

O BRAVE NEW WORLD



illustration by the late Patrick Woodroffe

What have we here? A man or a fish? Dead or alive? A fish. He smells like a fish, a very ancient and fish-like smell, a kind of not-of-the-newest poor-john. A strange fish! Were I in England now, as once I was, and had but this fish painted, not a holiday fool there but would give a piece of silver. There would this monster make a man. Any strange beast there makes a man. When they will not give a doit to relieve a lame beggar, they will lay out ten to see a dead Indian. Legged like a man and his fins like arms! Warm, o' my troth. I do now let loose my opinion, hold it no longer: this is no fish, but an islander that hath lately suffered by a thunderbolt.

-The Tempest, Act 2, Scene 2.

This campaign uses the [Lamentations of the Flame Princess: Grindhouse Edition Rulebook](#) (with some houserules) and [CARCOSA](#) (ditto) by Geoffrey McKinney.

The year is 1589. PCs are English sailors, soldiers, gentlemen, and their hangers-on. A sudden 'TEMPEST' struck whilst engaged with the galleon *La Visitación de Nuestra Señora*, and all hands lost beneath the waves. By the grace of GOD, you awake to find yourself and several comrades washed safely ashore on an unfamiliar beach. There are two suns in the sky.

CHARACTER CREATION:

As in the **LotFP Rulebook** with the following changes:

1. Only **Fighters** & **Specialists** allowed. The **Spaniards** are rumored to have a miracle-worker among them, but as he is a **Papist** he is in **error** and destined for **Hell**.

2. If your Ability Score Modifiers add up to **less than zero**, you may elect to roll up another PC and make the first character your new character's henchman/lackey/parasite, etc.. He or she starts out at **level 0** with the clothes on their back, **d4** hit points, and anything you see fit to equip them with. As they now have a servant, your new character is a **Gentleman of the Company** and may expect a certain deference from socially inferior "friendly" English NPCs, at least to their face.

3. Roll for **Psionic Powers** as per CARCOSA p. 18, **but multiply your "chance of being psionic" percentage by 4**. If successful, it is advisable to be discreet in displaying this obvious **Mark of Satan's Favour**.

4. The following **skill list** replaces the one in the LotFP rulebook:

PHYSICK Success= patient stable & regains HP= the roll. Failure= cause damage equal to your failure.

PERFORM - sing, dance, act, play instruments, etc.

RUSTIC LORE - (replaces Bushcraft) - everything from survival skills to bits of "country wisdom"

SCHOLARSHIP - Book learnin' -- The Classics, Law, Rhetoric, Natural Philosophy, Theology, Philosophy, Logic, History, etc. Could quote from Virgil's *Georgics* but wouldn't necessarily know which end of a plow was which. One dot in SCHOLARSHIP represents what an illiterate or uneducated person thinks they remember some drunken student spouting off in the pub about "the learned Heraclitus", etc; the kind of thing Shakespeare's comic characters do all the time.

LANGUAGES as in LotFP. If you have 3 dots in Scholarship, add Latin to the list, and Greek at 4 dots.

KNAVERY (replaces Sleight of Hand) Everything from picking pockets to knowledge of short & long cons, cheating at dice & cards, and knowing who to bribe.

STEALTH (as in LotFP)

TINKER (as in LotFP)

SNEAK ATTACK (as in LOTFP)

SEARCH (as in LOTFP)

ACROBATICS (replaces Climb) Feats of extraordinary balance, coordination, etc. requiring special training.



5. All PCs start w/ a **dagger and 3d6 silver pieces** (3x that & a rapier if a Gentleman), a **leather jack (AC 14) if a Fighter** and **tools if a Specialist**. Each PC rolls once on the **Personal Effects Table** to see what they managed to cling to in the storm-wracked waves.

Personal Effects

- 1 lover's token from back home
- 2 bottle of rum, sealed with wax
- 3 birth caul (hey, it worked!)
- 4 pomander
- 5 Book of Common Prayer
- 6 bezoar (in a small box)
- 7 rosary (POPERY!)
- 8 pipe & d6 plugs of tobacco
- 9 scrimshawed ivory toothpick
- 10 Toby, the ship's cat.
- 11 pack of bawdy playing cards
- 12 set of knucklebone dice
- 13 penny-whistle
- 14 glove touched by HRH herself
- 15 Aztec lip plug (from dead Spaniard)
- 16 "poison ring" set with paste "jewel"
- 17 silver candlestick (from Cap'n's cabin)
- 18 seal *baculum* etched w/Bible verse
- 19 lodestone w/ hole drilled in the middle
- 20 still legible Geneva Bible (in English)



6. Next, determine what washed up on shore with your party. Take turns rolling on **Salvage Table A, B, or C** (one table per turn) until all players have rolled **3 times**. After an item is rolled, cross it off the list and re-roll if it comes up again. Divvy up the loot as seems best.

Salvage A

- 1 roll of parchment in scroll case
- 2 water-damaged portrait of HRH
- 3 barrel of tar, sealed
- 4 officer's rapier
- 5 tub of lard
- 6 shot bag
- 7 d4 bucklers
- 8 barrel of salted cod
- 9 woodsman's axe (great weap.)
- 10 hammer & box of d100 nails
- 11 d4 helmets (Morion-style)
- 12 d20 sq. ft of sailcloth
- 13 hourglass
- 14 30 ft. of chain
- 15 1 set pikeman's armor
- 16 bottle of ink & d4 quills
- 17 barrel of ship's biscuits
- 18 crate of d20 Seville oranges
- 19 crossbow w/ d12 bolts
- 20 iron crowbar

Salvage B

- 1 iron cooking pot
- 2 tinderbox
- 3 spyglass
- 4 d8 waterskins
- 5 d4 wheellock pistols
- 6 grappling hook, 30 ft. rope
- 7 storm lantern, d4 flasks of oil
- 8 cask of Madeira
- 9 d4 iron spikes
- 10 d4 powder horns
- 11 hand drill
- 12 longbow w/ 2d8 arrows
- 13 handsaw
- 14 ornamental hand mirror
- 15 d4 "12 apostles" (complete)
- 16 manacles (1 pair)
- 17 barrel of gunpowder
- 18 fishing net
- 19 d4 arquebuses
- 20 3' tall gilt wall crucifix (Spanish)

Salvage C

- 1 jug made from a tortoise shell
- 2 *El Libro del Buen Amor*, 1 copy
- 3 brocaded cloak encrusted w/brine
- 4 chest containing 6d100 gp
- 5 dead Spanish officer in full plate
- 6 barrel of cured pork
- 7 100 ft of tarred hemp rope
- 8 set of silver cooking utensils
- 9 d4 matchlock muskets w/ rests
- 10 d4 gilt ceremonial pikeheads
- 11 100 ft. matchcord
- 12 square-tipped executioner's sword
- 13 wax-sealed jar of honey
- 14 1 traumatized pack mule
- 15 jar of d12 pickled eggs
- 16 d4 flasks of aniseed oil
- 17 hogshead of ale
- 18 d4 broadswords (medium weapon)
- 19 stonebow engraved w/ hunting scene
- 20 viola de gamba (still works!)

YOUR COMPANIONS

If the PCs number 3 or less, **each member** of the Company may choose (or roll for) an NPC from the following list to survive and round out the party. If the Company numbers more than 3, **one** NPC may be rolled for or chosen if a consensus can be reached. The GM will secretly roll on [this table](#) to determine “that special something” about each one. None are under direct PC control, (though they may choose to take orders) and their stats (including level) are their own affair.

	Name	Occupation	Class
1	James Crenshawe	ship's carpenter	Specialist
2	Doctor Johannes of Rotterdam	scholar, draughtsman, and philosopher	Specialist
3	Thomas Little	“greatest wrestler in Leeds”	Fighter
4	Nicholas Glover	ship's cook	Fighter
5	William Child	shock-haired mercenary	Fighter
6	Edmund Jowlett	tinker's son	Specialist
7	Archibald Nixon	leathery-faced Border brigand	Fighter
8	Don Pedro de Badajoz	A <i>hidalgo</i> of Spain, captured in a previous skirmish.	Fighter
9	Walter Piggott	barber & ship's surgeon.	Specialist
10	Robin Finch	lanky former poacher	Specialist
11	Matthew Dryland	gunner's mate	Fighter
12	Sir Christopher Frayling	impoverished aristocrat	Fighter



SUNDRY HOUSE RULES

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ATTACK BONUS

Instead of Melee/Ranged:

- HARD uses your Strength modifier, and is for melee weapons that do d8 damage or more and bows.
- FAST uses your Dexterity modifier, and is for melee weapons that do d6 or less

COMBAT OPTIONS:

GAMBITS

- If you want to make some kind of specific attack roll to-hit twice.
- If both hit, it happens.
- If one misses, it doesn't.
- If both miss you fumble.

RECKLESS/DEFENSIVE: gain a bonus of your choice to your attack or defence by taking a double penalty to the other.

CONTESTED MELEE d20 +AB vs. d20 +DB, your Defence Bonus being AC -12 (assuming an unarmoured AC of 12). If the attacker fumbles or you roll a natural 20 on your defence you get to cut them.



DUAL WIELDING: each Round choose between +1 AC, or two attacks. If you make two attacks split your AB between them with a penalty equal to the smaller of the two weapons.

ARMOR *if you aren't a Fighter, you don't get to add your Dexterity bonus to Medium or Heavy armour unless your Strength is equal to its AC.]*

SURPRISE: Straight -5 AC when surprised/attacked from behind

FIREARMS: If a firearm is in armour piercing range, it ignores all your armour.

EXPERIENCE

(RIPPED OFF FROM JONATHAN TWEET'S OMEGA WORLD, JEFF RIENTS, AND OTHERS)

Nothing Happened 0 XP Nothing ventured, nothing gained.
Mediocre Adventuring 500 XP Explorers look around but avoid encounters, skirt ruins, hide from passing savages, etc
Standard Adventuring 2,000 XP Explorers look around, mess with relics, search ruins, taste-test mutated fruit, fight voracious giant ladybugs, establish nonviolent contact with savages, find clues to the whereabouts of a cryptic alliance, etc.
Spectacular Failure 5,000 XP Explorers provoke a deathbot attack that destroys a friendly village, kills half of them, and sends the rest fleeing in all directions without their gear.
Spectacular Success 5,000 XP Explorers lure a deathbot into a trap and destroy it.
100 xp x [character level] for writing an Actual Play Report.
Varied amounts from Carousing
100 xp x [character level] for rolling on the Critical Hit Table and Surviving
Varied amounts of XP for serious maiming (missing eye, nose, limb, etc.)
Varied amounts for winning a convert to the Church of England (based on status/influence of convert, # of converts, etc). If the PC is a PAPIST, syncretism may also be attempted for ½ the XP.