will disappear after the end of the current adventure and be replaced with the original in just the wink of an eye. If her eye is *dispelled*, it disappears but the character is not getting his or her own eye back. Inside the area of effect of a *Protection from Evil*, her eye is blind and its powers cannot be used.

How to encounter her: Adventurers (like the PC) are by nature the kind of people that may attract her attention. Whenever the group plays a scenario or story that might be considered epic or is of extreme importance to one of the group, the GM rolls a d100. If the result is lower than the level of the character that is the most personally involved, *She* will appear to the and try to follow the PC. As she is not an entity of stealth, the characters may notice it and try to confront her. *She* will notice this as well and quickly order them to "Do not look at me!". Her voice is beautiful, but clearly marked by spite. If the characters obey, she will explain that why they (or their task) interests her, and will offer to help them (see [Eye for an Eye](#); she will explain honestly what it is all about). If the PC look at her, a reaction roll decides if she will attack them out of her own accord. If the highest character present is below 4 level, the difference is applied as a bonus. Otherwise, the highest level of the characters present is applied as a penalty.

How to summon her: *Summon She who Sees* is a 1st level Magic-User spell and a variant of the *Summon* spell (p.136). It is necessary to provide a sacrifice during the ritual, and only (demi-)humans, intelligent humanoids or avians may be offered this way. The eyes of the sacrifices need to be removed and put into a fire before the sacrifice's life is taken. The level of the caster is a **penalty(!)** to the domination roll. When successfully dominated, the Magic-User may either task the entity as usual **or** choose "[an eye for an eye](#)" as a service.

If *She who Sees* dominates with a Great Margin... (d6):

1: She appears for a moment and *holds* every present character with her gaze before she laughs mockingly. Afterward, she disappears and the characters may act again. They do not know it yet, but they are *cursed*: every time they gain a new level, 1d6 individual blind eyes will grow on their body, in prominent or inconvenient places (that are up to the GM). Cutting or burning them out deals 1d4 points of damage per up to 3 eyes removed. A physician may remove them without damage. Removing the *curse* stops the growth of new eyes, but will not remove those already present.

2: Every character present becomes the target of her *She will take your eyes*. No matter the result, she will disappear on the following round with a wicked smile on her face.

3: Her presence is powerful enough to *hold* every character in line of sight with her gaze (no Save possible), and will use her *An eye for an eye* power on everyone before she disappears. The characters are now *cursed* with one of her eyes instead of the own, and will lose 10% of their XP each adventure without any benefit. Removing this *curse* or *dispelling* the eye will end the XP drain, but will not bring the original eyes back.

4: She is powerful enough to stay indefinitely and to *take the caster's eyes* within a moment. Everyone else she offers to leave in peace now, but the caster she claims as her slave. What else *She* is up to is up to the GM.

5: She fixes the caster with the gaze of all her eyes and gives him a malevolent grin. The next moment, both she and the caster blink out of this existence.

6: Upon taking form in this universe *She* shrieks and then explodes. Pieces of her flesh, skin and bones shower the area within 30' while all of her eyeballs (20 +1d10 +1d10 +1d10) turn into flying 1st level beings of summoning that swarm out to terrorize the local area. 2d6 of them will stay and attack the PC. *She* is no more, and may from that moment on never be summoned again.

Move:	120' (40')
Hit Dice / Points:	1 HD
AC:	16
Attacks:	Chaos spell (as a gaze attack)
Special:	Chaos; Duration: 1 round
Save:	as HD
Moral:	10

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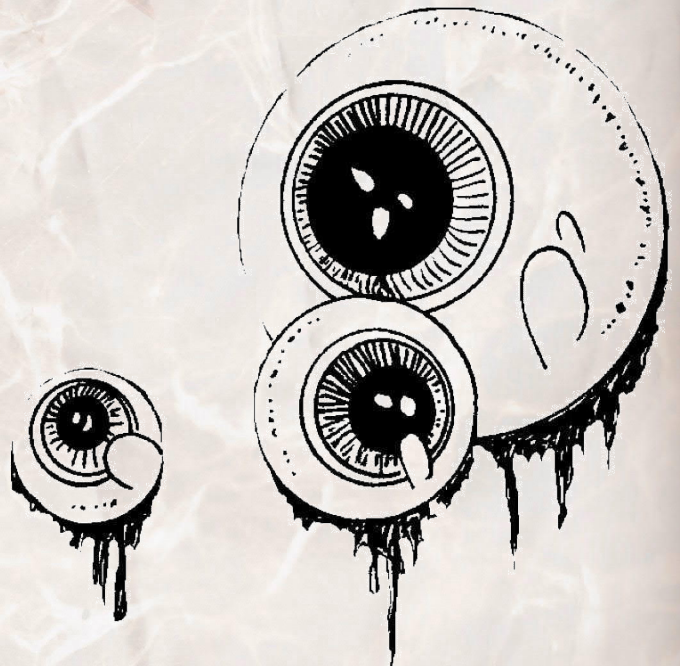
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