

LAMENTATIONS
of the
FLAME PRINCESS

FREE
RPG
DAY
2015

SLUGS!





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of the
FLAME PRINCESS

SLÜGS!

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INTRODUCTION

TABLETOP ROLE-PLAYING IS ABOUT imagination, bringing impossible people, places, and things to life. The promise that absolutely anything can happen. What gaming is not about is a top-down control of your game by the Washington gaming establishment, deciding your settings, your rules systems, the number of people at your table and the playstyle of your home games.

Your average gamer just doesn't win anymore. The past 30 years has seen the gaming class decline, with a huge transfer of creative control to the top 1% of the gaming elite, who grow fat off the proceeds of the settings, licensed properties, organized play, challenge ratings, "moves", adventure paths, and proprietary dice that don't even have any numbers on them, all designed to transfer creative control of gaming away from the local gaming groups and into the hands of professional game designers.

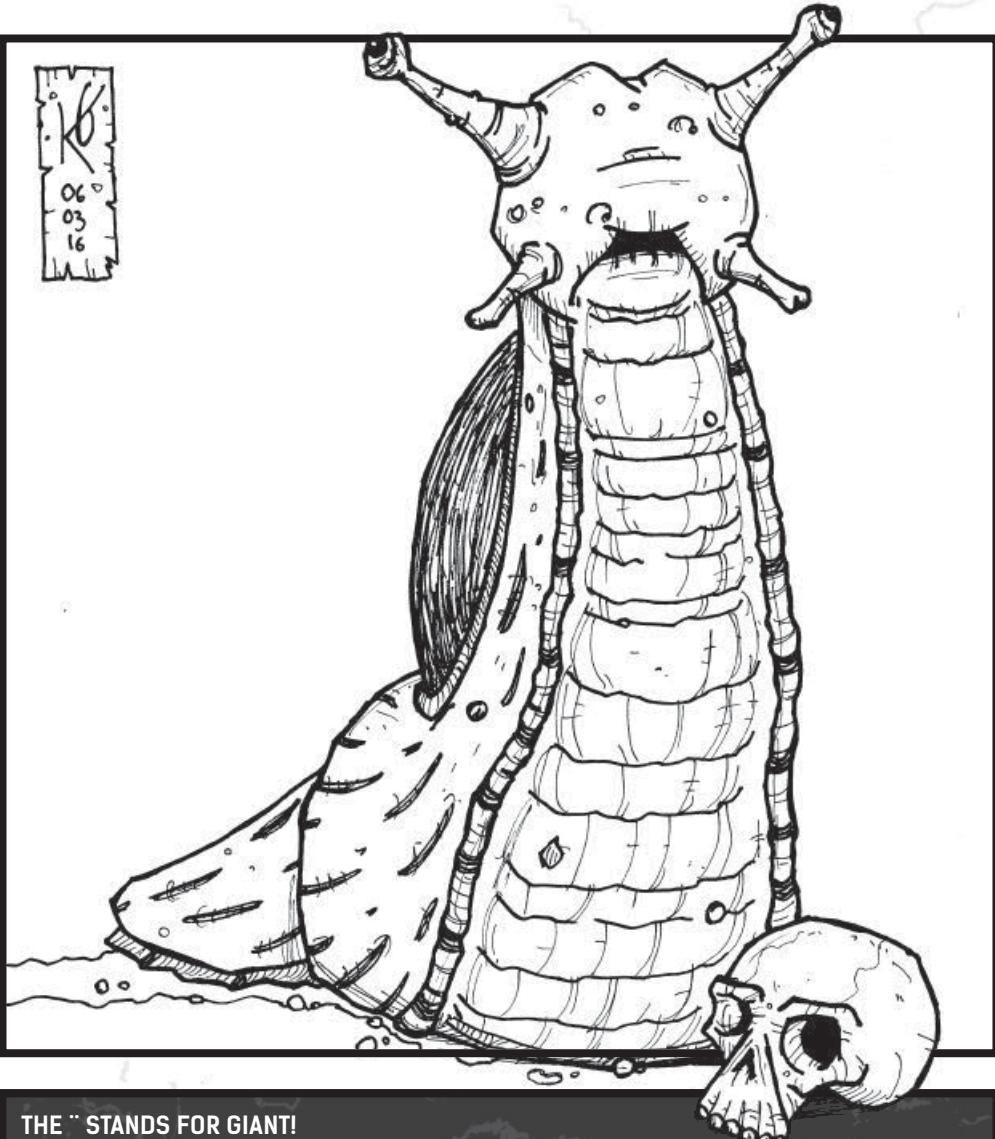
Even Free RPG Day serves the special interests of the gaming establishment. Participating publishers are pressured to provide "Quick Starts" – nothing more than crippleware advertisements for \$50 rulebooks – and short, disposable one-shot adventure fodder, instead of creative and useful material that showcases what this hobby can create and what this industry can provide to aid in that creation.

What gaming needs, and what Lamentations of the Flame Princess is here to lead, is a gaming revolution where ordinary gamers stand up and reclaim the creative power and authority that the gaming establishment has taken from them.

And we're going to win. Believe me, we are going to win so much it's going to make their heads spin. It's going to be like we've built a wäll to keep all the bad gaming out, and it's people like Fred Hicks that will end up paying, believe me. We can make gaming great again. We're going to make gaming great again. LotFP is hiring all the best people, making the best products, coming up with all the best ideas to make sure the joy and imagination of gaming happens at your table, and is created by your group, and not some specially interested group of Washington marketers who print all their books in China.

And we've already come so far since we started. This year, on behalf of the average gamer, LotFP is providing not crippleware, not a disposable one-shot, but a sourcebook of monsters that you can use in every session you run until the day you die. Just as we presented an open-ended psycho-freakout adventure in 2014 and a huge expansive mini-campaign in 2013, we're going against the establishment to do what's right by you, the hard-working gamer. So enjoy a monster supplement that features that one essential creature that the gaming elite doesn't want to feature, that they suppress in their own publications, the one monster that can invigorate any game and make sure it never gets dull. The Slüg!

James Edward Raggi IV
March 4, 2016
Tampere, Finland



THE " STANDS FOR GIANT!

The Armor rating assumes a base unarmored rating of 12. The Move rating assumes an average human norm of 120'. Hit Dice indicate both how many d8s of hit points the Slüg has, but also its Attack Bonus. Morale is on a 2-12 scale with 12 being Never Retreat mindlessness.

Slügs can (unless specified otherwise) attack with both a bite and tail smash in the same round, but never against the same opponent.

While being covered with a sufficient amount of salt would trigger a save-or-die situation for a Slüg (10 pounds per Hit Die of the thing), lesser amounts of salt have no effect.

Slügs are approximately 5' long per Hit Die, with a like circumference at its thickest point.

ACID SLÜG

ARMOR: 14

MOVE: 60'

HIT DICE: 12

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d8)

MORALE: 7

THIS SLÜG JUST WANTS TO FROLIC IN THE fields and wander the woods in peace, love, and harmony. It loves music and will dance to any tune played for it.

But if it is threatened, or if anyone expects it to do anything useful, the stress will cause it to greatly perspire, and the Acid Slüg's perspiration is to mammals a powerful psychedelic drug that vaporizes when it hits the air, dosing anyone within 50' and causing them to go on a little trip. The effect should be determined randomly. Sample table entries:

1. Color ceases to be consistent, and reality looks like you're just pushing the Hue slider back and forth in Photoshop for half an hour and you're just completely zoning out looking at all the shifting colors (no, I haven't done that... very many times). Any task which requires color recognition simply can't succeed. Any task requiring intense concentration isn't going to work either (searching for things, reading, etc.), although casting spells is not at all impaired.
2. The character views the true nature of time and space and what truly makes up reality. Magic-Users will remain functional and lucid and gain access to one random spell (use the entire campaign spell list when randomizing) able to be cast as
3. The character misconstrues the true nature of time and space and what truly makes up reality. Magic-Users lose all ability to cast spells (including from scrolls) for the duration of their trip, and until they gain a level all spell research activities will take twice the normal time. Non Magic-Users will be awestruck and feel useless and insignificant and all experience awards are halved until the next level is attained.
4. Time seems to move slower for the character. While actual movement is unaffected, perception of swift objects is much improved, so attacks (even missile attacks and gunfire!) can be dodged, effectively giving a +10 Armor rating against any attack the character is aware of. Other activities based on reflex or keeping track of swift-moving objects are likewise enhanced.
5. Plants and animals can communicate with the character. They're talking! Can't you hear them? They have so many interesting things to say.
6. Strange creatures burrow in and out of the character's skin. She is infested with

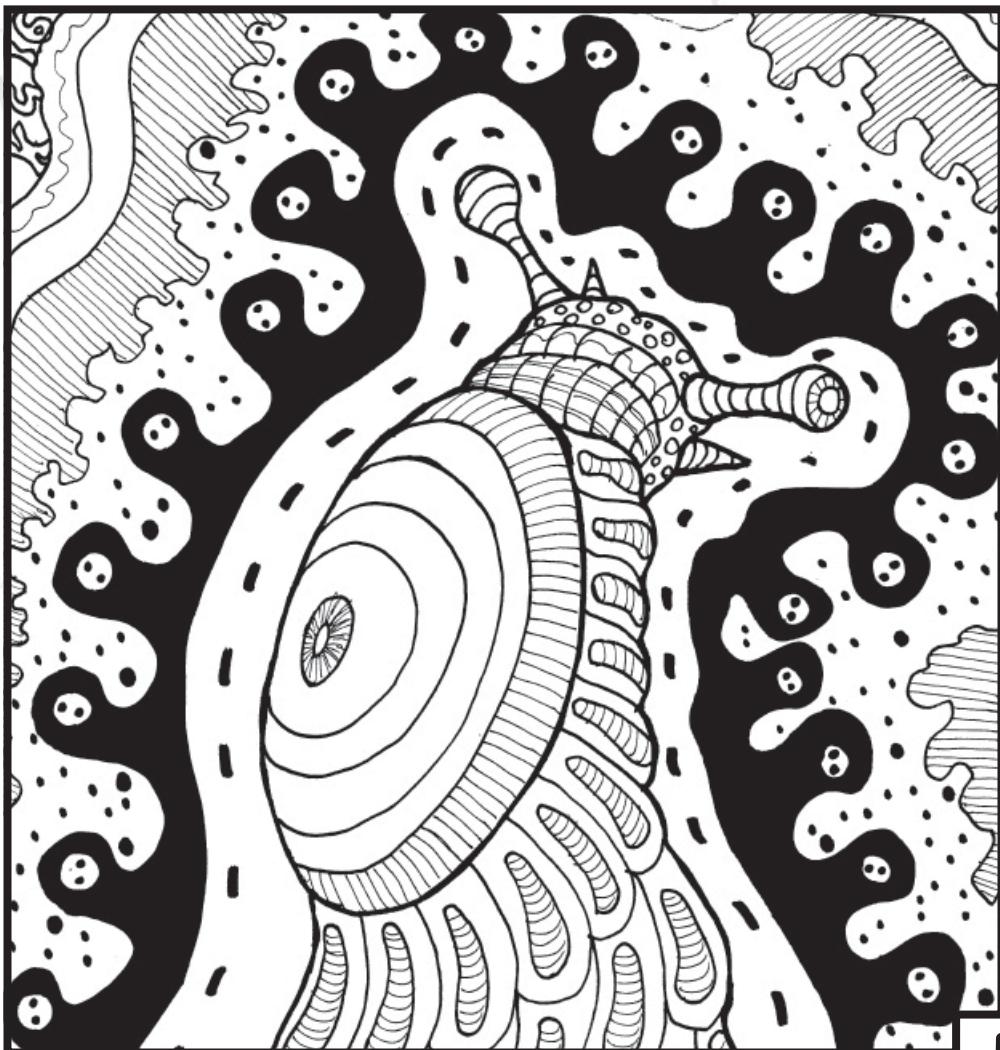
if a 1d10+1d10 level Magic-User, that must be cast before the drug wears off. Spell research in the future only takes half as long. Non Magic-Users will be awestruck and feel useless and insignificant and all experience awards are halved until the next level is attained.

the things! If a saving throw is not made she will take any sharp object and start scraping them off, doing 1d4 damage to herself per round until forcibly restrained. Chemically induced ultra-skin sensitivity and microscopic vision will really mess a person up.

7. Telepathic transmissions on psychoneurotic wavelengths become detectable by the character. Screaming along this frequency is a wizard trapped between the vibrations of dimensions, who will do anything for anyone able to help him escape.

8. Love is found to be a physical presence, invisible to the unaided eye. The character is now able to see love and gather it around her. No living thing (for any value of "life") will think about harming or attempt to harm the character as long as the character does not threaten harm, attempt to harm, or think about harming another living thing (for any value of "life," and the player's chatter should be used as a reflection of the character's thoughts).

The drug wears off after 1d4x1d4 turns, although secondary effects can last a lifetime.



BREAKFAST SLÜG

ARMOR: 12/18

MOVE: 60'

HIT DICE: 12

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d8)

MORALE: 7

THE BREAKFAST SLÜG IS AN ODDITY, sliding across the Earth with a bowl-shaped back carrying crunchy wheat biscuits fortified with numerous essential vitamins and minerals swimming in a white milky liquid.

In the bowl, a metal rod rotates around the outer rim of the bowl, acting like a radar to detect the closest concentrations of metal within a five mile radius. The Slüg will move directly towards this source.

The “spoon” in the bowl is a powerful magnet, attracting all metal objects to it and strong enough to pull in an average-sized man in full plate armor from fifty paces.

Any metal projectile shot or thrown in this area will be attracted to the spoon rather than its target, and in mêlée its pull is strong enough that any metal weapons will fly to the spoon, wielder and all if she just won't let go.

Metal attracted to the spoon will be wiggled down the length of the spoon until it reaches the milky substance, which breaks down metal completely but leaves all other matter unharmed. The creature feeds by absorbing this dissolved metal through the surface of the biscuits. The biscuits filling the bowl are the Slüg's excrement, which coincidentally are very nutritious to humans and other omnivores.

The biscuits take up one encumbrance slot, and count as one day's rations for five people. The biscuits won't keep very well outside the milk, becoming inedible in a day.

The Slüg has 5d10 such biscuits floating in its bowl at any one time, and generates a new biscuit several hours after consuming about five pounds of metal.



CHRISTMAS SLÜG

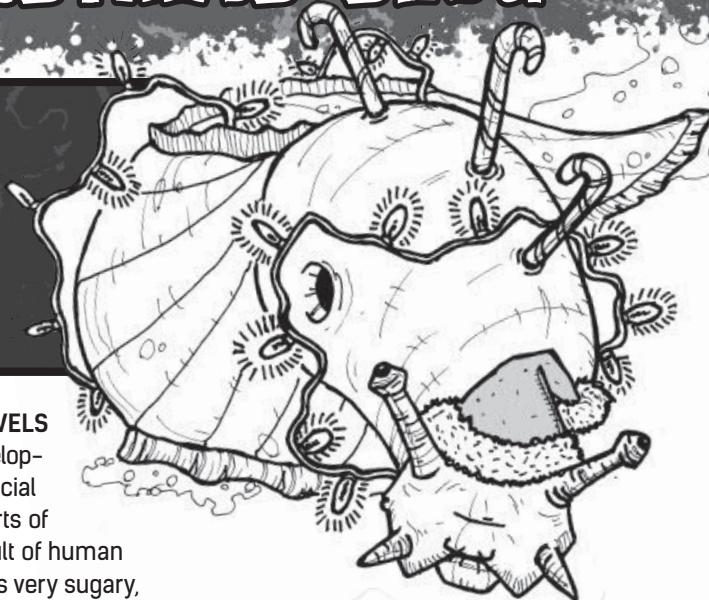
ARMOR: 12/16

MOVE: 90'

HIT DICE: 8

ATTACKS: 1 Bite (1d6)
1 Tail Smash (1d10)

MORALE: 8



THE CHRISTMAS SLÜG TRAVELS between rural human developments in a mutually beneficial arrangement. It devours all sorts of refuse that is typically the result of human civilization, and its slime trail is very sugary, making the appearance of the Slüg a cause for célébration. Upon sighting the oncoming Slüg, the menfolk of the community will haul the trash and waste to be disposed of into the Slüg's path, the womenfolk will scrape up its slime to use in their cooking for weeks to come, and the children will simply lick the ground the Slüg has passed over.

Contributing to the Christmas Slüg name is the many-colored luminescent boils and hanging tumors adorning its body. These boils often contain valuable items, so passersby have been known to burst them... which doesn't always turn out well. If specifically targeted, each one is Armor 16, and even a single point of damage bursts it, revealing a random item or effect [roll 1d10]:

1. Empty! So sorry!
2. 2d10 silver coins
3. A small gem worth 1d10x1d10sp
4. Delicious candy that keeps for months

5. A freshly baked pastry
6. Berries which heal 1hp of damage if eaten
7. Brightly colored Slüg slime that covers everything within 10'
8. Colored, scented flammable oil splashes the immediate area.
9. Bright flash, all within 50' must save or be blinded for 1d6 rounds (the Slüg is immune)
10. Explosion! All within 30' take 1d12 damage (save for half damage, the Slüg is immune)

The first time the Christmas Slüg pulls through town, there are often a few people attempting to pop these boils. After that, it is considered taboo. The breaking of these tumors is how the Slüg reproduces, as it causes spores to escape. Garden-variety slugs with such adornments (too small to reveal anything of value or cause any harm) are common in communities the Christmas Slüg visits.

DOCTOR SLÜG

ARMOR: 12

MOVE: 60'

HIT DICE: 6

ATTACKS: None

MORALE: 7

THE STAR-TOUCHED SLÜG KNOWN ONLY IN legends and whispers as the "Doctor Slüg" despises harm and injury and will heal it wherever it is found—and even where it isn't.

The creature's touch heals any and all injury instantly, but not cosmetically. All hit point and other "rules terminology" damage is recovered, but the appearance of the character before injury becomes the new norm. A character with a compound fracture will heal, but the bone will not reset and the formerly "broken" bone is now the new non-painful skin-penetrating norm, for instance. Cuts, gouges, and other such injuries become set in place and do not mend (although bleeding does stop), bruised areas will remain forever black and blue, and crushed anatomy remains flattened. A sufficiently injured person healed by the Doctor Slüg will resemble the undead with all the unmended, yet healed, catastrophic failure of anatomy.

The kiss of the Doctor Slüg cures any disease, natural or eldritch. It will never attempt to kiss a resisting or fleeing patient.

All within 100' of the Slüg not suffering from a disease must make a saving throw or contract a random disease (mechanical effects assume a player character patient):

1. **Alzheimer's:** When left alone the character must make a saving throw. Failing this save means the character will simply not do whatever it is she was supposed to do (50%) or wander off in a random direction, believing she is on some long-ago adventure.
2. **Congenital Analgesia:** The patient can feel no pain whatsoever. Hit points are kept track of secretly by the Referee, and the amount of any damage taken (or healed!) by the character is never specified.
3. **Diabetes:** The character's diet must be carefully controlled; rations cost three times normal, and any day the character does not have access to these special rations, she must make a saving throw or suffer 1d4 damage.
4. **Epilepsy:** Once per session during a stressful situation, the Referee can call for a saving throw; failing means the character suffers a seizure lasting 1d6 rounds and inflicting 1d4 damage. Seizures may also happen whenever the character sees a magical effect with a visual manifestation of magical energy.
5. **Osteoporosis:** All crushing or impact damage uses an additional damage die (so a mace hit would do 2d8 instead of 1d8 damage, a 20' fall would do 3d6 instead of 2d6 damage). A character encumbered at all is considered encumbered one extra category.
6. **Proteus Syndrome:** The character's body distorts and explodes in strange growths which alter the fundamental profile and proportions of the body. The character will

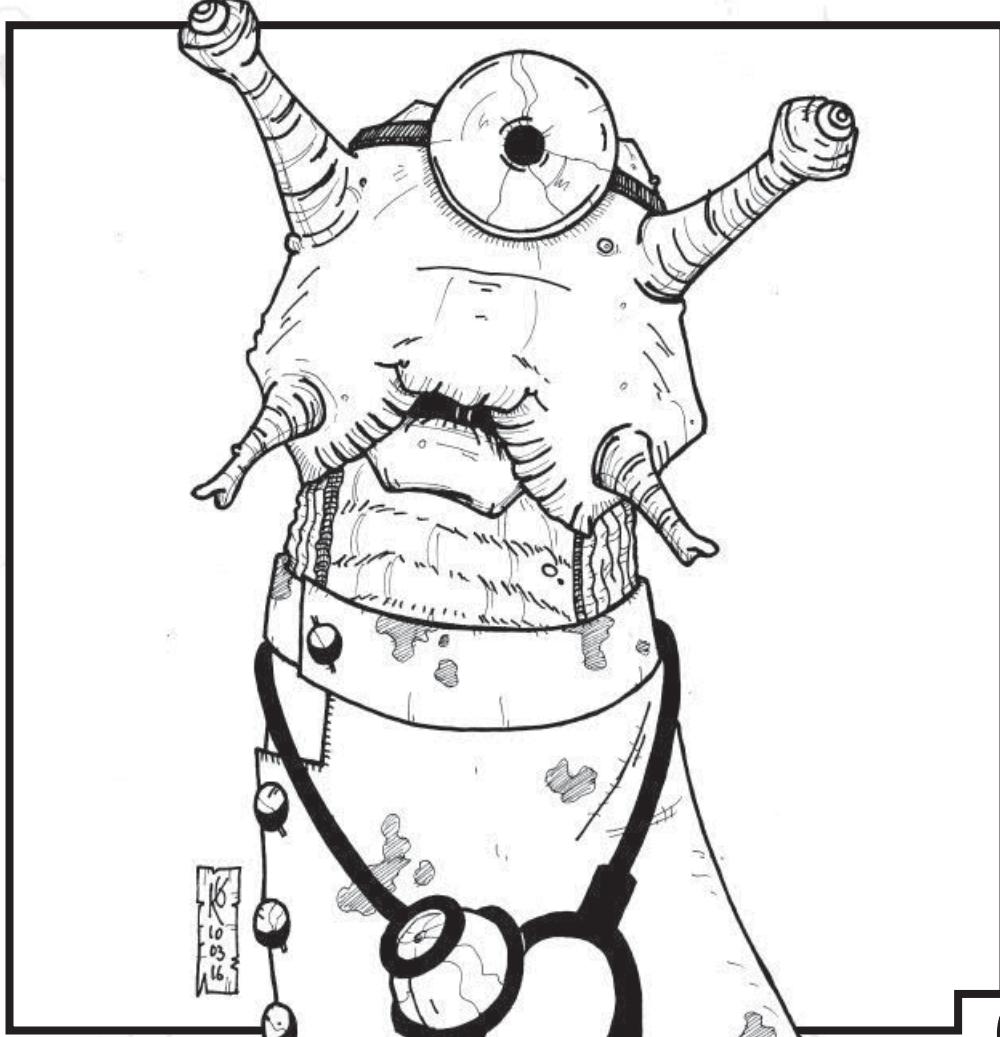
be considered hideous, have her movement rate cut by half, and be unable to wear standard clothing or armor. 50% chance per hand that the hand is useless for grasping.

These diseases (or damage caused by their effects) can only be cured by the Slüg at one specified future time (typically 1d1000+24 hours), which will be understood by the patient. The afflicted must leave the Slüg's presence and return to the Slüg at the appointed time, within the allotted hour. Arrive early or late, and there will be no healing, and another appointment must

be made. Arriving too early or late (over a week in either direction) results in no curing and no further appointment being allowed! Of course the Slüg keeps no regular abode and constantly travels; finding the Slüg for one's appointment is the problem of the patient.

The Doctor Slüg feeds exclusively on small magic-touched animals and will move unerringly towards any such creatures in order to feed.

The Doctor Slüg automatically heals itself of all injury and ailments at the start of every round.



GLASS SLÜG

ARMOR: 16

MOVE: 90'

HIT DICE: 10

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d6)

MORALE: 6

THE GLASS SLÜG IS MADE OF SOLID malleable glass that is perfectly transparent; the fully visible internal organs are often how the creature's presence is detected.

The glass body of the Slüg captures light and stores it for future use. Often this simply manifests itself as a light source so it can easily move around at night, other times it uses stored light to ricochet light away from it, rendering it truly invisible.

Its most insidious use of stored light, however, is to capture the image of any creature or object and release photo-duplicates. These duplicates are mirror-reversed not only in appearance but also in temperament and outlook. These duplicates can be projected miles away to any point with a clear line-of-sight. Once projected, the duplicates become independent beings, three-dimensional, solid, permanent, and real.

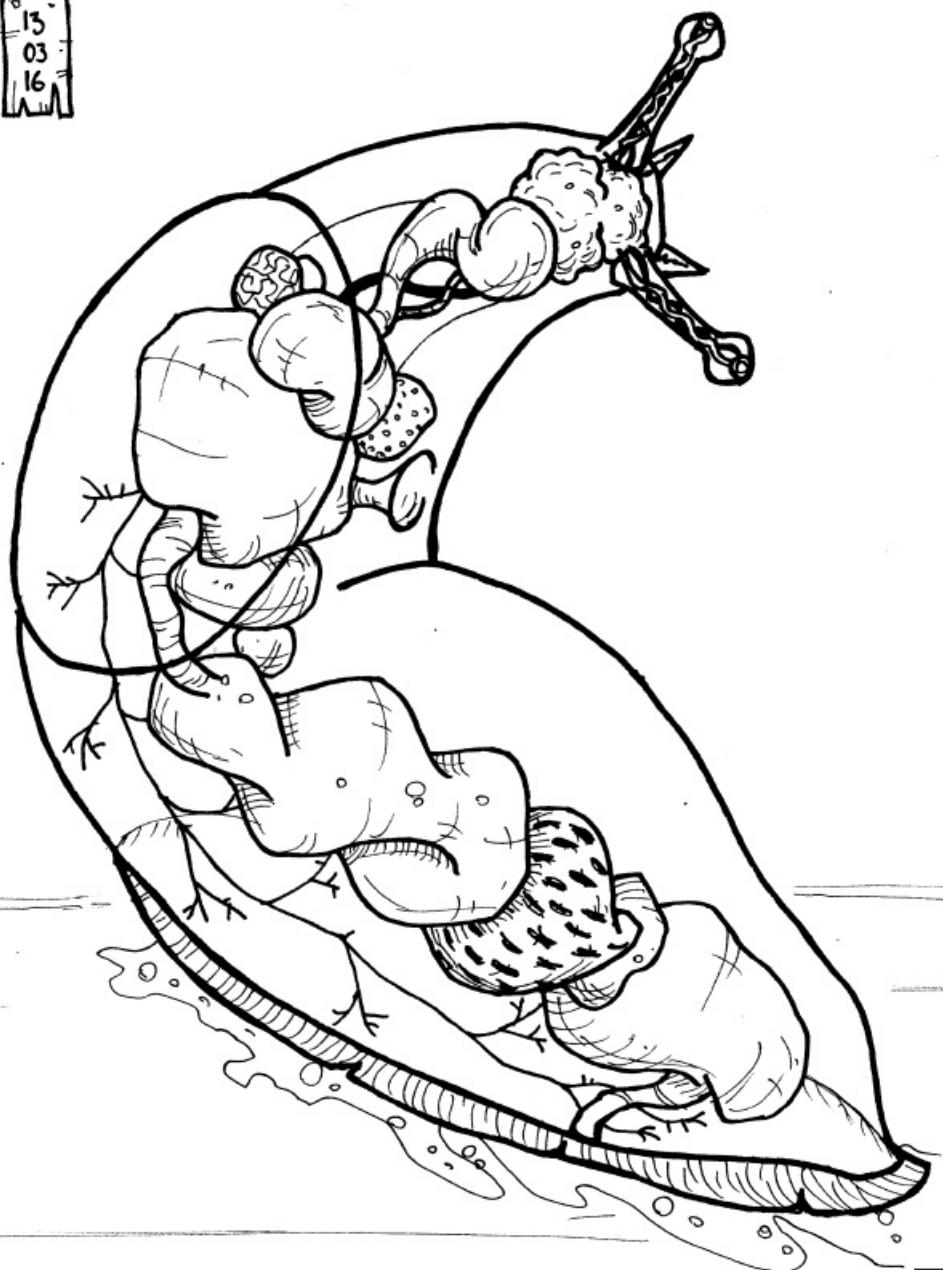
The Glass Slüg will have the images of various creatures and people saved, ready to project them in the hopes of defending itself.

Every time the Slüg is damaged in mêlée combat, shards of glass will shoot from the "wound" doing 1d4 damage to all nearby who fail a saving throw.

For every 10 points of damage the Slüg takes, it will spring a leak as its interior fluids escape through cracks in the glass. Every time this happens, the innards suck all the light from the area. Indoors or underground, everything will simply go dark, with torches or lanterns being extinguished. At night the stars and moon will seem to go out. During the day the sun will seem to disappear from the sky, forcing a moonless, starless night. These effects last until new light is generated; a new torch can be lit, the sun and moon will each rise again the next day and night.

If brought to 0hp, the Slüg will explode, doing 1d30 points of damage to all nearby, save for half damage. This will cause all light sources within line-of-sight to ignite, or if already lit, intensify. The moon will become as bright as the sun, the stars as bright as the moon. The sun, if visible, will emit absolutely blinding light until it sets, making it impossible for sighted beings to go about their business. Even looking at the ground will be painful from the brightness of the light reflecting off of it. Looking at the sun in this state results in total and permanent blindness as the eyes burn out, no save.

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HYPNO SLÜG

ARMOR: 16

MOVE: 90'

HIT DICE: 11

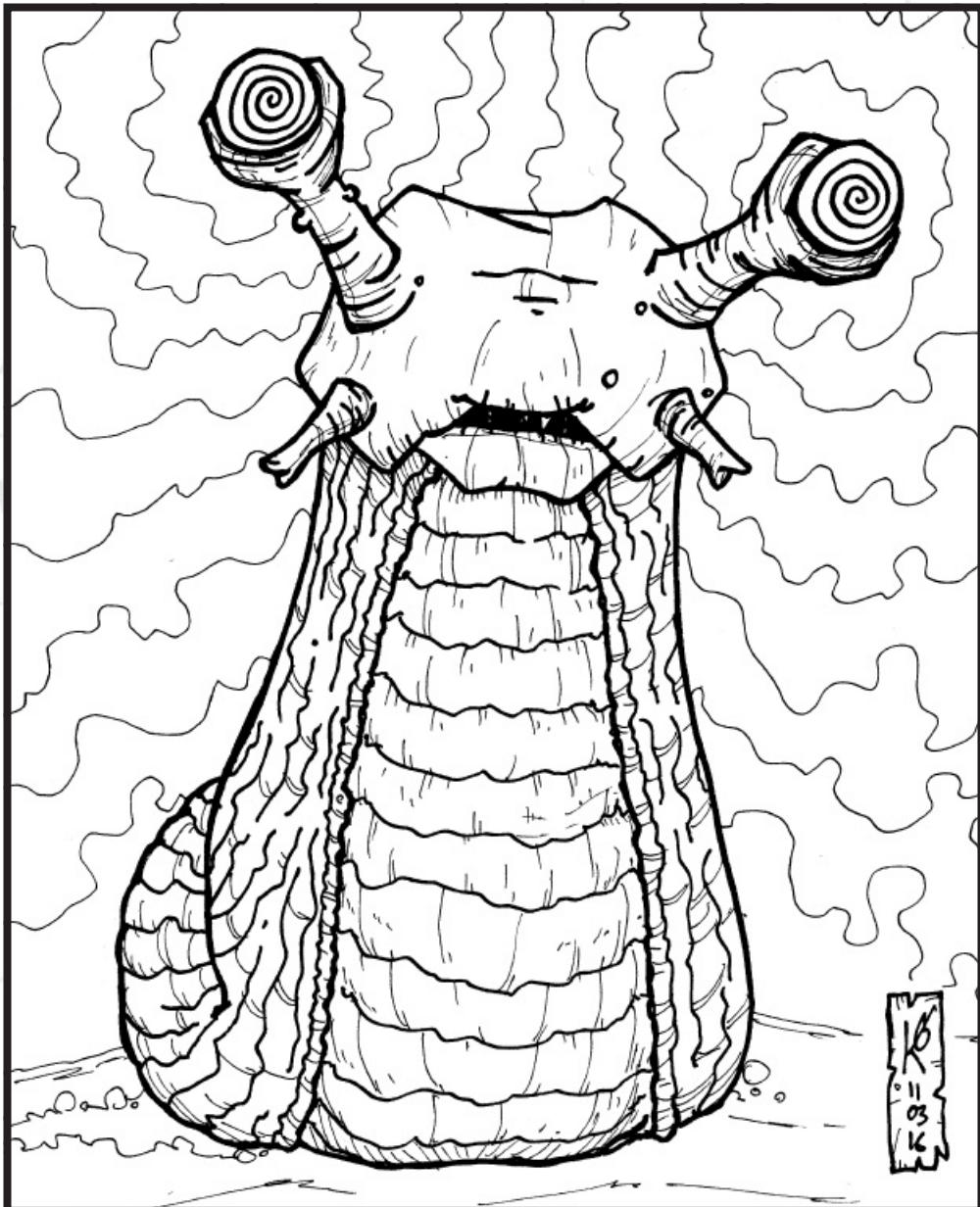
ATTACKS: 1 Bite (1d6)/1 Tail Smash (1d12)

MORALE: 10

MEMORIES AND CONSCIOUSNESS ARE fungible qualities of the human mind, and the Hypno Slüg knows how to make the proper substitutions to get what it wants.

Upon seeing the Hypno Slüg, a saving throw must be made or else the Hypno Slüg has implanted post-hypnotic suggestions in that character's brain. Once the condition has been satisfied the suggestion ends, and the character has no memory of performing the suggested action. The specific suggestion should be both brutal and randomized, but here is a set of starting examples:

1. The character will attempt to assassinate the next authority figure she meets as long as there are plenty of witnesses and the chance of escape is slim.
2. The next time the character is carrying an item of great monetary value, say 1000sp or more, she will give it to a random passerby when the rest of the party is not looking.
3. The next time the character is the only one awake among sleeping characters, she will murder one.
4. The character will steal, by force if necessary, the next boat she sees.
5. The next time a trap is detected, the character will intentionally trigger it.
6. The next time the character is entering a combat that has been planned in advance, she will strip naked and drop all weapons and her sole strategy will be to grapple the enemy.
7. When next in a house of worship and there is clergy present, the character will deface and blaspheme religious iconography.
8. The next time the character climbs a rope or crosses a rope bridge, she will cut the rope as soon as she finishes her climb, no matter if there are other people still to climb or in the middle of their own climbs.
9. The next time an unidentified liquid is discovered, the character will drink it.
10. The next time a favor is asked or quest offered the party, the character will accept on behalf of the party and insist on no reward or compensation for the effort.
11. The character will fully believe the next baby encountered is indeed hers, and will do anything it takes to be reunited with and raise "her" child. The character will insist the child be brought on adventures or the character won't participate in the adventure. (The death of the child will be traumatic to the "parent" to an exaggerated degree, the character loses a level of experience to simulate this.) (This effect continues until the child reaches the age of majority, at which point the character will forget all aspects of her life involving the child and will not remember ever even meeting the child.)
12. The character will pretend to eat but actually not do so, ever. The suggestion ends when the character is force-fed, at which point the character will only be aware of someone else violently shoving food down her throat.



After combat with the Hypno Slüg and the combatants have left the combat area, have a random character make a saving throw. A failed save means the combat never actually happened and was just a memory implanted in the party by the Hypno Slüg. Any hit points lost actually weren't, any

experience gained or treasure gained wasn't, but the characters won't know that until they've had a good sleep (so healing spells, etc., might be wasted!). Any fallen comrades had merely fallen asleep, but the Hypno Slüg will devour these before moving on.

LOVE SLÜG

ARMOR: 14

MOVE: 90'

HIT DICE: 7

ATTACKS: 1 Tail Smash (1d6)

MORALE: 7

THE LOVE SLÜG IS A MOTIVATOR, A MUSE, a sense of safety, and the one you will always remember.

Slügs, much like slugs, are able to contract or expand their body to navigate through any size opening. Likewise, the Love Slüg's genital-like appendages are able to expand and contract to be accommodating to any lover. It can tighten or expand its mouth in a similar manner so that it can effectively receive any suitors; it can fit two human-sized beings in its mouth at once.

Before it pleases you, you must please it. A suitor must climb into its mouth and massage it from inside. There is no danger of asphyxiation or drowning. This is a battle of wills, as the Love Slüg is exhausted from the attentions of its many suitors. But if you are determined enough to last the hours that it will take, the Slüg will be satisfied and you will be ejected in a rush of goo. If you are not, it ejects you and will not allow you to try again. Ever.

To determine if an attempt to satisfy the Slüg is successful, the Referee rolls 1d20 for the Slüg and the character rolls 1d4. If the character roll is higher, the Slüg is satisfied! If the Slüg rolls higher, then the character must make a saving throw or else become too exhausted to continue. If able to continue, the character uses a 1d6 for the following attempt. Repeat the process, if unsuccessful at satisfying the Slüg but still able to continue the next attempt

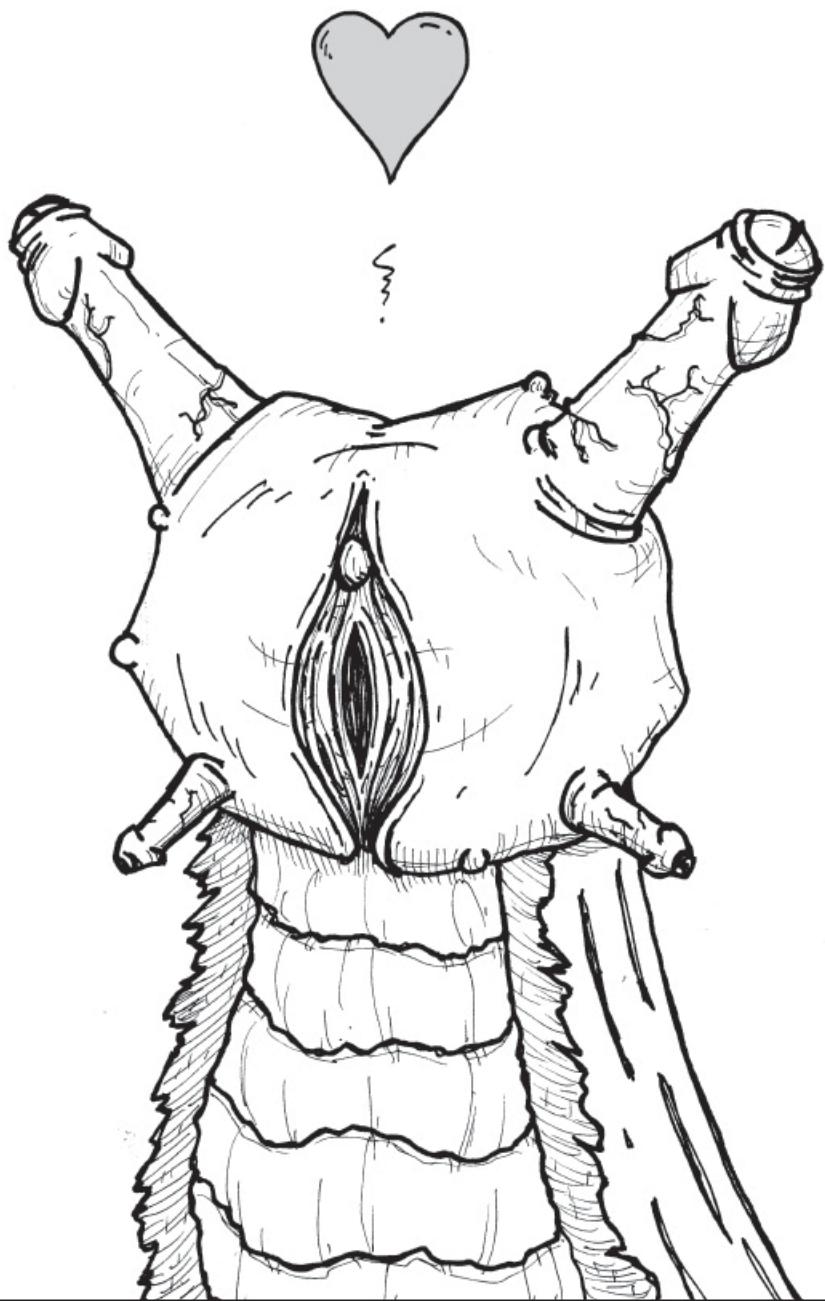
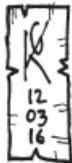
will use a 1d8, and so on, until either the Slüg is satisfied or the character becomes too exhausted to continue.

After satisfying the Slüg, the Slüg will satisfy you. It will compress one of its eyestalks into a long, thin tendril, and insert itself into the nether regions of the character, through the body, and out the mouth, and then will engorge itself to just beyond the maximum tolerance of the character. For the next several hours the character will be bounced along the length of the eyestalk shaft until the character has been rendered completely senseless, at which point the Slüg will pull its eyestalk out. The character will not awaken for 1d6 hours.

When the character awakens, she will have gained 1d6 levels of experience. (Zero-level characters will always gain Fighter levels.) These levels will fade at a rate of 1/day until the character is back to her original level.

After being pleasured in this way by the Slüg, the character will never again be sexually attracted to any member of her own species, and in fact will only be attracted to species which excrete some sort of ooze or slime, or are in fact made of ooze or slime. While this will not enable actual communication, reaction rolls should be made when any such creatures are encountered, as they may react favorably to the slimosexual character. In fact, on a reaction roll result of 12, the slime creature will have amorous intentions towards the character. Note this situation does not give the character any resistance or immunity from any effects of touching the creature.

The Love Slüg will have 1d6 admirers and suitors hanging around it at any one time, and will defend the creature to the death. (Remember some will have enhanced levels...)



MENTALLO SLÜG

ARMOR: 12

MOVE: 60'

HIT DICE: 8

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d8)

MORALE: 7

MOST HUMANS ONLY USE 10% OF THEIR brains. Some use a bit more (these become writers and publishers), some use a bit less (these become adventurers). The Mentallo Slüg uses 100,000% of its brain, its brain being ten thousand times the size of a normal Slüg's brain.

Using this incredible brainpower, the Mentallo Slüg has become one of the most intelligent and knowledgeable creatures on the planet, with an astonishing ability to correlate the disparate and seemingly unrelated events in the world to predict future events. However, with genius comes neuroses and with the world as it is, fear and paranoia. These future events aren't happy.

But try as the Slüg may to alert the world to the plethora of coming disasters and the incredibly simple ways to avert them, it suffers from the Cassandra Complex. Nobody believes it. Not only because what it says is crazy, but because it's a Slüg, and even very sensible things would sound crazy coming from a Slüg.

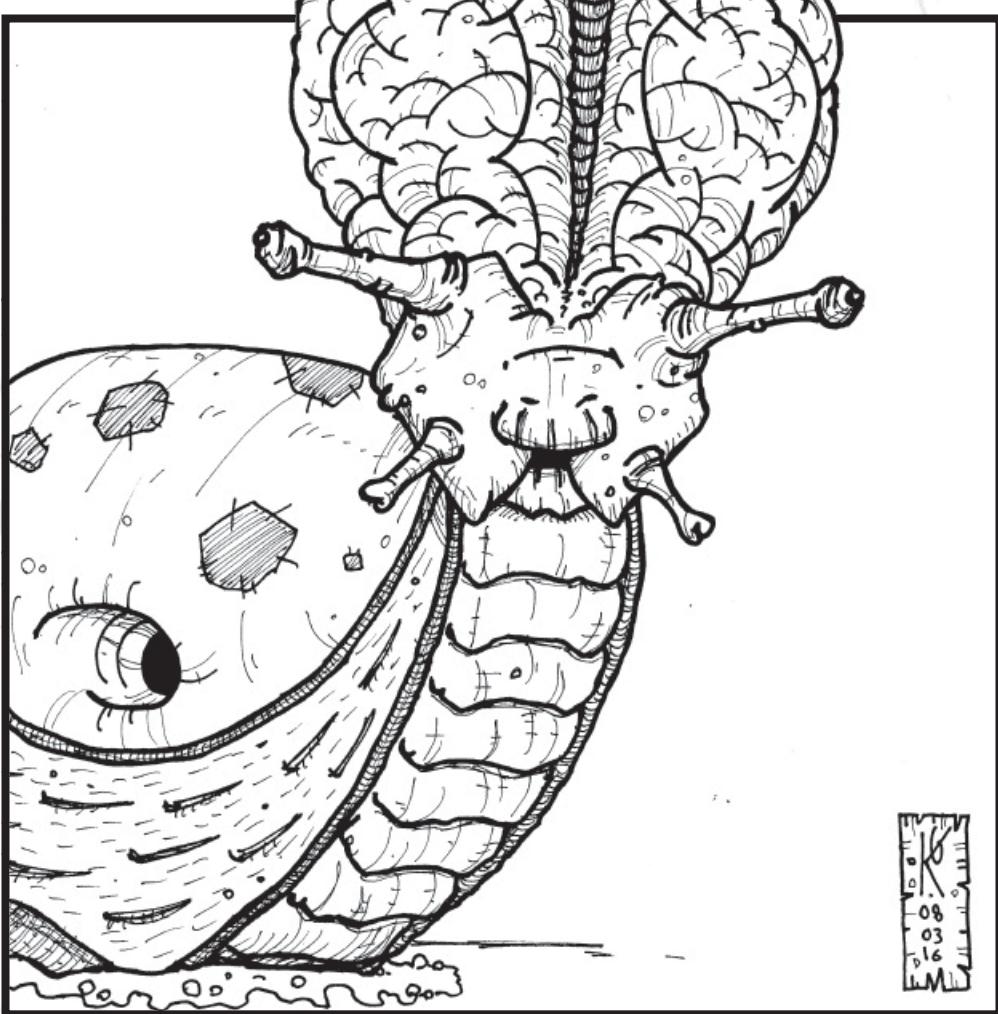
Because it is so intelligent, it can pretty much answer any question about the past, present, or future. But it won't, not unless it knows it is being taken seriously. So for every question a petitioner wants answered, it must first complete a quest for the Mentallo Slüg. A quest to save the world.

The quest should be randomly determined. Sample tables:

The petitioner must...:

1. Steal the monarch's bedpan while the monarch is using it.
2. Assassinate a popular and important priest in the nearest capital city at high noon during the next holy day.
3. Sink a fully manned merchant ship off the nearest coast on the day of the next new moon.
4. Start a war between two neighboring powers before the next full moon.
5. Win a major gambling tournament happening in a major pirate haven at the next solstice or equinox.
6. Sell the most lambs at market next spring in Dorchester.
7. Publish a seditious broadsheet, containing accurate bylines and author addresses, within the next fortnight.
8. Destroy all of the crops being grown in and by a small village four hours' journey from the Slüg's current location.
9. Kidnap a powerful banker's newborn child within a day of its birth, with witnesses, and then carry that baby at least 250 miles and give it to an elderly childless couple to raise.
10. Defeat, as a group, a force of greater power, without using weapons.

...in order to:



1. Stop a meteor from striking the Earth.
2. Prevent worldwide crop failure, famine, and plague that will destroy 98% of humanity.
3. Guarantee the birth of the only woman, 1,597 years from now, who can stop the Great and Sorrowful War.
4. Prevent the Stars from being Right.
5. To prevent a woman from being struck down by a motorized carriage in a fantastic industrial future age.
6. Prevent the birth of the man 296 years from now who will destroy the moon.
7. Prevent The Great Venetian Changeling Wars.
8. Prevent The Burning of Paris.
9. To Stop the Pope from conquering Sweden in 1782.
10. Make sure the One Special Raindrop correctly falls on The One Special Crop Seed which will reproduce and mutate into the world's most bountiful food source after a few centuries.

MUSCLE SLÜG

ARMOR: 16

MOVE: 90'

HIT DICE: 11

ATTACKS: 1 Bite (1d6)/1 Tail Smash (1d12)

MORALE: 10

The victim of the muscle pulling must save or lose the use of a random limb for 1d6 days.

It can also through the power of flexing manipulate the physical composition of non-living items. In lieu of attacking, it can flex and transform a single object into another object, typically turning armor into moss, weapons into flowers, etc. It can affect magical objects as easily as mundane (and the transformation destroys their magical properties), and there is no saving throw unless the object is self-aware.

If given a full turn to flex and if it makes a saving throw, the Muscle Slüg can transform larger objects like homes or castles or garden hedges.

It will be willing to transform things back to their original forms (restoring any properties), but before it will do so it will insist the petitioner to first organize a large-scale athletic competition, the winner of which will wrestle the Muscle Slüg for the title of Strongest Creature on Earth, brother!

The Muscle Slüg has no halo.



OCULAR SLÜG

ARMOR: 12

MOVE: 120'

HIT DICE: 6

ATTACKS: 1 Bite (1d6)/1 Tail Smash (1d6)

MORALE: 7

THE OCULAR SLÜG SEES ALL, THROUGH eyes on stalks and hidden just under its skin and through the eyes of unfortunate agents scattered around the globe.

Once per round the Ocular Slüg can change the points of view of two creatures within 100'. If under attack, it will tend to switch the POVs of two of the attackers, one pair at a time. It usually does not care which targets this happens to, however, so roll 1d20 for all eligible characters. The two lowest rolls determine which points of view have been switched. These targets can make saving throws, but making a save means the player must select an alternate target for the effect. If all possible targets save, or if the Slüg is selected as an alternate target, then the original target switches points of view with the Slüg, resulting in the character collapsing in a completely catatonic lump.

Having your point of view switched means a character no longer sees out of her own eyes, but through the eyes of whom her point of view has been switched with. Seeing only out of someone else's eyes has catastrophic effects for one's mental state and physical

coordination. It is worse than being blind, with constant outside visual information being dumped directly into the brain. Closing one's eyes will not stop the visual information; only the other person closing their eyes will do that.

On the plus side, gaze attacks affect the person seeing through the eyes, not the one whose eyes are doing the gazing.

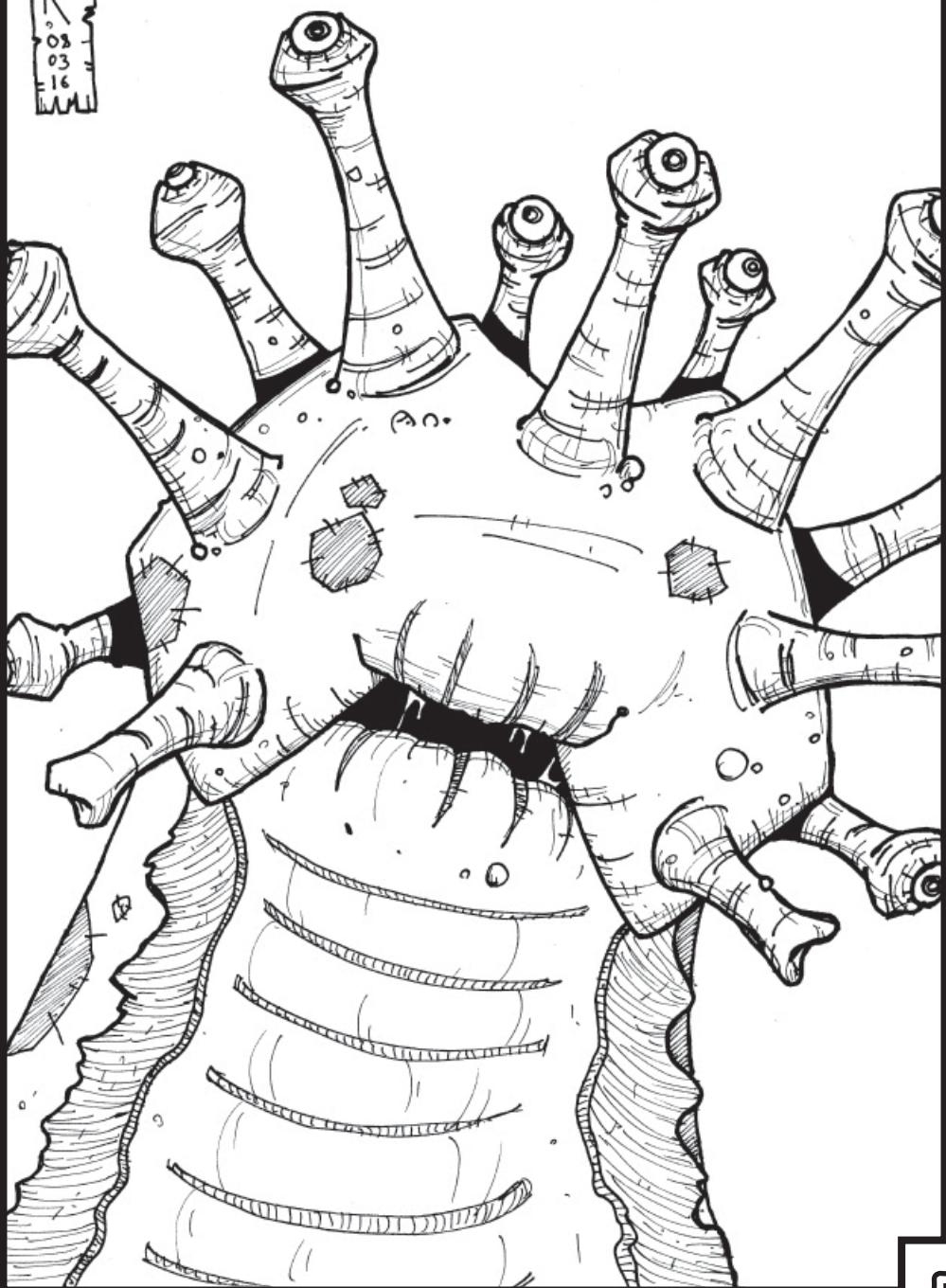
Only visual information is exchanged in this POV switch; no other senses are swapped, and no telepathic communication exists between those whose visual points of view have been exchanged.

If feeling particularly cruel or put-upon, the Slüg will switch a character's point of view with an insect or squirrel or bird or some such.

The Slüg can also see from the point of view of any beings so switched, and suffers no penalties from this because this is its natural sensory capacity. It constantly sees out of the eyes of millions, if not billions, of creatures simultaneously and never has a problem processing any of the visual information. Accessing the Slüg's point of view is just a terrible idea for a person.

If befriended, the Slüg will be willing to use its abilities to help its allies. There used to be no way to get on the Slüg's good side, but thanks to modern cultural innovations it is now possible: It loves Morris dancing and will aid any who provides it with a good Morris dancing show.

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ROCK SLÜG

ARMOR: 22

MOVE: 30'

HIT DICE: 13

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d10)

MORALE: 11

CONTAGIOUS STONE IS ONE OF THE TRUE dangers of the great honeycomb of caverns that wind through the crust and mantle of the Earth. Most that come into contact with it remain as statues before crumbling and becoming part of the landscape.

The Rock Slüg became infected with contagious stone, yet survives. It travels the Earth wishing to be left alone, wishing to become the blue-eyed handsome Slüg is once was. But it now lives to be disappointed.

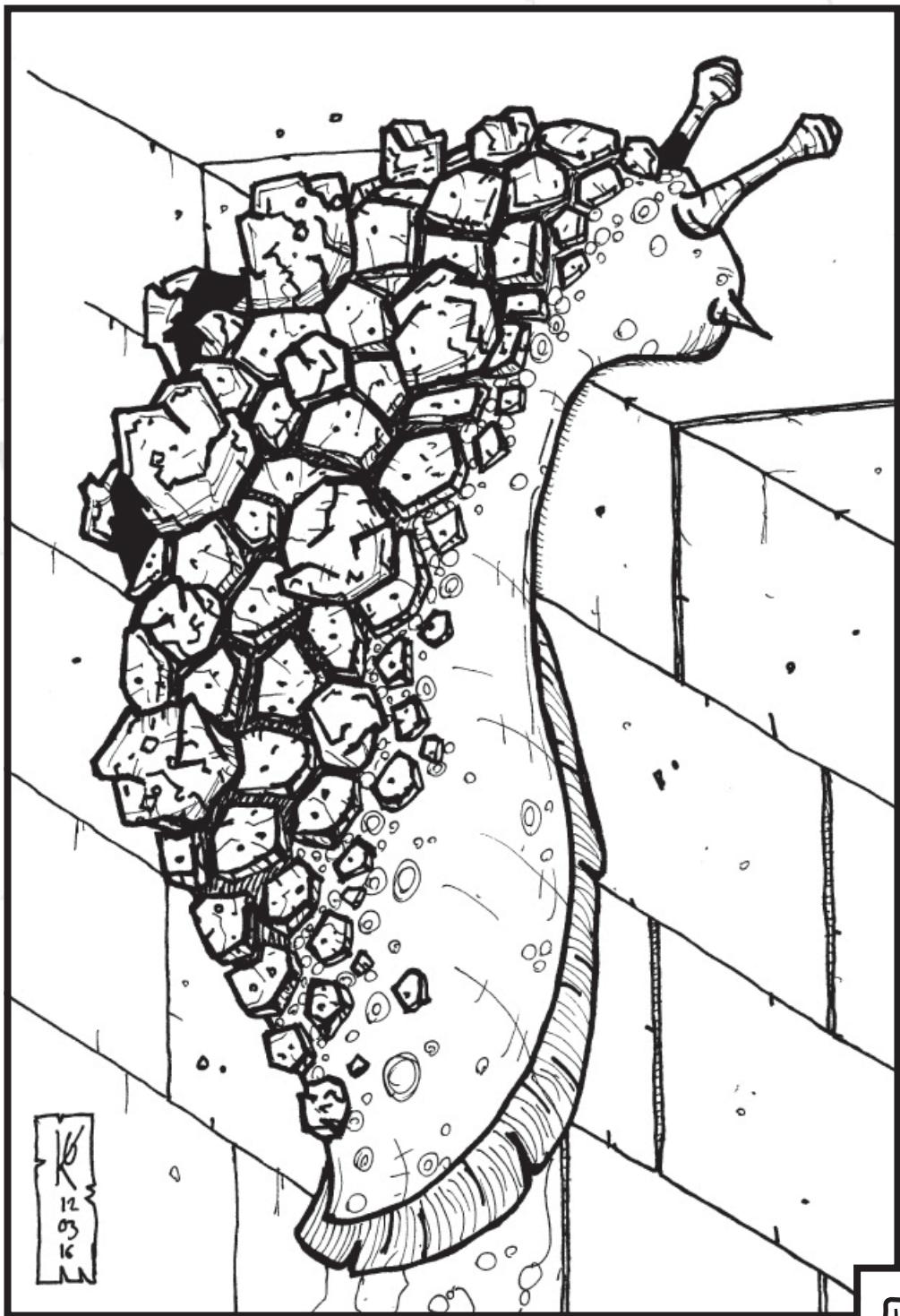
The pathogen has mutated to adapt to the Slüg's unique physiology and so behaves differently than pure contagious stone. Whenever the Rock Slüg strikes a foe in combat, or indeed even touches (or is touched by) another creature, that creature's skin begins to harden and its Armor

rating increases by 1. (This increase does not stack with existing armor.) This minor infection heals at a rate of one point per day.

If the victim's Armor rating increases by 6 total points, she has completely transformed into stone. She is still mobile, but her body is now made of connected boulders. She no longer naturally heals, and even magic designed to heal organic beings no longer works on her. And now she is contagious to others, so she will be a danger to any around her.

A mason can repair damage, but this will cost 10sp and one day of work per hit point to be repaired. Keep track of this damage healed, as if the character is ever cured of the contagious stone, this repaired masonry will still be embedded in her body and so she will instantly suffer every repaired hit point as new damage.

The Rock Slüg can also fire rocks off itself up to 240' range (doing 1d8 damage, but also 1hp damage to itself), and it can roll up into a rock ball and roll downhill at a 360' movement rate. Anyone it rolls over while doing this takes 1d20 damage.



SLUGGISH SLÜG

ARMOR: 12

MOVE: 30'

HIT DICE: 8

ATTACKS: 1 Bite (1d6) or 1 Tail Smash (1d6)

MORALE: 4

THE SLUGGISH SLÜG is a dänger to human endeavor. It saps motivation, kills passion, drains the very will to live.

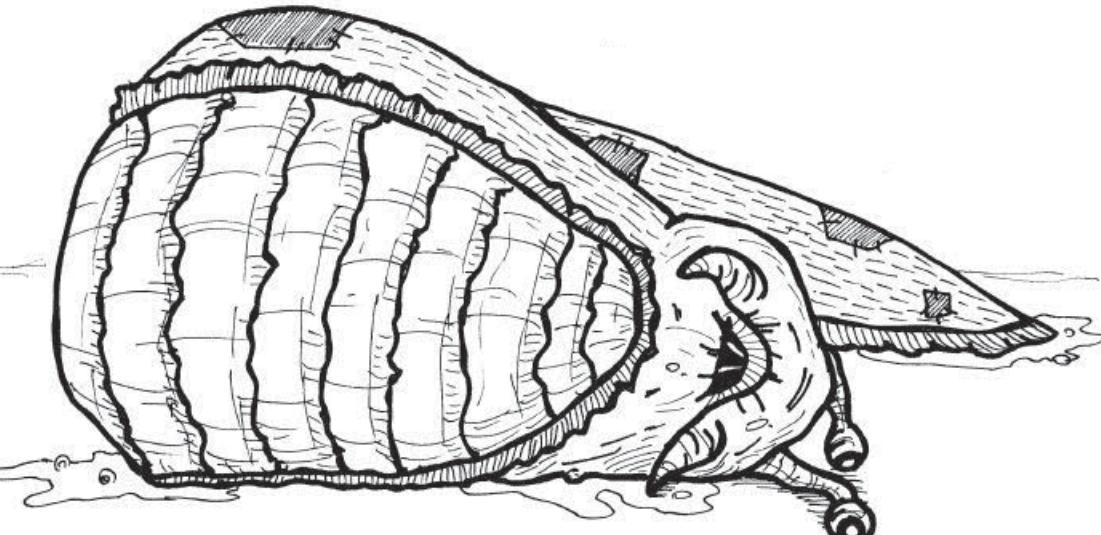
It wanders aimlessly. It doesn't want to be anywhere, but it especially doesn't want to be here. But where this Slüg retains hope that the next place might be slightly more tolerable than the last, the inhabitants in its wake are bereft of even this. Still, sometimes, it just doesn't bother.

When the Slüg appears in an area, there is a 50/50 chance it's going to just pass through or just hang around awhile. If it decides

to hang around, it will find an out-of-the-way nest to do so, taking pains to not be discovered. Its very presence will cause what has in one instance been called the Disenchantment.

Its mere presence will inflict Level 1 Disenchantment on all beings within 3 miles, with the effect lasting 1d6 months. If the Slüg is still within this area as this level of Disenchantment should be wearing off, it instead advances to Level 2, which lasts a month. And then Level 3, which lasts just two weeks, then Level 4, lasting another two weeks, and then Level 5 which fades after one week if the Slüg has moved on. When recovering from the Disenchantment, beings must pass through all the previous levels, for the same amount of time, before the effect passes forever.

Note that all creatures, not just humans, become victims of Disenchantment.



DISENCHANTMENT

There are five stages of Disenchantment:

1. **Important work will be put off so the victim can have fun.** Drinking, sexing, gaming, sports, whatever seems fun and exciting and avoids at all costs boredom or concentration. Longterm this is just as dangerous as more advanced Disenchantment as nobody will work the fields, mind the livestock, etc.
2. **Physical activity will be kept to a minimum as the slightest fatigue or strain becomes intolerable.** People will not pursue even the most enjoyable activities if there is actual mental or physical effort involved. All tasks that need to be done to facilitate daily activity will be done in the most slipshod and lazy manner possible. Mental acuity remains but the patience to argue a point of view is slipping; anger and abuse at dissent or disagreement will come much more swiftly.
3. **All activity, mental and physical, is untenable.** Only the barest minimum of personal upkeep will be performed and the victim will be effectively housebound. Passive entertainment will be tolerated, even enjoyed, but no activities will be proactively pursued. Even conversation which requires any thought will be avoided.
4. **Victims at this stage will spend all of their time either sleeping or sitting around complaining about things that they should be doing.** Grooming and general upkeep will be nonexistent, to the point that victims at this stage will just piss and shit themselves. Food and drink will be limited to whatever is most convenient to obtain and prepare.
5. **The victims at this stage are so apathetic to doing anything that they no longer care to even sleep.** Any drink administered to them will not be actively swallowed; it will simply dribble down the throat. They can't even be bothered to blink. Communication is impossible, and at this stage victims won't even respond to pain. Heartbeats and breathing continue, not only unconsciously but involuntarily. Victims will simply refuse to move, although they won't bother resisting those moving them. Death will soon follow for these people who wouldn't bother caring if they were set on fire.

In adventuring terms, the effects of each stage are:

1. No victim will allow herself to be Heavily encumbered.
2. No victim will allow herself to be even Moderately encumbered. All rolls, including Initiative, are made at a -1 penalty. Base movement rate reduced to 90'.
3. No victim will allow herself to be at all encumbered. . Base movement rate reduced to 60'. All rolls, including Initiative, are made at a -3 penalty.
4. Not only will a victim not allow herself to be encumbered, but she won't even carry anything in her hands. Base movement rate reduced to 30'. All rolls, including Initiative, are made at a -5 penalty
5. Any action which requires a roll simply fails; the victim cannot be bothered. Base movement rate 10', and that only when forced.

WRITTEN BY
KELVIN GREEN!

SLÜGATRON

ARMOR: 25

MOVE: 60'

HIT DICE: 8

ATTACKS: Slüg form: none

Humanoid form: Fists (1d8/1d8)/Blaster (4d4)

MORALE: 10

STEALTH: 6

SLÜGATRON IS NOT IN FACT A SLÜG at all, but rather one of a number of beings from another world, hidden behind disguises and engaged in a secret war. Slügatron is often sent out on reconnaissance missions, in part because of his natural gift for stealth, and in part because his allies find his presence uncomfortable. It is during these missions that adventurers are most likely to encounter him.

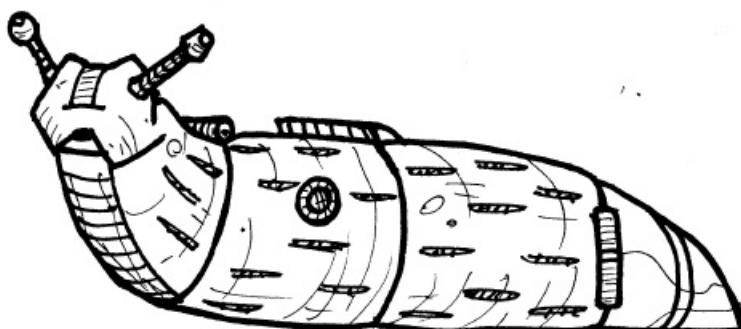
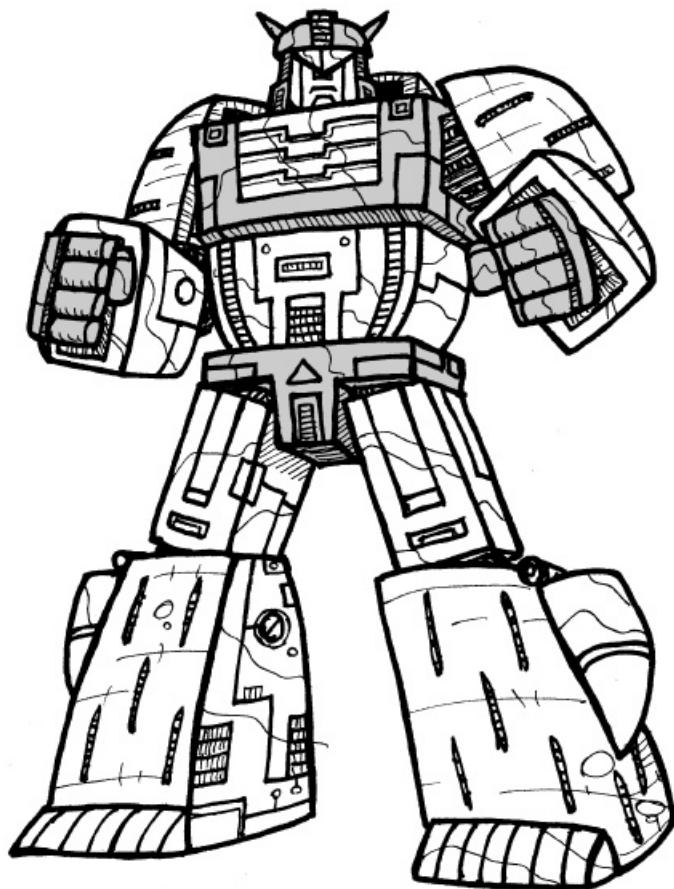
When encountered, roll 1d6; on a 4+ he will be in Slüg form, slinking about on a stealth mission for his faction, otherwise he will be in his humanoid shape, moping about how no one likes him and he wishes he were back on his home planet.

On the whole Slügatron is a heroic sort and will be happy to team up with a heroic party for at least one adventure. If he is encountered on a Saturday morning, he will be involved in a plot against a rival faction and will try to get the party to join in. Roll 1d10 to find out what's going on:

1. The enemy faction is attempting to build a portal connecting Earth and their world.
2. Slügatron's opponents have kidnapped a young human scholar who has discovered the formula for a dark form of energy.

3. The leader of Slügatron's faction has been injured in battle and requires a specific item to aid his recovery.
4. An old ally of Slügatron's has changed sides and is causing havoc; in the past this ally has shown affection for humans, so perhaps the adventurers can convince him to reject his newfound evil ways.
5. The enemy has somehow managed to transport dinosaurs from Earth's past and the beasts are on a rampage.
6. Slügatron's enemies have discovered a gem that grants enormous power. He is too slow to pursue them, but the party is not.
7. A strange meteor has caused some of his colleagues to switch their loyalties. Perhaps if the meteor is destroyed, they will return to normal?
8. The enemy faction has discovered a way to enslave humans. Slügatron needs help to disable the device.
9. Slügatron's foes have teamed up with a human scholar to unleash a series of earthquakes and volcanoes.
10. Slügatron's opposite number, a warrior disguised as a giant stag beetle, has unleashed a plague of insects upon the land, but it is a diversion from his real plan.

Slügatron's blaster is an item carried by Slügatron. A player-character must be Enlarged and then succeed at a Tinker roll in order to use the weapon. If a 1 is rolled on any of the damage dice, then the blaster's power source is exhausted and requires a day to recharge.



SPIDER SLÜG

ARMOR: 14

MOVE: 150'

HIT DICE: 12

ATTACKS: 1 Bite (1d6) + poison/
1 Tail Smash (1d8)

MORALE: 9

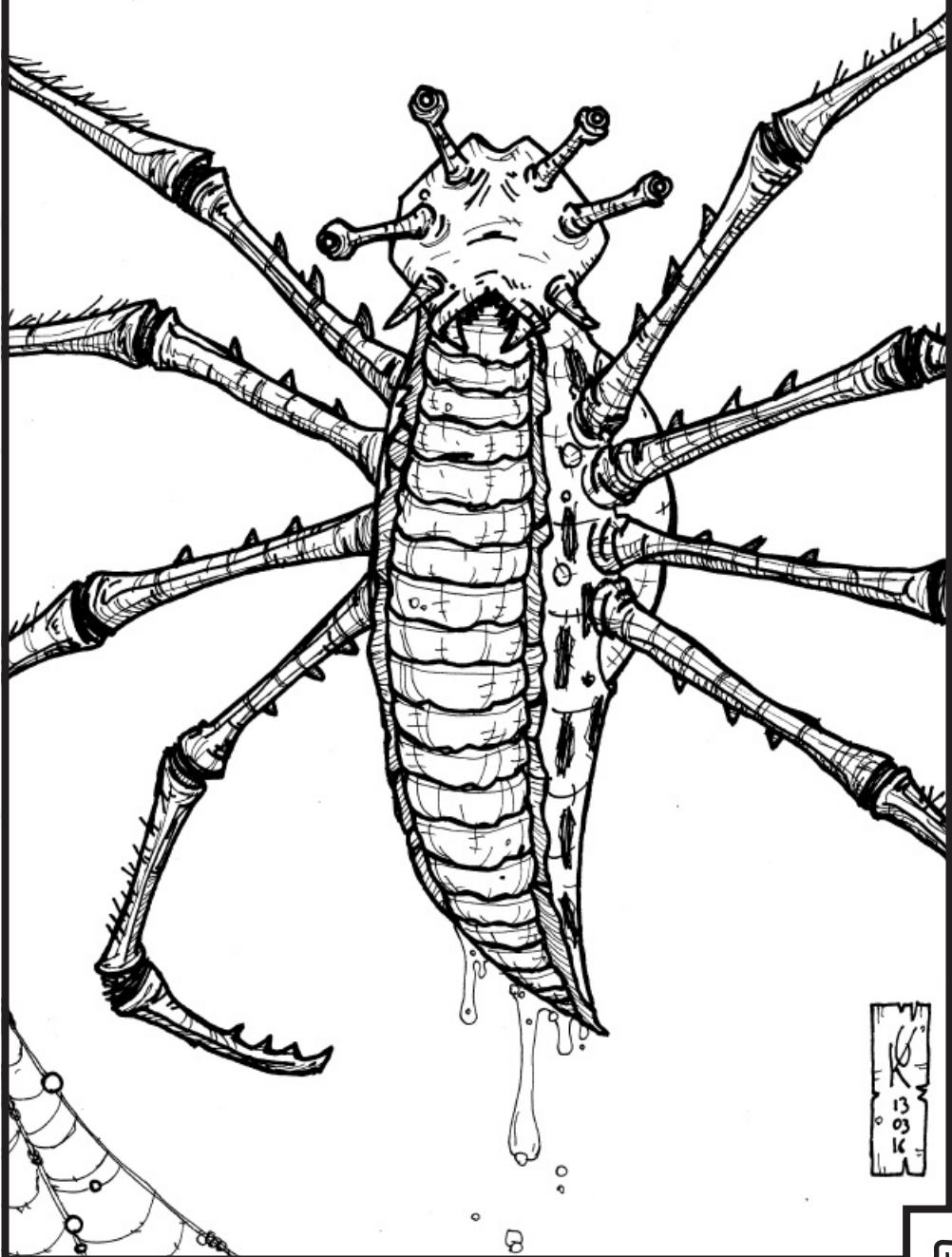
THIS HYBRID SLÜG HAS ALL OF THE ABILITIES of both Spiders and Slügs, including the ability to climb walls, spin webs, inject deadly poison when it bites, and leave slimy trails as it travels.

Unlike most Slügs, this one's slime is excreted from one specific point and is in fact the same stuff as its web. It can manipulate its fanny (this is funnier outside the US) to take hold

of the slime trail and swing it around, having basically a dripping slimy sticky rope about 100' long and about 5' thick. Anyone hit by this must make a saving throw or be stuck to it as it flails around, taking 1d6 damage each round it is used as a whip to gather more "flies."

Its slime/web excretions smell very attractive to all insects, who will at all times seek the source of this sweet nectar. After traveling through an area, it will be completely bereft of any insects for some days... just after the massive trail of insects following the Slüg passes through in pursuit.

While the Slüg has little use for normal insects, it loves nothing more than feeding on Insécts. In addition to attracting them to feed on them, it will be most grateful to any who can direct it to Inséct lairs.



SWISS ARMY SLÜG

ARMOR: 15

MOVE: 90'

HIT DICE: 16

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d8)

MORALE: 9

is attacked and happen in addition to its normal attacks. The reflex attack is +2 to hit and does 1d10 damage.

If attacked by missile fire, the halberds will retract and large musket barrels will protrude. There will be 10 of these and they can each fire independently (and take half a dozen rounds to "reload").

If necessary the creature can produce a variety of other useful tools and decorations from its back, including hooks, a bloom of peacock feathers, and short utility blades so sharp you could cut tin cans with them (but you wouldn't want to, because tin cans aren't invented until the 1810s).

If brought to 0hp, the creature will explode, doing 1d10x1d10 damage to all within 50' (save for half damage).

It can be recruited to aid in the protection of and furthering the interests of the Catholic Church.

THE SWISS ARMY SLÜG SLITHERS ACROSS the countryside, feeding on its diet of rutabagas, soil urinated on by badgers, and the remains of fires. The waste product of digesting this is an explosive powder quite similar to gunpowder, but the Slüg stores it internally instead of excreting it. As it travels, it discourages predators by displaying an array of halberds on its back.

If attacked in mêlée, the embedded halberds will reflexively strike back at the attacker. These attacks happen instantly after the Slüg



VOMIT SLÜG

ARMOR: 12

MOVE: 60'

HIT DICE: 10

ATTACKS: 1 Bite (1d8)/1 Tail Smash (1d8)

MORALE: 8

THE VOMIT SLÜG JUST CAN'T KEEP A good meal down. It is a voracious eater, consuming all organic matter it can get its mouth around, but has no excretory system. Whatever it eats that it doesn't immediately need for sustenance is vomited back out. This is the only slime trail it leaves behind.

The vomit is somewhat radioactive and highly toxic, so nothing will grow in any spot the vomit touches, and Slüg vomit introduced into a water system will make it undrinkable for up to 24 hours and result in dead wildlife.

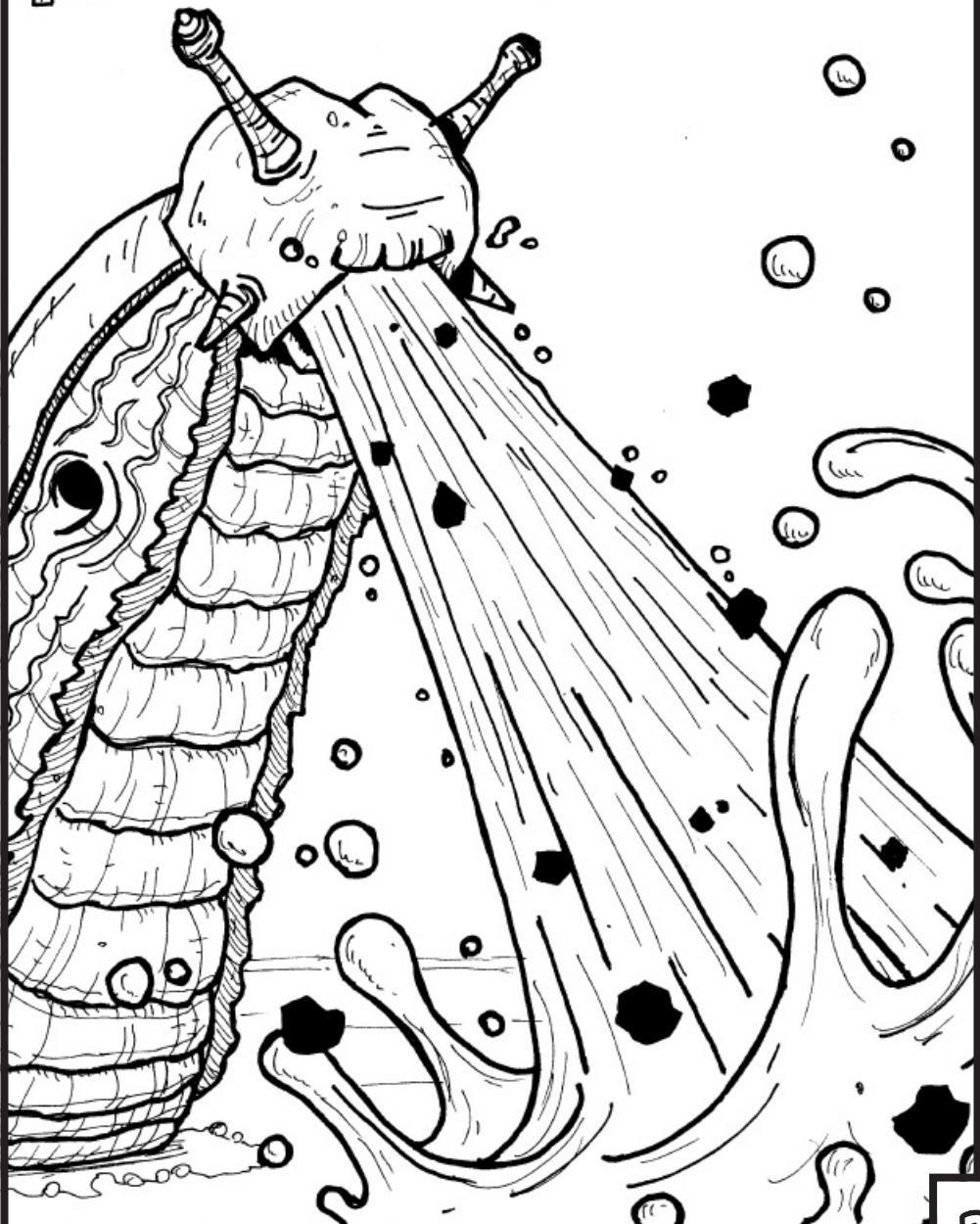
If threatened, it can intentionally produce vomit and spew it on attackers. This can be done instead of standard attacks and has a range of 30'. Doing so costs the Slüg one hit point. Due to the inconsistent way that the Slüg's digestive juices react to its indiscriminate diet, the vomit's effect will be different with each attack. Some possibilities:

1. The vomit is acidic. It does 1d4 points of damage at first hit, and then another 1hp damage every turn thereafter. It can only be washed off with milk or urine. While covered in the acid, however, the character's personal charisma is greatly enhanced as the vomit reacts chemically with the character's pheromones. Everything the character says will be taken as truth, and the character gains +3 on Loyalty checks.

2. The vomit acts as a fast-setting glue. The character is stuck in place with a 50% chance that each arm is also trapped in the glue. Only washing with vinegar will dissolve the vomit glue. If this happens on softer ground, the base of the set glue can be dug up and the character/glue blob carried around.
3. The vomit is highly radioactive. It does 1d4 damage at first hit, and another point of damage at the start of every round thereafter. Luckily it can be washed off with normal water.
4. The vomit is filled with rocks and other hard objects. It does 1d8 damage at first hit.
5. The vomit is acidic but only to non-living matter. Soft items will dissolve; each item made of more solid material may be destroyed as well. Roll 1d6 for each such item, on a 1 it is ruined.
6. Napalm vomit! The vomit explodes on impact, doing 1d10 damage to all within 30' (save for half damage).
7. The vomit is a slime monster which will act independently. Armor 14, Move 60', 3 Hit Dice, 1 Dissolving Touch doing 1d8 damage, Morale 8, immune to normal physical weapons.
8. The vomit is boiling! Roll again and add 1d8 damage to the initial effect.

Slüg vomit indelibly stains clothing and other susceptible material, and you never can get the smell out. Characters will stink of the vomit for 1d12 days afterwards, providing they bathe frequently during this time.

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SO THAT WAS SLÜGS! Our current slick marketing tagline is "Mindbending and merciless role-playing" and we hope LotFP's philosophy and attitude towards content and publishing is made plain. The important part of this little supplement is not that you take it to be the most impressive, most useful, most jaw-dropping thing you've ever seen, but simply that you find it fresh and interesting. The whole point of RPG publications is not to provide all the fun so you don't have to, but to inspire you in new and exciting ways to come up with your own ideas for your own game. We're a little weird, a little dark, a little rude, a little goofy, and very metal, and we publish material to help you to be the same in your own games.

Be free in your fun, wild in your imagination, and fuck 'em if they can't take a joke.

If you'd like to find out more about LotFP, you can download free content, including the full rules document and past years' Free RPG Day material, from www.lotfp.com. Links to our Facebook and Twitter and all that other horseshit can be found there as well. We have some decent online communities and even a healthy third-party publishing scene going on.

A full range of commercial publications, from inexpensive small adventures to fancy-ass deluxe format settings, from all-audiences cool stuff to more... libertine... cool stuff, is available from the same place you got Slügs! And if it's not, it's because they've consciously decided to deprive you, so twist their arms a bit. Seriously, game stores can order stuff for you, and you should do everything possible to reward the store that sponsored Free RPG Day and got Slügs! into your hands. Keep gaming local!

And the best thing about LotFP? It's not a product "line", so you can use everything independently without having to worry about which books are necessary to properly use which other books. You don't even have to use LotFP rules with LotFP supplements and adventures (any roll 3d6 for 6 ability scores,

classes + hit points system will easily work for them, and people have adapted them to all sorts of completely unrelated systems. You can see the stat blocks and game info for special abilities in this very booklet, it's not difficult to adapt!). Providing self-contained releases for your use and convenience is what we try to do. Unified product lines and supplements which build on supplements so you have to buy them all is the business model of assholes.

Blah blah, more self-celebratory upbeat text here, blah blah, pet the reader's bunny a little more, yadda yadda, pretend whatever I write here actually matters as far as convincing people to spend money on LotFP stuff, yak yak yak, see how personable and engaging with potential customers I am, more blah blahs, cheesy sign-off phrase.

James Edward Raggi IV
lotfp@lotfp.com
March 10, 2016
Helsinki, Finland

Playlist during the writing of Slügs!: Jess and the Ancient Ones "Second Psychedelic Coming: The Aquarius Tapes", Arkham Witch "I Am Providence" and "Weird Tales", Mirror "Mirror", High Tide "Sea Shanties", Rainbow "Rising", Fear Itself "Fear Itself", Icetcross "Icetcross", Purson "The Circle and the Blue Door", and Anal Cunt "Top 40 Hits".

PS. Any monster whose appearance doesn't potentially change the campaign isn't actually a monster, it's filler. Filler isn't always bad, but don't pretend it's more than it is.

PPS. I know the "10% of the brain" thing is untrue, I just want to see how many assholes fall over themselves to inform me of that fact in the middle of reading about an intellectual conspiracy theorist Slüg.

PPPS. LotFP has booked a booth at GenCon! See you there!

LAMENTATIONS of the FLAME PRINCESS

RELEASE CATALOG

Books with an LFP##### code are available from your local games retailer!

BETTER THAN ANY MAN

2013 Free RPG Day adventure. Definitive example of LotFP's WTF historical horror releases. Big, grand, and it will mess you and your players up bad.

CARCOSA

LFP0009

A sci-fi/horror setting: An alien world with Cthulhu, Radioactive Dinosaurs, Space Aliens, and 13 races of humans genetically engineered to be magical guinea pigs. If "gonzo" wasn't used to describe gaming material before, it would have been invented for Carcosa. And the black magic rituals got some moron threatening to call the FBI on the author, so do take a look.

DEATH FROST DOOM

LFP0034

The flagship LotFP adventure; it launched the whole company. So creepy you wouldn't believe how many groups quit the adventure before they even set foot in the dungeon.

DEATH LOVE DOOM

The adventure to run if you no longer like your players. Almost every play report is the same: The PCs arrive at the mansion, explore two rooms (out of the dozens written up), say "Oh fuck this!" and torch the place. Probably the most fucked thing in the whole catalog.

DUNGEON OF THE UNKNOWN

Adventure for the Isle of the Unknown. Features a scaling mechanism allowing the dungeon to be used with parties from 1st to 10th level.

FORGIVE US

LFP0022

A band of thieves have definitely stolen the wrong thing in a recent heist in this adventure, and the fallout will be grim.

FUCK FOR SATAN

Animals and children have gone missing. Village elders fear a local cult's shrine is no longer abandoned. This adventure is pretty much a farce if you're the Referee, a screwjob grinder if you're a player.

THE GOD THAT CRAWLS

LFP0012

A murdering cult. A religious order dedicated to protecting sacred history. An ancient catacomb full of danger and reward. This adventure continues to be one of LotFP's most popular.

GREEN DEVIL FACE

The fanzine-format periodical containing mini-adventures, monsters, items, tables, traps, and all sorts of fun stuff for LotFP by a variety of authors.

THE GRINDING GEAR

This adventure features one hell of a puzzle dungeon.

HAMMERS OF THE GOD

The dwarfs were an ancient and proud race brought low by terrible secrets... and they'll kill to protect the secrets hidden in this adventure's dungeon!

THE IDEA FROM SPACE

LFP0041

Mind vs. Muscle as two alien beings recruit humans to fight their eternal war on a remote island, and players just might have to pick a side.

ISLE OF THE UNKNOWN

LFP0010

A hex-based setting where every entry features a wholly new and unique creature, spellcaster, or magical point of interest. Best used as a meta-setting, where other adventures are placed in the hexes.

LAMENTATIONS OF THE GINGERBREAD PRINCESS

LotFP presents more hard biting horror: Now with unicorns, gumdrops and rainbows! An adventure of childlike innocence.

LOTFP RULES & MAGIC

LFP1003

The core book with all the rules to play the game.

THE MAGNIFICENT JOOP VAN OOMS

This mini-module describes artist/engineer/architect Joop van Ooms, his entourage, his home, his works. Includes rules for black market sales, encounter charts for a commercial port city, and plot hooks to get the PCs in the middle of the action.

THE MONOLITH FROM BEYOND

SPACE & TIME

LFP0011

Extensively played at conventions around Europe before release, this adventure has confused and irritated Referees and players since. The most refined blast of true Weirdness in the catalog.

NO DIGNITY IN DEATH: THE THREE BRIDES

Three adventures involving marriages gone to shit in a town inspired by League of Gentlemen.

NO SALVATION FOR WITCHES

LFP0040

A coven of witches have tapped true otherworldly power to enact positive change on the world. There are less-than-positive side-effects and everything is going to shit.

PEOPLE OF PEMBROOKTONSHIRE

137 of the most bizarre, wicked, and unsettling NPCs ever assembled between two covers (or at least I thought so when it was released in 2009), as well as details about Pembrooktonshire, the town featured in No Dignity in Death: The Three Brides.

DELONG

LFP0016

"It's fantasy fucking Viet Cambodia!" A magical war over the border is destroying life, order, and sanity in this Southeast Asian-themed adventure/setting.

A RED & PLEASANT LAND

LFP0024

It's won all the possible awards and gotten all the accolades from people like Monte Cook and China Miéville. A setting that can be summed up as "What if Countess Bathory went to war with Count Dracula in Alice's Wonderland?" The book is one of the most beautiful physical artifacts you'll see in gaming.

SCENIC DUNNSMOUTH

LFP0015

A backwater swamp-town is under threat. What those threats are and how dangerous, as well as the village itself, are all randomly generated with a kick-ass procedure that will change how you construct your own adventures.

THE SECLUSIUM OF ORPHONE OF THE THREE VISIONS

LFP0017

A sourcebook allowing you to build an abandoned wizard's lair, items, monsters, assistants included, from the ground up. Very thorough.

A SINGLE, SMALL CUT

The players stumble upon a roadside church, and things just aren't right. A short encounter-sized adventure.

T-SHIRTS

Yes, we do moichandising. I've gotten laid wearing these shirts, so I bet you can too. We have bookmarks too, but those probably won't get you laid.

TALES OF THE SCARECROW

A mini-adventure of DOOM that can be inserted into any cross-country journey through civilized territory.

THE DOOM-CAVE OF THE CRYSTAL-HEADED CHILDREN

2014's Free RPG Day adventure. The given mission doesn't require going more than three rooms into the dungeon but of course players will continue on into the bizarre and randomly strange deeper dungeon. A real mind-breaker.

THULIAN ECHOES

The party finds an old adventurer's journal – and the adventure is played with the old adventurers to determine what is in the journal. The actions taken by that party determine the state of the dungeon when the "real" PCs arrive. It's an impressive framing for an adventure, with lots of fun stuff for gameplay as well.

TOWER OF THE STARGAZER

LFP0006

A traditional wizard's tower adventure with some LotFP Weirdness. You want an LotFP adventure that conforms to the average gamer's expectation of a dungeon? This one.

TOWERS TWO

LFP0021

Explicit and obscene dressing over a rock-solid open-ended adventure region. This thing will burn in your mind for so many reasons. Plotted and co-written by GWAR frontman Dave Brockie.

VORNHEIM: THE COMPLETE CITY KIT

LFP0008

Won a ton of awards, changed the way people looked at city adventuring. I don't care what game you play or how comfortable you are running urban environments: this book is a must-have, the one book on this list everyone needs in their game library.

WEIRD NEW WORLD

The search for the Northwest Passage, except it's a fantasy version of Canada and there are cannibal elves. The ultimate arctic hex- and sea-crawl!

WORLD OF THE LOST

LFP0038

Hex-crawl set in Africa, features an extensive toolkit for generating a civilized area and hundreds of hex descriptions for the dinosaur-infested sci-fi tinged forbidden plateau.

We release stuff every few months so we hope more stuff is out by the time you read this!



YOU CANNOT HAVE A MEANINGFUL CAMPAIGN IF STRICT SLÜG QUOTAS ARE NOT KEPT.

SLÜGS! is a themed bestiary designed to infuse weirdness and chaos into role-playing games.

Even yours.

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