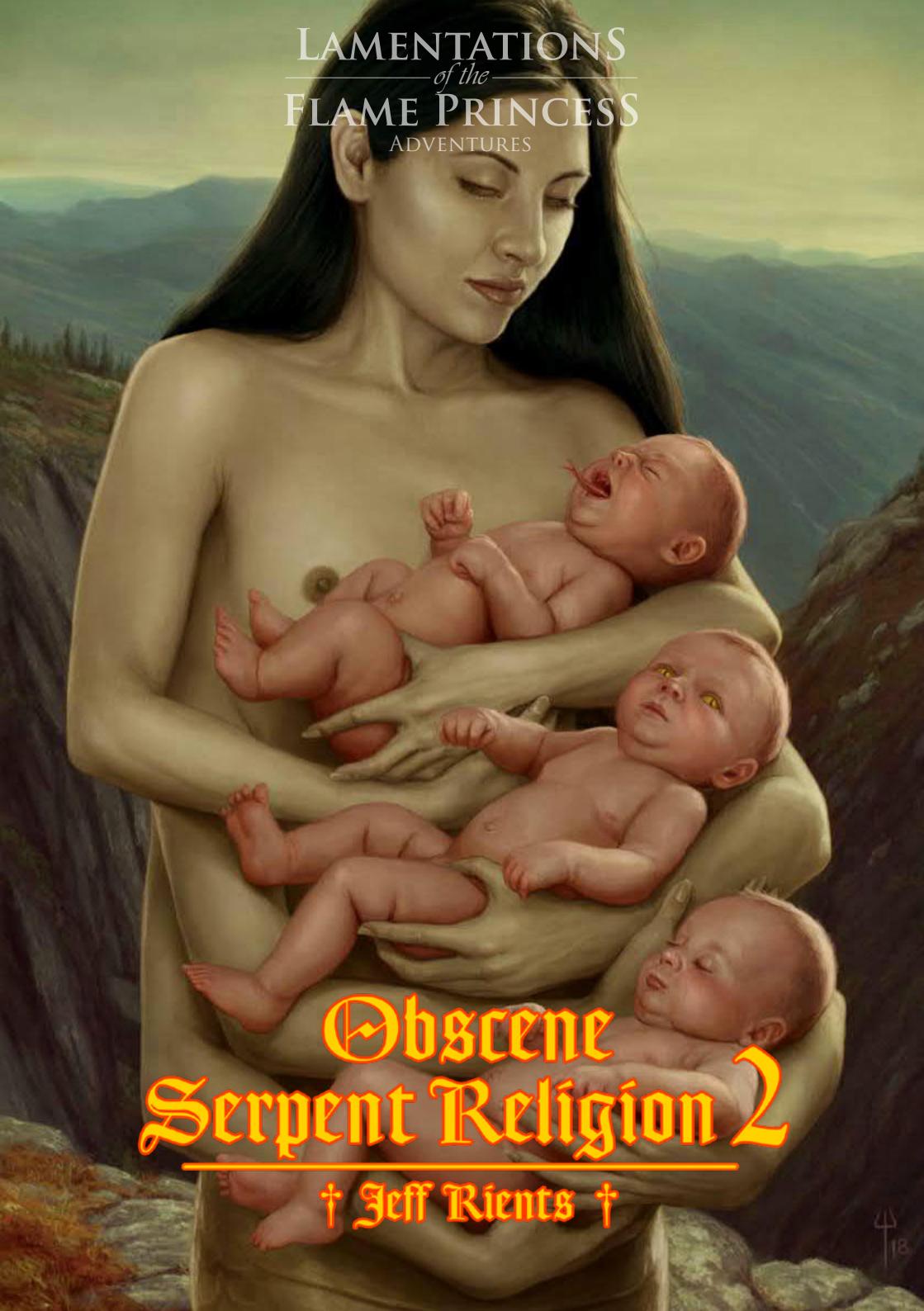


LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES



A painting of a woman with long dark hair, holding three babies in a landscape. The woman is nude, and the babies are also unclothed. The background shows rolling green hills under a cloudy sky. The text is overlaid on the bottom left of the painting.

Obscene
Serpent Religion 2
† Jeff Rients †

LAMENTATIONS
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Obscene Serpent Religion 2

The Hamlet of Nonsbeck

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First Edition, First Printing 2018
Published by Lamentations of the Flame Princess
www.lotfp.com

Printed in United States
LFP0053
ISBN 978-952-7238-15-8 (Print) / 978-952-7238-16-5 (PDF)

Introductory Note

Part 1 of this supplement details the tiny crossroads community of Nonsbeck, including all of its businesses and inhabitants as well as some of its regular visitors. Once Nonsbeck is firmly ensconced as a recurring feature of your campaign, you can unleash Part 2, wherein the peaceful hamlet is corrupted by a horrible snake demoness.

Nonsbeck is imagined to exist in a northern border region, perhaps in your campaign's equivalent of the Rhineland or the Low Countries. With relatively little adaptation, it can be placed in any area of a northern European type setting where you anticipate heavy traffic between adventure sites and/or major cities. A number of adventure hooks are peppered throughout Part 1, which can be used to supplement the other activities of the campaign. Not every hook need or should be used in a single campaign, lest humble little Nonsbeck become the one improbable place in the universe where everything always happens.

Alternatively, a new campaign can begin with Nonsbeck serving as the base of operations for plundering a nearby dungeon. In this case it is recommended that one of the two traders (see page 17) that visit the inn be available regularly to frequently supply many (but not all) of the equipment needs of the adventurers. The relative dearth of readily purchasable weapons, armor, and other equipment will eventually lead the party to seek supplies elsewhere, so it will be necessary to place

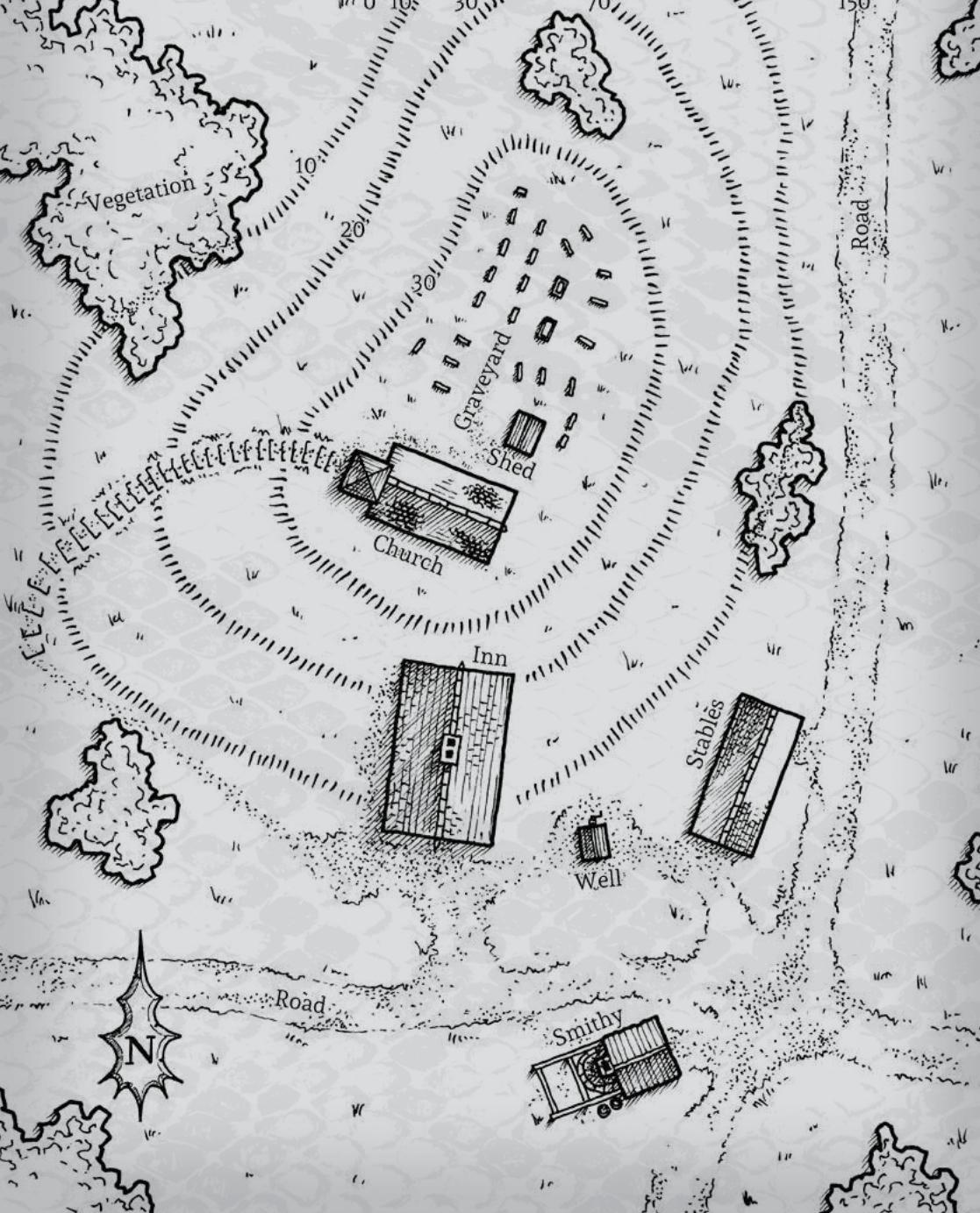
your initial adventure site sufficiently close to Nonsbeck so that convenience of travel between the hamlet and the dungeon largely offsets this issue.

A third way of introducing Nonsbeck into the campaign is as a neutral ground for a meeting with groups or individuals who, for various reasons, do not want to interact with the adventurers in a bigger town full of prying eyes and ears. For example, if the PCs must secure the release of a prisoner, perhaps the other party wants to meet in Nonsbeck for the negotiations or the exchange itself. Likewise, agents of powerful forces seeking riff-raff to do their bidding may opt to rendezvous with the party here. For example, some trusted factotum of a French merchant house may arrange to meet the adventurers in Nonsbeck to hire them to obtain the secrets of the Castillo Chocolateria, initiating Kiel Chenier's adventure *Blood in the Chocolate* (LFP0044).

However you introduce this small community, it is important that the players experience life in Nonsbeck a sufficient number of times to get to know the key inhabitants. Players visiting the hamlet should have plenty of opportunities to interact with the NPCs, making friends and enemies among the locals before the horrors of part 2 are unleashed. Otherwise, the full impact of the demon's visitation will be lost.

Hamlet of Nonsbeck

0 10 30 70 150 feet



PART 1: WELCOME TO NONSBECK

The hamlet of Nonsbeck was founded two centuries ago with the building of the church. Following a period of peace and prosperity, the parish church then used by the farmers became overcrowded and the congregation split. Half of them built a new church in honor of Margaret of Nonsbeck, a noblewoman from a foreign district who became a saint after death due to her many acts of charity. The tiny community that grew up around St. Margaret's Church came to be called Nonsbeck, after the saint's distant home. First came the inn and stables, as increased traffic through the region resulted in more and more travellers seeking shelter overnight in the Church, as was the common medieval custom. The expansion of commerce led a greedy prelate some fifty years ago to erect first the stables and then later the inn. The most recent addition is the blacksmith; prior to his arrival a decade ago the community relied on another smith in a hamlet over 3 miles away to the south.

THE SMITHY

If approaching Nonsbeck by daylight, the first sounds the characters hear will be the steady clank of the blacksmith at his craft. The smithy is a crude, mostly-open structure, built

primarily of unfinished logs. Perceptive players may note that the relatively unweathered wood suggests that the building is only a few years old. During daylight hours, the smith and his assistant will usually be here working. There is a 25% chance of another customer present, usually a farmer who needs an implement repaired or some nails.

Olbrecht the Smith

Of medium height but burly and strong (Strength 16), Olbrecht the Smith sports messy blond hair and a tattoo on his right arm of a shark-toothed mermaid sitting on a treasure chest. In his youth Olbrecht ran away from his apprenticeship and spent a few years as a sailor before a shipwreck convinced him to beg his master for forgiveness and resume life on dry land.

Adventure Hook

When in his cups, Olbrecht likes to tell preposterous sea tales. Only two are the least bit convincing. One is of an island ruled by a beautiful witch queen, a day's sailing due west of the Isle of Scilly. This one is bogus; a careful listener will eventually realize Olbrecht's sailing career was limited exclusively to the Mediterranean. The tale of his tattoo is more promising. He will relate to seeing a shark-toothed mermaid off an island in the Cyclades, in a place where the water was so clear glittering treasure could be seen on the bottom.

Part 1: Welcome to Nonsbeck

Unfortunately, Olbrecht is not much of a navigator and can only locate this spot in a cove somewhere southeast of Naxos.

Olbrecht is all business when at his forge, but a congenial fellow when taking drink at the inn or celebrating mass at the church. He is quite busy making and repairing the tools that supply the basic needs of his community and will only interrupt this work if the characters are willing to pay through the nose. Not that he can supply much that would be of interest to them: Olbrecht has not been trained as a weaponsmith or swordsmith. He can make a spearhead, and usually has 1d6-1 in the shop. If in stock, he will charge full spear price for just the head or double that amount to take the time to actually place it on a haft. He can repair many damaged metal weapons and armor, though the results will be ugly. If sufficiently paid and a leatherworker recruited, in 2d4 weeks he can make a set of crude armor that protects like chain but encumbers like plate. The only weapon Olbrecht can be coaxed into making other than spearheads is polearm heads. Either will require a day or two of work and the first 1d4 polearms will be ungainly, suffering a penalty of -2 to strike in mêlée.

Tall Fridolin

Called Tall Fridolin because it is a common name in the area, this stroppy teenager wheedled his way into an apprenticeship to escape life as a poor farmer. He has spent three years in a smithy and he still does not know much about metalworking, but he can work a bellows like a champion. Tall Fridolin doesn't like his master much, but he is quick to take offense on Olbrecht's behalf and eager to brawl with anyone. If the players overreact to his overreaction and kill the kid, they can expect a group of the Lord's men and a mob of 1d6x10 farmers should they stick around (See page 17 for details). If befriended, Tall Fridolin will switch to worshipping any character who takes him seriously. He will not join the party, but he can serve as an informant and aid.

Olbrecht the Smith: Armor 12, Move 120', 0-level, 4hp, hammer 1d6+2 damage, Morale 7. Strength 16. Wooden holy symbol.

Tall Fridolin: Armor 12, Move 120', 0-level, 3hp, hammer 1d6 damage, Morale 6.

THE CHURCH

From the outside, the Church of St. Margaret of Nonsbeck is a typical rural parish church, a squat rectangle of mottled reddish-brown stone, grey mortar, sporting a dark red roof and stained glass windows, sitting atop a small hill. A graveyard occupies most of the space on the flat hill-top. The main entrance to the Church is via the west end of the building, with well-worn stone steps leading up to the front door, cutting through the steep hillside. Inscribed on the stone lintel above the main door are the words "**IESU ET MARGIT RECIPERENT**," meaning "*Jesus and Margaret welcome/receive [you].*"

Inside, the stone work of the church is much more elaborate, rivaling (on a smaller scale) any Gothic cathedral the adventurers have visited. On sunny days, the twelve stained glass windows are positively dazzling. Each of the windows depicts one of the Stations of the Cross, though curiously the last two on the traditional list--Christ's removal from the cross and placement in the tomb--are omitted. The sixth station, which would normally depict St. Veronica wiping the face of a weary Christ, instead anachronistically depicts St. Margaret of Nonsbeck in her place. This fact can be gleaned from the clear label underneath the saintly woman, as well as from the monkey perched on her shoulder.



Part 1: Welcome to Nonsbeck

Additionally, there is absolutely no depiction of the Resurrection in any of the iconography decorating the interior of the Church. Instead, two major themes emerge from the elaborate bas-relief stone carvings covering nearly every surface of the walls. The first is that of the Woman and the Monkey. The woman is dressed as a rich widow, attending to the poor and sickly. Her monkey accompanies her everywhere she goes and in several of the carvings a scroll or ribbon of words comes out of its mouth, instructing the woman to remain steadfast in her tending of the needy. One scene shows the monkey in conversation with a donkey. The woman stands behind the monkey and a man dressed as a wizard rides the donkey. The words exchanged between the two animals have been deliberately erased, leaving an array of illegible scratches. All the locals will readily identify the woman as St. Margaret, who was well known for her acts of charity and for her miraculous talking monkey. The wizard riding the donkey is unknown to most parishioners, but the priest and his assistant readily identify them as Balaam and his ass, from chapter 22 of the Book of Numbers.

Adventure Hook: Find the Monkey

After St. Margaret's death, her body was returned to her native Nonsbeck in the south, where another Church of St. Margaret was built in her honor. Given the

power ascribed to the bodies of saints, the people of this district only agreed to the transfer after lengthy negotiations. One of the stipulations agreed to was that her Holy Monkey would be mummified and remain behind, as a relic of her awesome power, but the delegation from the south somehow managed to abscond with the mummified monkey when they left with St. Margaret's body. If any of the characters make any inquiries about Margaret's monkey within earshot of a local, they will be approached by some of the descendants of the victims of the original theft. Would the characters consider travelling to the other Nonsbeck and stealing back the monkey's corpse? The poor farm folk who seek the party's help do not have much to offer in terms of a reward.

The other major theme of the interior decor of the Church is the Priest Holding the Scroll. This figure appears interacting with a wide number of figures, from the Supreme Deity seated on his throne in Heaven, to Christ, various angels, the Grim Reaper, a group of crocodiles, and what might be either a satyr or Satan. A similar figure can be seen in the background of the stained glass Stations of the Cross, as a minor figure in crowd scenes. In each of these depictions, the scroll is rolled up and hence unreadable. Only one image in the Church shows the scroll open, and that image is carved on the east side of the altar,

Part 1: Welcome to Nonsbeck

where it would normally only be seen by the officiants at Mass, who have taken no notice of it. In this image the priest holds the scroll open to display for a nude woman with horns on her head. The scroll is, in fact, a map with a chalice in the upper left corner. The carved version presented here is useless, as it does not offer sufficient details.

Adventure Hook: The Missing Map

If questioned about it, Father Cristof or nearly any parishioner can explain that the man with the scroll is Father Hennlin, founder of the Church. The official story is that Hennlin was able to obtain a letter from the Pope himself endorsing the establishment of a church in honor of St. Margaret, and that he would carry it with him wherever he went. No one has any inkling about the scroll actually being a map. Since Hennlin was buried with his precious scroll, the only way to ascertain the truth would be to rob his grave, located in the graveyard adjacent to the Church.

The whole community, including some six dozen farmers in the adjacent areas, can be found here for the celebration of Sunday Mass and the observance of various holy days. On other days, 1d6-1 people will be in the building. The following three townsfolk are the most likely to be encountered.

Father Cristof

A sandy-haired fellow with an earnest but handsome demeanor marred by a single hairy wart on his left cheek. He takes his duties as a priest seriously, but he seems ready to blame ordinary inconveniences and misunderstandings on the machinations of Hell. He once blamed knocking over his inkpot on direction intervention by Satan himself. Better trained than most country priests, Cristof is well-versed in theology and speaks several languages. It is an open secret among his parishioners that--although he has never needed it in his ten years at Nonsbeck--Cristof keeps a dagger concealed on his person at all times. Cristof sleeps in a small chamber accessible from a door next to the lectern.

Deacon Girnot

One day two years ago Father Cristof announced the arrival of his new assistant, introducing the congregation to Brother Girnot. No one expected this announcement and few in the parish ever suspected that the Father needed an assistant in such a sleepy district. Girnot is a weasely little greaseball of a clerical assistant, a cowardly fraction of a man so obviously of ill intent that no sane person would ever trust him. Girnot's real name is Conrad, and he is on the run from Petter of Heidelberg, a wizard he ran afoul of while attending the University

Part 1: Welcome to Nonsbeck

there. While in Heidelberg, Girnot/Conrad stole the Schwarzbuch von Agamot, a book belonging to Petter. Unfortunately, Girnot lacks the intelligence and training necessary to achieve anything useful with it. Girnot is blackmailing Cristof into allowing him to serve as his deacon; when they were both lads, Girnot witnessed Cristof kill a friend in a pique of rage. A fourth member of their circle of friends ended up hanged for the crime. Girnot sleeps in a cot in the shed between the church and graveyard, where he keeps the Schwarzbuch and other black magic paraphernalia in a hole in the dirt floor hidden under a bale of straw.

Schwarzbuch von Agamot

Not a spellbook per se, the Schwarzbuch is a German translation of the notes from the bronze age wizard Agamot's attempt to research the spell Summon. A properly trained arcane caster (Magic-User/Elf 1 or higher) who diligently studies this text for 2d6 months may make an Intelligence check to add the spell Summon to their spellbook. A roll of 20 on the check indicates a magical catastrophe of some sort.

Widow Grundle

A formerly happy middle-aged woman who has fallen on hard times, her hooded cloak and frock are threadbare and patched in several places and her neck possesses that saggy looseness of skin sometimes seen when

a plump person loses too much weight too quickly. Widow Grundle (Elze to her family) was once the wife of Hans Grundle, a relatively successful man living six miles to the south. He and her two sons were killed in a bandit raid upon the farm some five years back. She subsequently moved back to the area to live with her poor brother and his family. Widow Grundle visits the Church several times a week to weep and pray for the souls of her slain family.

Adventure Hook: The Widow and the Wolf

If asked about her woes, Widow Grundle will tell a tearful tale about how her family were slaughtered by the minions of the Wolf King. Most of the details sound like her attackers were ordinary bandits using the light of the full moon to their advantage, but she swears by all that is holy that the raiders were led by a man with the head of a wolf and a crown of gold. The widow can direct the party to a forest where she believes the Wolf King is to be found.

Father Cristof: Armor 12, Move 120', 0-level, 3hp, dagger 1d4 damage, Morale 6.

Deacon Girnot: Armor 12, Move 120', 0-level, 2hp, dagger 1d4 damage, Morale 6.

Widow Grundle: Armor 12, Move 120', 0-level, 1hp, unarmed 1d2 damage, Morale 6.

THE STABLES

The smell of this edifice is unmistakable. With a dozen stalls and a hayloft, the stables here are a fairly simple structure. One distinguishing feature is the iron holy symbol on the lintel over the entrance. Despite exposure to the elements for well over a century, there is no sign of rust or weathering. No one in the hamlet has taken note of this remarkable circumstance. This miraculous symbol prevents undead, demons, or their minions from entering the stables.

At any given time 1d4-1 horses are for sale or hire here.

Adventure Hook: You Just Missed 'Em

If the result is zero horses available, this indicates that someone else has recently hired the last horse available. Assuming the party is looking to acquire fresh horses, this is a perfect opportunity to reintroduce an NPC from a previous adventure. This works best with an NPC who has some sort of easily recognizable speech pattern, behavior, or visible characteristic. "Sorry, I'm out of horses. I sold the last one to a noblewoman with immense hair the color of Bordeaux wine."

To most of the other people of Nonsbeck, the worker here is simply known as Stable Boy, but his name is Reiner. A

lad of twenty winters, Reiner is a clumsy, lanky fellow, but brighter than you would expect and possessed of a good heart. He is missing several teeth, knocked out in an altercation when Tall Fridolin (see page 5) first came to the hamlet to apprentice to the blacksmith. Since then the lads have become friends. Reiner works to pay off the innkeeper, who lent his family money many years ago. He sleeps in the hayloft, though he sometimes wanders the countryside at night, driven by a wanderlust he can't quite satisfy in his present situation. As a result of this tendency, Reiner can probably lead the party to any dungeons you choose to put in the surrounding area, providing they pay the innkeeper for his services.

Reiner the Stable Boy: Armor 12, Move 120', 0-level, 2hp, dagger 1d4 damage, Morale 6.

THE WOESOME WELL

At irregular intervals moaning sounds can be heard emanating from the well. According to the locals, a witch named Auntie Zymera was thrown down the well for her crimes some three generations back. The details of these crimes vary wildly from teller to teller, as do the descriptions of Zymera's origins and appearance. Some say she was an elderly midwife who poisoned newborns and

Part 1: Welcome to Nonsbeck

birthing mothers. Others portray her as a beautiful widow who spurned the local lord and turned into an owl to escape his ravishes. Some say she was a local woman, others a Jewess from a nearby city, or a Romani fortune-teller passing through the region.

Whatever the truth, over the years Auntie Zymera has evolved into the genius loci of the well. Any local drawing water will greet her as they approach and thank her as they leave, whether they hear any moaning or not. Like the late Father Hennlin (see page 8), Auntie Zymera has become a sort of unofficial local saint, ranking just below Margaret of Nonsbeck in the esteem of the hamlet's inhabitants and nearby farmers. The supposed anniversary of Zymera's drowning (mid March) is even celebrated with a feast and the recitation of an official apology, much to the silent dismay of Father Cristof.

Adventure Hooks: All's Swell That Ends Well

Only a fool would drown someone in a deep well that served as their primary source of potable water, so at least part of the story of Auntie Zymera seems dubious. Patient observation over several months or a detailed questioning of the locals will reveal that the moaning only occurs during dry spells for the region, but the

rest of the time an occasional burbling sound can be heard. The reason for these acoustic effects is that two-thirds of the way down the 40' deep well it intersects with a natural cavity in the earth. When the water table is low, this cavity is exposed to the air, and wind effects produce the moaning. With ropes, descending down to investigate is relatively easy, although the stones lining the walls of the well are loose and may crumble. Because of the narrowness of the well, climb checks without rope are at +1 to their chances of success. Characters in platemail and most dwarves have a 1 in 6 chance of getting stuck. And what lurks in that subterranean recess? Could something calling itself Zymera still dwell there in darkness?

One moonlit night Reiner the Stable Boy was out on his peregrinations when he spotted Deacon Girnot (page 8) whispering Latin into the well. Reiner's not sure what Girnot was up to or whether he was known he was seen. Girnot was attempting to make contact with the spirit of Auntie Zymera, in hopes of learning her arcane secrets.

Part 1: Welcome to Nonsbeck

THE INN

The sign declaring this establishment the *Laughing Ox Inn* has weathered to the point of illegibility and the story behind the name has disappeared from the knowledge of man. Locals just call it the Inn, while travellers usually refer to it as the Nonsbeck Inn. Nestled

in the side of the hill, the upper story of the inn can be accessed from a rarely used



back door. It opens onto a fairly steep portion of the hills, such that anyone hurriedly exiting the building here must make a Dexterity check or going tumbling down to the road, taking 1d4-1 damage in the process.

A room costs 2sp a night, unless you want the best room in the house. Normally occupied by the innkeeper and his wife, they will clear out and stay in another room if the customer is willing to pay 5sp for the privilege. Note that their room is the only bedroom in the place that has a lock on the door. Those who are down on their luck can beg the innkeeper to be allowed to sleep on the ground floor for a copper a night. For an extra copper a blanket can be rustled up for those flopping downstairs.

The lower floor of the Inn serves as the local alehouse and eatery.

Bill of Fare

Mug of Ale	1cp
Mug of Ale, the Good Stuff	2cp
Bottle of Wine	1sp
Bottle of Wine, Best in House	5sp
Poor Meal (bit of bread or thin soup)	1cp
Decent Meal	3cp
Fancy Meal	1sp

Part 1: Welcome to Nonsbeck

Decent and fancy meals will often involve chicken and/or eggs. Several chickens roam free on the ground floor, adding a slightly barny smell to the usual odors of stale ale and smoke.

The six tables consist of old wooden doors--two with hinges and pull-rings still attached--sitting on sawhorses. No one remembers where the doors came from. They are not attached to the sawhorses in any way, so in the event of a brawl they will almost certainly be inadvertently flipped. Between the effortlessly flipped tables and the chickens, any fighting here will be a chaotic mess.

Three people work at the Inn and can usually be found there unless attending church or on other business.

Boserd the Innkeeper

A Frenchman by birth, this portly, mustachioed middle-aged fellow has lived most of his life among Germans and his foreign accent is now almost undetectable, even to natives of the region. According to the tale, Boserd was passing through Nonsbeck when he was smitten at the sight of the young widow who was running the Inn. The two married shortly thereafter and he has been in charge for the last quarter century, bringing a noisy, boisterous joyousness into the lives of his clientele. Boserd will be happy to gossip with

anyone, slowly pumping them for information in return. Only the grumpiest and most taciturn of visitors leave the Inn without learning some bit of news in exchange for oversharing about their own lives and plans. If your campaign includes large scale events, such as the war depicted in *Better Than Any Man* (LFP 0031), Boserd is just the man to update the characters on the situation.

Adventure Hook: The Man with the Unknown Past

Although today he is one of the district's most important and respected men, Boserd did simply blow into town one day twenty-five years ago. He never discusses his life prior to coming to the Inn with anyone, not even his wife. Despite his sterling reputation, he regularly visits Father Cristof in private, possibly to confess some secret sin. What dark past haunts this man?

Mama Duretta

A rosy-cheeked, plump middle-aged woman rarely seen without an apron greasy from cookery. When her first husband, Gustav, passed away, Duretta was happy to be rid of the drunken lout, but she found tending to the Inn by herself to be too much work. After over a year of going solo, she felt blessed when Boserd entered her life. Now she merrily tends to the kitchen and lets Boserd handle the rest of the operation. Although happy enough on a

Part 1: Welcome to Nonsbeck

day-to-day basis, Duretta holds a deep goblet of despair in her soul, as five tiny graves near the Church attest to five children (three with Gustav, two with Boserd) that never made it to a year old. She sometimes daydreams that Gela, Reiner, and Tall Fridolin are her grown children. She pampers them with extra food and ale when Boserd is not looking (or at least, when he can pretend not to notice). A character in their teens or twenties might find themselves similarly adopted.

Fraulein Gela

This bright-eyed, black-haired girl of sixteen is the beauty of the parish. As the only employee of the Inn, she works as both serving girl in the ale room and maid upstairs. Apart from her poor station in life, Gela's only recognizable flaw is a slight limp resulting from a kick by a cow. Prior to working at the Inn, Gela was a milkmaid. She detests cows and the leg injury was the last straw. Since then she has been happy to find a new, cattle-free place in the world, though she is enchanted by the travellers' tales she regularly hears.

Adventure Hook: A Cyrano is You!

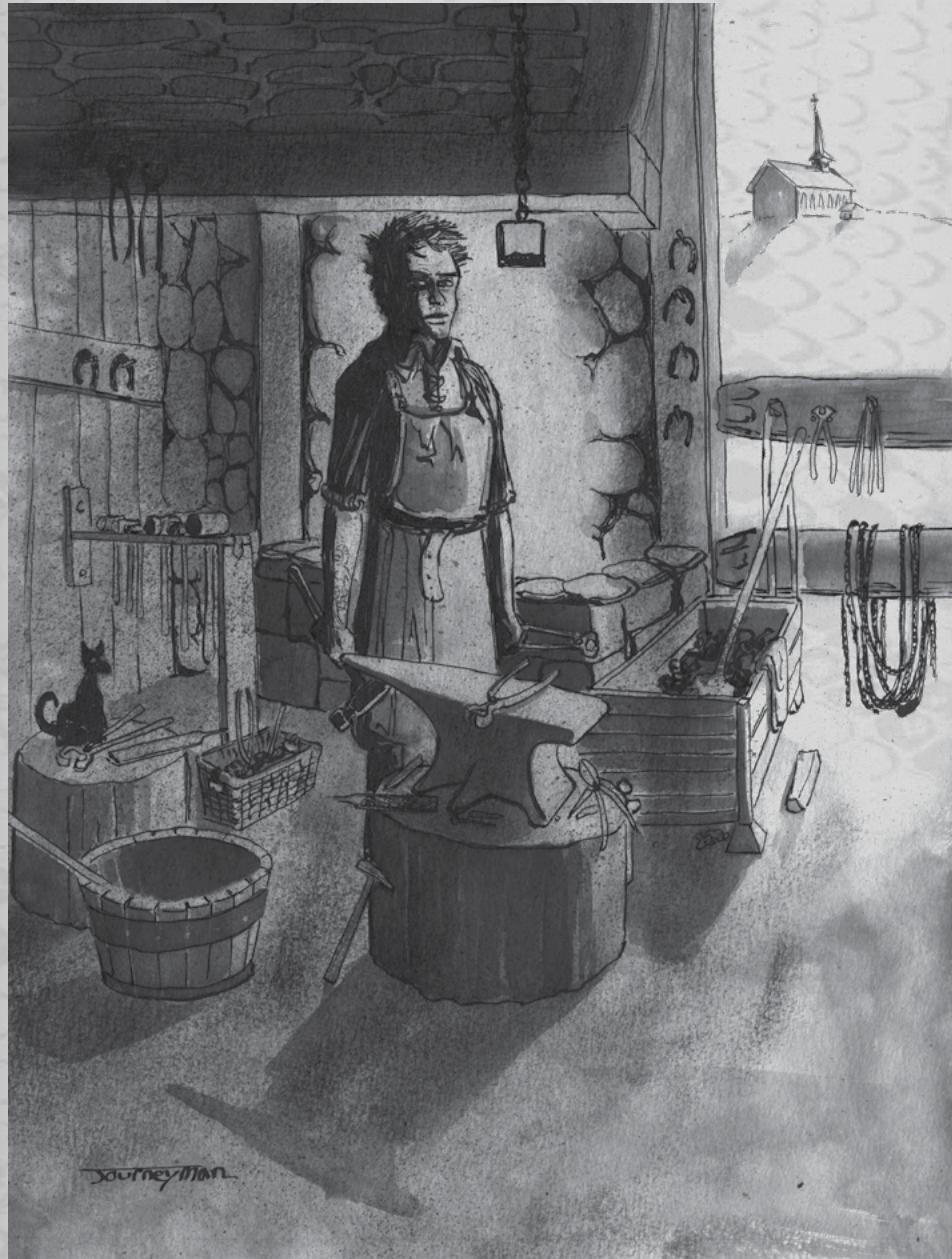
Boserd and Duretta are very protective of Gela, as are many of the locals. The only time in recent memory that Boserd retrieved the mace from behind the ale barrel was to break the arm of a trader who got grabby. All the single young men of the region are in love with her--including Reiner, Deacon Girnot, Tall Fridolin, and a half dozen farm boys--as well as many others. Right now none of the local boys have worked up the courage to woo her, but it is only a matter time before that situation changes. Whether the lovers' war that eventually breaks out will be resolved without violence remains to be seen. Perhaps one of the characters could be recruited to assist Reiner or Tall Fridolin? The poor boys could use the help. Of course, it will come to naught when Gela runs off with Yolente the Red (see below).

Boserd the Innkeep: Armor 12, Move 120', 0-level, 2hp, mace 1d8 damage, Morale 7.

Mama Duretta: Armor 12, Move 120', 0-level, 2hp, rolling pin 1d4 damage, Morale 6.

Fraulein Gela: Armor 12, Move 110', 0-level, 2hp, unarmed 1d2 damage, Morale 6.

Part 1: Welcome to Nonsbeck



Part 1: Welcome to Nonsbeck

Visitors to the Inn are quite common, of course. At any given time, 2d6 local farmers will be quenching their thirst. Roll 1d12 on the chart below for additional visitors. can probably be haggled down to the lower of the two.

2d6 more farmers. There is a 1 in 6 chance this group feels some antipathy towards

1-2 the other group of farmers mentioned above. The smaller group may try to involve the characters in their local dispute.

3d6 ruffians in leather armor, half armed with short bows and all possessing mêlée weapons of various sorts. These fellows are either mercenaries en route to a war

2 (1-2), bandits fleeing a neighboring district and hoping to set up shop locally (3-4), or soldiers loyal to some ousted nobleman trying figure out whether they will be sellwords or raiders (5-6).

3d6 ruffians in leather armor, half armed with short bows and all possessing mêlée weapons of various sorts. These fellows are either mercenaries en route to a war

3 (1-2), bandits fleeing a neighboring district and hoping to set up shop locally (3-4), or soldiers loyal to some ousted nobleman trying figure out whether they will be sellwords or raiders (5-6).

2d6 of the local Lord's footmen (matching tabards over leather armor, shield, pot

4 helmet, spear, dagger) accompanied by 1d4 of the Lord's horsemen (chainmail, shield, longsword, lance, dagger). These men will act like they own the place, since their Lord technically does. They will treat the locals poorly and may pick a fight if they outnumber the party.

2d6 of the King's footmen (royal tabards over chainmail, helmet, polearm, shortsword)

5 with 1d4 of the King's horsemen (chainmail, shield, longsword, lance, dagger). More aloof than the Lord's men, but quick to respond to any insult or challenge.

6 Father Cristof (1), Deacon Girnot (2-3), or both (4-6). Father Cristof tends to weep in his ale before the night is over.

Olbrecht the Smith (1), Tall Fridolin (2-5), or both (6) The most likely scenario here

7 is that Tall Fridolin has been sent to fetch his master a mug of ale and is dallying with Fraulein Gela. If both are away from the forge, it will only be for a few minutes out of fear of the fire cooling down.

Reiner the Stable Boy with 1d4-1 young farm lads, acting macho and trying to

8 impress the Fraulein. Despite their tough talk, these boys are less likely to brawl than most; Reiner does not want to lose his position and acts as a calming influence.

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A trader with 1d6 mule- or oxen-pulled wagons loaded with goods and a driver/guard for each wagon past the first. The two most common traders to pass through the area are Costen of Hoek and Aldstan of Wurtzen. These gentlemen will gladly sell anything on the Miscellaneous Equipment list to the adventurers, but they possess no more than one kind of item the party needs per mule they have with them. Furthermore, they will have only 1d6 of each such item for sale. Costen also sometimes (50% chance) sells rapiers and/or crossbows, while Aldstan occasionally (25% chance) offers shields and/or longswords. Otherwise, they will have no weapons or armor for sale. These gentlemen will always offer their wares for the greater of the City or Rural price for the item, but can probably be haggled down to the lower of the two.

9 Yolente the Red. An independent woman who makes her way through the world as a minstrel. Her flame-red hair, melodious voice, and penchant for dressing in men's clothes has astonished many. She is as quick with a dagger thrust as she is a joke or a ditty. Since she provides both entertainment and news, double the number of locals present whenever she appears.

11 Roll 1d10 twice, rerolling duplicate results above 5.

12 Roll 1d10 three times, rerolling duplicate results above 5.

Farmer: Armor 12, Move 120', 0-level, 3hp, farm implement 1d6 damage, Morale 6. **Morale 9. Chainmail, shield, helm, longsword, lance, dagger, 1d100sp.**

Ruffian: Armor 14, Move 120', 0-level, 4hp, shortsword or shortbow 1d6 damage, Morale 8. Leather armor.

Lord's Footman: Armor 15 (16 vs. missiles), Move 120', 0-level, 4hp, spear 1d6 damage, Morale 9. Tabard over leather armor, shield, pot helmet, spear, dagger, 1d6sp.

Lord's Horseman: Armor 17 (18 vs. missiles), Move 90', 0-level, 5hp, sword 1d8 damage, Morale 9. Chainmail, shield, helm, longsword, lance, dagger, 1d20sp.

King's Footman: Armor 16, Move 90', 0-level, 5hp, polearm 1d8 damage, Morale 9. Tabard over chainmail, helmet, polearm shortsword, 1d8sp.

King's Horseman: Armor 17 (18 vs. missiles), Move 90', 0-level, 5hp, sword 1d8 damage,

Costen of Hoek: Armor 14, Move 120', 0-level, 1hp, rapier 1d8 damage or light crossbow 1d6 damage, Morale 7. Leather armor, 1d6x20sp, 1d4-1gp.

Aldstan of Wurtzen: Armor 14, Move 120', 0-level, 1hp, shortsword or light crossbow 1d6 damage, Morale 7. Leather armor, 1d8x20sp, 1d3-1gp.

Assistant Trader: Armor 14, Move 120', 0-level, 1hp, shortsword or light crossbow 1d6 damage, Morale 7. Leather armor.

Yolente the Red: Armor 15, Move 120', 2nd Level Specialist, 7hp, dagger 1d4 damage, Morale 8. Charisma 15, Dexterity 13. Languages 2 in 6, Sleight of Hand 3 in 6, Stealth 3 in 6, Sneak Attack +2/x2. Mandolin, leather armor, specialist's tools, 1d100sp.

Part 1: Welcome to Nonsbeck

Random Local Name Generator

Roll	Male Names	Female Names	Bynames (useful when duplicate names come up)
1	Adhemar	Albreda	Comely
2	Barnim	Brida	Coughing
3	Clewin	Czylle	Ginger
4	Dietz	Demut	Hairy
5	Endris	Emnilda	Limping
6	Fridolin	Frena	Old
7	Gobelo	Gyrlin	One-Eyed
8	Henkel	Herlinde	One-Handed
9	Ilgen	Irmla	Pious
10	Kranz	Keterlyn	Poxy
11	Linhart	Leonetta	Scarred
12	Mathys	Marlein	Short
13	Nanker	Nomidia	Smiling
14	Ordulf	Osterhildis	Stinky
15	Poppo	Petrissa	Tall
16	Ruthard	Richenza	Toothless
17	Sydel	Sophey	Twitchy
18	Thoman	Techildis	Ugly
19	Wirnt	Willelma	Weird
20	Zeizolf	Yslana	Young

When using these charts to generate locals, make sure to record their names and any interactions they have with the characters. This allows them to become recurring characters in Nonsbeck.

PART 2: THE DOOM THAT CAME TO NONSBECK

Prior to beginning the loathsome events of this section, it is important that the adventurers visit Nonsbeck at least a couple of times. More importantly, they should get to know some



of the inhabitants of the hamlet, perhaps even becoming involved in their lives. Otherwise, the events that unfold following the release of the Snake Creature will be just another encounter.

The Snake Creature can come to Nonsbeck via several different routes. The most obvious one is that Deacon Girnot accidentally summons it

while meddling in the dark arts (see page 8). If campaign events render him or his grimoire unavailable, another option is for the Creature to awaken and crawl out of the Woesome Well (see page 10). A third idea is for the Snake Creature to be trapped inside some sort of object among the wares of the traders Costen of Hoek or Aldstan of Wurtzen (page 17). Some accident breaks the object open, releasing the Snake Creature in Nonsbeck.

However the Creature arrives in Nonsbeck, it is gone before the adventurers return to the hamlet. In this unfortunate scenario, they can't save the hamlet;

the party can only deal with the fallout of the Snake Creature's visitation. Perhaps one day it can be tracked down and the good folk of Nonsbeck avenged, but that day is not today.

Part 2: The Doom that Came to Nonsbeck

The Snake Creature

Taking the form of a six-armed woman with the lower body of a snake, this demon possesses a strange power over those who oppose it. Using a limited form of time travel, it can journey into the personal history of its foes, altering their childhood or even interacting with the opponent's ancestors. Victims of this power can find themselves radically changed in the blink of an eye, as their life story is rewritten for the worse. Some who fall prey to this power even end up erased from history, for the Creature makes sure they were never born! For further details, see the forthcoming bestiary from Lamentations of the Flame Princess.

The first indication that something has gone awry in Nonsbeck will be meeting a mute beggar in the road, a dozen or more miles from the hamlet. At first the characters won't recognize him, thanks to the rags and the scars and the lack of speech, but the most observant among them will figure out that it is Tall Fridolin, the blacksmith's boy, apparently fallen on hard times. Fridolin will only recognize the party after they call him by name or ask him questions about Nonsbeck, causing him to flee in terror. Unless the party can heal his broken mind (thus restoring his peace of mind as well as his speech), they will be unable to get any useful information out

of him and he will not return to the hamlet of his own free will. The misery of life as a roadside beggar is preferable to him now.

THE SMITHY

Upon arriving in the hamlet, ask all party members to make a Search roll. Any who succeed notice the absence of the steady clang-clang-clang of Olbrecht's hammer. A plank has been nailed across the opening of the smithy, painted with the word "CLOSED" in crude letters. If the party enters they will find the forges cold and several half-finished pieces lying about the place. Olbrecht's largest hammer--the one he brings out when there is trouble brewing--is missing from its place on the tool rack. Should a party member ask after Olbrecht, they are told that he decided to return to life as a sailor, taking Tall Fridolin with him.

THE CHURCH

The exterior of the Church is little changed since the last visit, except for the fact that the entrance is now barred from the inside. To enter, the adventurers will need to either breakdown the door or smash a stained glass window and climb in from the side. This will undoubtedly alert Cristof and his minions.

The Church now serves as the center of a vicious snake cult. A close examination of the large wooden crucifix suspended above

Part 2: The Doom that Came to Nonsbeck

the altar reveals that the face of the Christ figure has been re-carved to resemble a snake, as have all the images of the Virgin Mary. A red cloth covers the top of the altar, to help conceal the bloodstains.

Assuming the party makes some noise in entering the Church, Cristof will be hiding behind the altar, with a dagger and a speech about the new golden age of the snake queen. Hiding among the pews will be 2d6 farmers who are now hideous snake men. The Snake Creature went far enough back into the personal timeline of one of the local farmers to insert snake demon DNA into an entire clan of locals. They now reside in the Church full time, awaiting the coming snake apocalypse. Also present is Widow Grundle, who is now literally seven snakes in a cloak. (Should an adventurer successfully sneak into the Church, they will find the same tattered hooded cloak bowed in prayer, occupying the same pew the Widow always does. Only when they try to make contact with her will her humanoid form collapse into a pile of hostile vipers.)

Father Cristof: Armor 12, Move 120', 0-level, 3hp, poisoned dagger 1d4 damage xplus make a saving throw versus. Poison at +2 (the venom is drying out) or die in agony in 1d12 rounds, Morale 9.

7 Vipers Formerly Known as Widow Grundle: Armor 13, Movement 90', 2 Hit Dice, 7hp each, 1 bite attack doing 1d4 damage plus make a saving throw versus. Poison or die after 1d10 rounds of agony, Morale 7.

Snake Men: Armor 14, Move 90', 2 Hit Dice, claw 1d4, Morale 8. On a natural 20 attack roll it also bites for 1d4 damage plus make a saving throw versus Poison or die after 1d10 rounds of agony.

The final concern regarding any battle inside the Church is the Pit. A 20' x 20' chamber located directly below the center of the nave of the Church, it is accessed from a secret hatch in the floor. The hatch is normally set as a trap, opening when anyone steps on it. Characters moving between the columns of pews from the entrance to the altar have a 2 in 6 chance of falling into the Pit. If charging, that chance becomes 3 in 6, with a second rank of charging characters having a 1 in 6 chance of falling in. During mêlée, Cristof and the Snake Men will try to maneuver characters into the Pit. Every successful attack by any of them will result in a 1 in 20 chance of falling in.

Assuming the character survives the 20' fall, they will find themselves surrounded and engulfed by an array of horrific, indescribable snake abominations. Every round in the Pit results in 2d6 points of damage. The victim must also roll a saving throw versus Poison

each round or die of a dozen different venoms. There are no stairs or ladder out of the Pit. A Dwarf or Halfling making an Architecture roll may find a small tunnel that exits at the Woesome Well, but they will have to survive 1d4 rounds of the Pit to escape.

The quickest way to extricate a character from the pit is to throw down a rope. A successful Open Doors roll indicates they have been pulled loose. Otherwise, the agonies of the Pit continue. A roll of 6 indicates a snake abomination has severed the rope. Anyone surviving the Pit will be left with a deep fear of snakes. For the rest of their lives they will have to make a saving throw versus Paralyzation every round to fight a snake or snake-like monster.

THE GRAVEYARD

A dozen fresh, unmarked graves have appeared here since the party's last visit. If dug up (which will certainly draw unwanted attention) they will find that half the graves belong to young children who have been disemboweled, while the other half are local menfolk who show signs of a violent death. Olbrecht the Smith is among the latter. He still clutches his bloodstained hammer in both hands. If anyone asks what happened at the Inn, the locals will try to pass the sudden deaths off as the result of bandits.



THE STABLES

Unless otherwise indicated by the Inn visitor chart, there are no horses at the stables. The horses all broke their fetters and escaped in terror the night the Snake Creature manifested.

Reiner the Stable Boy has been living in sheer terror since the events of a few weeks ago. He still doesn't understand what happened on that fateful night and his conscious mind refuses to remember everything he witnessed. What Reiner does understand is that everything in Nonsbeck is different now, and for the worse. Furthermore, he has also figured out that what is keeping him safe at night is the holy symbol



over the entrance to the stables. Reiner's days now consist of a cat-and-mouse game where he must constantly avoid prolonged contact with the other inhabitants of the hamlet, while his largely sleepless nights are spent enduring the screams and unending hissing sounds.

Reiner would like nothing more than to talk to the characters in private, to explain the strange changes in the hamlet. The innkeeper will intercede to prevent that from happening, sending Fulco and/or Guntmat (see below) to "assist" Reiner with tending the party's horses, if necessary. Reiner will not discuss the situation within earshot of another local. If the players are able to arrange a rendezvous for anywhere but inside the stables, it is 75% likely they find Reiner's corpse with a dagger in his back.

THE INN

At first glance, nothing seems amiss at the Inn. Roll for visitors as described on page 16; the ever-present 2d6 farmers are all now snake cultists. Even a short visit will yield some clues that something odd is going on. For one thing, the chickens are especially noisy, sometimes fleeing from the innkeeper and his family in sheer terror. For another, Fraulein Gela is nowhere to be found. If inquiries are made about her, they are told that she went back to milking cows.

Part 2: The Doom that Came to Nonsbeck

Instead of Gela, Boserd and Duretta are now assisted by their strapping young sons, Fulco and Guntmar. These brawny lads bear the same names of the two boys the couple lost in childbirth, but if the characters seek their graves adjacent to the Church, their burial markers no longer exist. When the Snake Creature used its power to alter Boserd and Duretta's personal timelines, a side-effect was to save their children from an early death.

The primary effect of the intervention was to alter their genetic structures, turning all four into snake mutants. Instead of a fat belly, Boserd can now lift his shirt to reveal a half-dozen vipers that sprout like tentacles from his gut, as can Fulco. Guntmar takes more after his mother, whose arms can expand and twist like snakey coils to entangle and constrict foes. Neither of these mutations are obvious as the four go about their daily business.

Snake-Gut Boserd: Armor 14, Move 120', 3 Hit Dice, 12hp, mace 1d8 damage, Morale 8. Gets 1d6 snake bite attacks per round after the first round of mêlée with a foe, 1d4 damage plus make a saving throw versus. Poison or die after writhing on the ground in agony for 1d10 rounds.

Snake-Gut Fulco: Armor 14, Move 120', 3 Hit Dice, 15hp, cleaver 1d6+1 damage, Morale 8. Gets 1d6 snake bite attacks per round after the first round of mêlée with a foe, 1d4 damage plus make a saving throw versus Poison or

die after writhing on the ground in agony for 1d10 rounds.

Snake-Arms Duretta: Armor 14, Move 120', 3 Hit Dice, 10hp, grapples to pin, Morale 7. Duretta grapples at +5. Once it has pinned an opponent the target takes 1d4 damage per round. Once constricting one opponent, a second opponent may be attacked with the other arm.

Snake-Arms Guntmar: Armor 14, Move 120', 3 Hit Dice, 15hp, grapples to pin, Morale 8. Guntmar grapples at +6. Once it has pinned an opponent the target takes 1d6 damage per round. Once constricting one opponent, a second opponent may be attacked with the other arm.

The four snake people do not attack immediately or openly, but rather bide their time. Should the party be so foolish as to stay the night, 2d6 farmers (all now members of the snake cult) will join them in the midnight ambush of the party. The two weakest party members will be targeted for capture, one for food for the Pit, the other to be sacrificed on the altar. The others will be slain in their sleep, if possible. While the party members sleep the chance of surprise is 4 in 6. Boserd has a spare key to the one room with a lock on the door. However, using it will slow the attack, reducing the chance of attacking by surprise to 3 in 6.

Part 2: The Doom that Came to Nonsbeck



FINAL CONSIDERATIONS

1

Unless previously addressed in the campaign, the fate of Deacon Girnot and the Schwarzbuch von Agamot is unknown to the altered inhabitants of Nonsbeck. Were they both destroyed in the summoning of the Snake Creature? Do they travel with it as servants? Perhaps Girnot can reappear later in the campaign as a full-fledged diabolical Magic-User, operating under a new assumed name.



2

It should be noted that there is almost no treasure to be found in this adventure. James Wallis, a designer of adventures for *Warhammer Fantasy Roleplay*, once wrote:

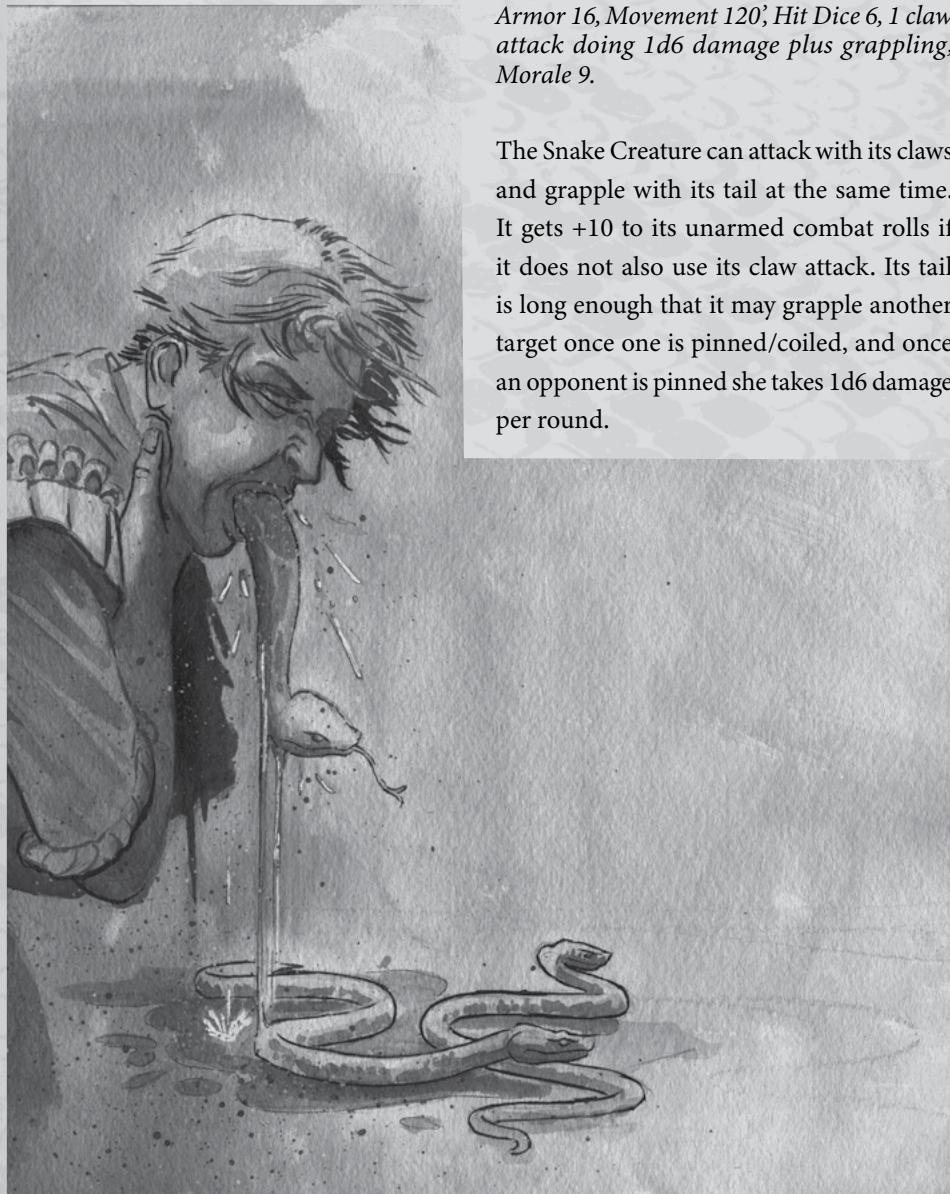
“D&D is about quests for glory and riches; WFRP pretends to be the same, but in fact is about the PCs’ day-to-day fight for survival in a universe that hates them. If you don’t finish each adventure worse off than when you started it, your GM is doing something wrong.”

That same sentiment adheres to *Lamentations of the Flame Princess*, I think. The point of this adventure is to provide the players with a little slice of the world they can get invested in, then to cruelly rip it from them to see what they do about it. Perhaps their characters will pursue revenge to the bitter end. Perhaps they will run in fear and never return to Nonsbeck. If they choose the latter the snake cult will only grow...

FINIS

THE SNAKE CREATURE

Armor 16, Movement 120', Hit Dice 6, 1 claw attack doing 1d6 damage plus grappling, Morale 9.



The Snake Creature can attack with its claws and grapple with its tail at the same time. It gets +10 to its unarmed combat rolls if it does not also use its claw attack. Its tail is long enough that it may grapple another target once one is pinned/coiled, and once an opponent is pinned she takes 1d6 damage per round.

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The Creature can also see and travel along genetic material. Upon being bloodied in combat, the Creature will instantly know the parentage of its attacker, and moves through time to meddle with the character's ancestry or personal history. This will happen in one of twelve ways:

1.

The Creature appears the night the character was conceived and attempts to slay the character's father. There is a flat 50% chance this is successful. If the Snake Creature succeeds, the character has a 10% chance to never have existed, a 50% chance of being a different gender, and a 100% chance to need to re-roll all ability scores as having a different father than before drastically changes the character's mental and physical capabilities ("unsuitable" characters must be kept).

2.

The Creature appears at a moment in the past critical to the character's education and distracts them during a key moment. If she possesses a character class, she loses all class abilities and experience points earned. She must gain 2,000xp as a 0-level character before assuming a character class of her choice. If the victim is a 0-level character already, she forgets all the knowledge tied to her profession.



3.

The Creature appears during the character's adolescence to attempt to kill the character's parents right in front of her. Roll 1d6. On a 1-3 one parent is killed. On a 4-5 both parents are killed. On a 6 both parents survive. If one parent is killed, the character suffers a -1 penalty to all saving throws, forever (this effect is not dispellable unless the parent is prevented from being killed). If both parents are killed, the character suffers a 1d4+1 penalty to all saving throws, forever.



4.

The Creature aids one pair of the character's grandparents during a particularly tumultuous time in their lives. This event converts them to the worship of snake demons. As a result, the character is raised as a snake cultist. The character now fights on the side of the Creature, treating it as a divine emissary. Furthermore, the character's body is now 1d100 percent covered in vile snake tattoos. Any roll of doubles (11, 22, 33, etc.) indicates one of the tattoos is visible on the character's face.

5.

The Creature kidnaps the mother the night before the character is conceived, scaring her half to death before allowing her to be rescued by a father with greatly inferior genetic material than the character's original father. The character's appearance changes for the worse, and new ability scores must be rolled, re-rolling until a new set of scores has a worse total modifier total than the original scores ("unsuitable" characters must be kept).

Part 2: The Doom that Came to Nonsbeck

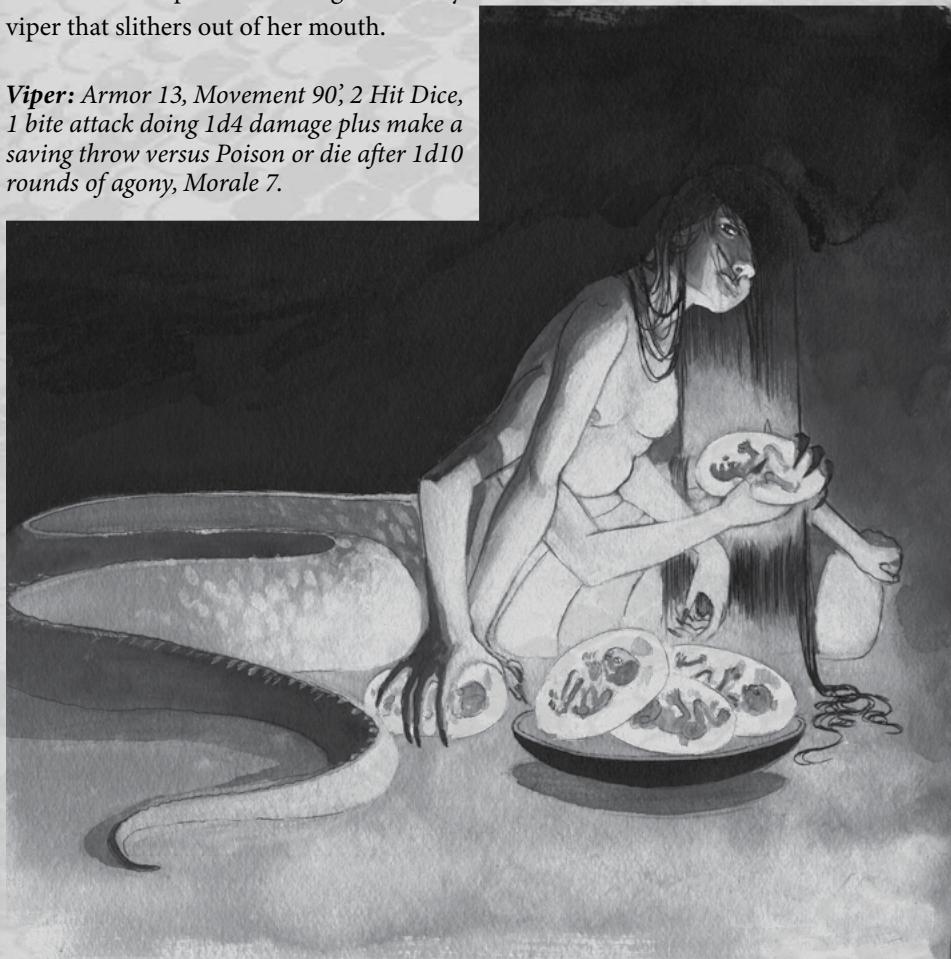
6.

The Creature travels back to the youth of the character and implants a small egg in her stomach while she is asleep. Today is the day the egg hatches, and the character vomits forth 1d20 five-foot long vipers that will fight for the Creature. The victim of this effect suffers 1 point of damage for every viper that slithers out of her mouth.

Viper: Armor 13, Movement 90', 2 Hit Dice, 1 bite attack doing 1d4 damage plus make a saving throw versus Poison or die after 1d10 rounds of agony, Morale 7.

7.

The Creature conspires to introduce lower-class and socially undesirable elements into the character's family tree, effectively destroying her status. All of the character's wealth and possessions disappear; the character only has 1d4x10sp worth of possessions now.



Part 2: The Doom that Came to Nonsbeck

8.

The Creature appears during a formative moment in the character's youth, frightening her sufficiently to psychologically scar her. The character flees the scene of the encounter with the Creature and will not be able to attack it until her mind is somehow healed of her phobia. Hereafter, every night the character must make a saving throw versus Paralyzation or relieve the trauma in her



nightmares. These nightmares ruin the night's rest for the character, causing her to become sleep deprived (-1/-10% on all die rolls). This effect is cumulative until the character gets at least one night of tranquil sleep.

9.

The Creature seduces the character's father at a young age. The character is actually the egg-hatched offspring of the Creature, and will fight with it against all opposition. The character gains a mark of its demonic heritage. Roll 1d6:

One or both eyes (50/50

1 chance) now look like those of a serpent.

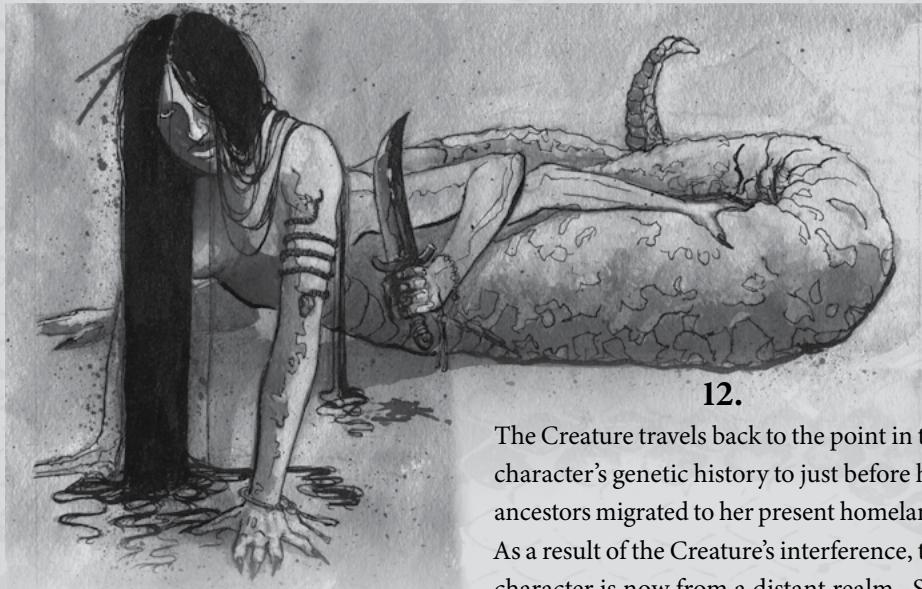
2 Protruding fangs. Whenever the character has immobilized someone via wrestling, she may make a bite attack for 1d3 damage.

3 Forked tongue and noticeable lisp.

4 Bald/hairless, vaguely
-1 Charisma.

5 Scaly skin. -2 Charisma but +1 to Armor.

6 Lower torso and legs replaced with snake body.



10.

As result nine above, but the Creature visits multiple generations of the character's male ancestors, until the character is born a hideous snake mutant, with all six of the results on the subchart above.

11.

The Creature attacks the character's mother late in her pregnancy, constricting the swollen belly until the fetus' bones snap, but stopping short of killing it. The character must make a saving throw versus Paralyzation three times or permanently lose 1d6 points of Charisma, Constitution, and Intelligence respectively.

12.

The Creature travels back to the point in the character's genetic history to just before her ancestors migrated to her present homeland. As a result of the Creature's interference, the character is now from a distant realm. She no longer speaks the common tongue of the campaign area fluently, knowing just enough to perform basic transactions with a thick accent. If the character is still in possession of any of her starting equipment, it is now obviously of foreign manufacture. It is 50% likely the character changes ethnicity as well.

Note that these "back in time" actions happen instantly after the Creature is damaged but before any other actions are taken in the present time, thus taking effect immediately. Any damage the Creature takes in past assaults also shows up in real time. Any alterations made to the character are not only permanent, but the character has actually always been like that.

Obscene Serpent Religion 2

“Two or three years ago it was just another snake cult, now...
they’re everywhere.”

The bucolic hamlet of Nonsbeck sits at a crossroads regularly used by traders, raiders, and adventurers. The innkeeper is friendly, the beds are soft, and the ale is good. Whenever you pass through the region, you and your friends always make a point to stop in Nonsbeck for a little rest. But what will you do when the hamlet suddenly changes?

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Published by
LAMENTATIONS
of the
FLAME PRINCESS
www.lotfp.com

Printed in the United States
First Printing: 1000 copies

LFP053
Print 978-952-7238-15-8
PDF 978-952-7238-16-5

