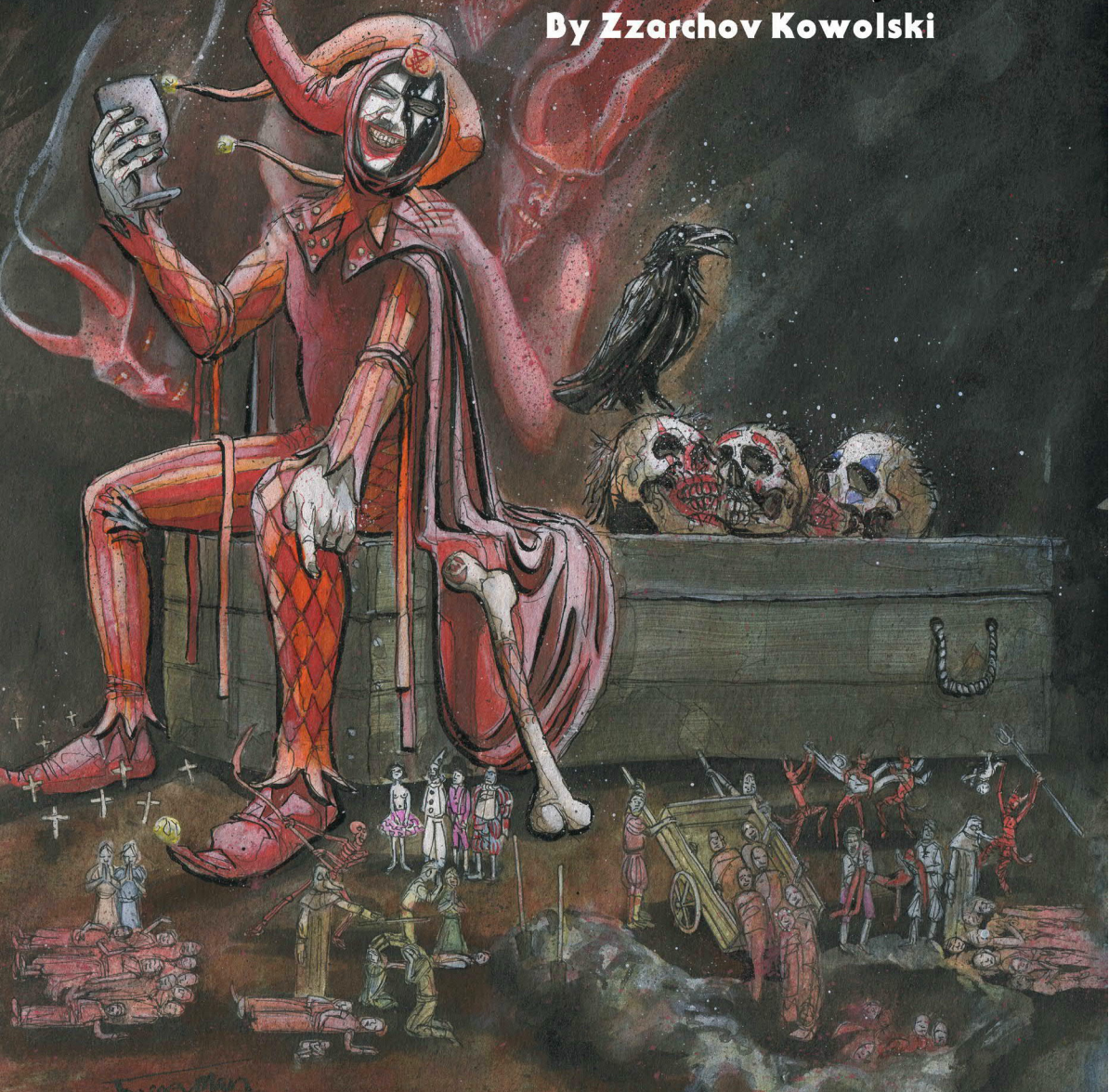


LAMENTATIONS  
*of the*  
FLAME PRINCESS  
ADVENTURES

# THE PUNCHLINE

By Zzarchov Kowolski





# THE PUNCHLINE



## LAMENTATIONS *of the* FLAME PRINCESS

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# INTRODUCTION

## PANIC GRIPS THE VILLAGE, BUT PLAGUE GRIPS THE REGION

In the mountainous valleys between two great nations are a hearty sprinkling of rural villages. They are close to each other as the crow flies but distant by the long winding roads that join the highways to bring goods down to the coastal cities much as the streams become rivers on their way to the sea. The key takeaway for game purposes is that while these are small rural towns they are not isolated, rather they actually have a steady drip of traffic bringing their goods to market and returning home with expensive luxuries from the city.

This means the people in the region are not unaware of the dangers of the plague, nor of drifters, and very well understand the risks of both. Quarantined villages exist along the winding roads, requiring careful navigation to avoid. The locals are not in the habit of leaving even their dirty laundry on the line unattended lest a vagrant wander off with a perfectly good shirt.

In one such stopover town the player characters travel through they will encounter hysteria related to people in funny clothing trying to lure children into the woods. Should they ignore this, if they ever return it will be to a quarantined

and abandoned town before encountering the same problem in a different small town. The clowns are going to get you eventually; they menace these winding paths like the Minotaur in its labyrinth.

When the players arrive in the village of Forkton they will be greeted with mix of suspicion and desperation. The seven-year-old child **Amelie Cerlogne** has gone missing without a trace. She was being raised by her crippled grandmother and the town has entered a hysteria. Folks are gathered outside the local watering hole, under a creaking blue sign showing two bulls locking horns, to discuss it.

The “**Azure Oxen**” is the only inn, tavern, stable, or restaurant in town and the party won’t be able to enter the premises without getting past a gaggle of locals discussing the issue and getting all worked up. It is obvious that it wouldn’t take much of a spark to turn them into an angry mob. When that inevitably happens, **6D6 peasants** armed with farm tools and the odd firearm will turn up to mete out mob justice. If the players want to investigate, the following are several notable figures in town that they may wish to speak to, at the mob’s behest.





***Child 1 - Guillaume Tisseur***

This young lad of eight and a half years had previously mentioned that he was approached by a dancing man in funny clothes playing a flute along the road. The boy claims the man offered him honey rolls but the boy threatened him and he ran off. Further probing into the story will have the boy sheepishly admitting he wanted the rolls but the man changed his mind and danced off the road into the woods. Even further probing reveals the boy had dropped a purse full of copper pieces at the mention of a treat and that the man had quizzed him on it. The boy admitted to the man that he had stolen the purse from his aunt and while the man seemed delighted at that, he nevertheless said the boy could not have a honey roll before dancing off into the woods.



***Child 2 - Clair Roquille***

This young eleven-year-old saw a large oafish man in brightly coloured clothes hiding in some bushes near the road, asking for her help in finding his dog. The region is a rough one and she is no fool, so she agreed with a smile and then took off at a full run as soon as the man began to turn. When the hue and cry was raised in town is when they noticed the absence of Amelie.





### *Fearful Merchant - Jean Moreau*

As a weaselly looking and very nervous acting out-of-towner, the angry mob's eyes turned to the unfortunate merchant who rushed into town this morning. Of course he is also visibly wealthy and therefore likely has friends of importance so they won't harm him unless they have ironclad proof. He is however unofficially confined to the **Azure Oxen** until the matter is resolved. His wagon full of tulip bulbs is impounded in the stables. A search of it would reveal twelve sets of silverware and a silver chalice wrapped in a curtain buried in the middle. The quality of the items suggests the type of goods a small-town coaching inn would have on hand for weddings or the rare visiting nobleman. The chalice is worth **50sp** and the silverware an additional **144sp**.

His story is that he is a simple merchant, fearful because of the dangers of travelling the roads alone. If threatened convincingly with being blamed for this event, or when shown his goods and questioned on them, he will go into further detail. The last town he had stopped at had had a similar problem. He, as a well-learned man, noticed that a Jewish family lived in the town and pointed out the naturally untrustworthy nature of those people and the town immediately drove them into the woods, slaying the elder matriarch as they burned the home.

That night he awoke to hear someone in the inn gasping in pain. He saw the innkeeper dying of the **Red Death**. Knowing the village would be dead soon, he struck the innkeeper's wife before she could raise the alarm then grabbed what he could and rode off. He didn't even have time to wake his teamsters or guards. He is convinced the Jews had poisoned the well and were tracking him with their "Jewish Heathen Magicks". He can give directions to the town he had just been at the day prior.





*Gossip who feels important when people listen to him - Alfonso Songeon*

This pudgy middle aged man sports a waxed moustache that he desperately wants to be impressive, but is not. He has a comb over that he legitimately believes is fooling people. He wears both suspenders and a belt, proving his untrustworthy nature to any astute player. This self-important buffoon still knows an opportunity for self-promotion when he sees it. He says he has seen several rough men moving about, armed and leering at the town. He will then try to go onto a tangent about the need to install a sheriff in town. If pressed more about the relation to the missing child he will evasively answer a different question, specifically about how kids are too coddled these days and don't know to keep away from strangers. He is a time-wasting blowhard who absolutely will not back down from his claims.



*Woodsman - Bernardin Millet*

Bernardin is a lean and wiry man in his early thirties with only half a mouth of teeth and a slurred manner of speech. He had been out checking for signs of feral dogs last night when he heard the sounds of a band of raucous people moving about. They were in an area midway between the old church and the abandoned watchtower, though he wouldn't know the significance of the location. He would describe it as the old village's midden heap. He's otherwise kind of a dull-witted yokel.





### ***Priest - Benito Tribbiani***

Benito is a middle-aged melancholic man with a physically slight stature. He is the town's priest and keeps the small crumbling stone church operating. He lives with his aging aunt in a house beside the church. His theory is that devil worshippers have moved into the ruins of the old village and are holding black rites. He knows the location of the old church in the forest and suggests the party investigate there. He is also a raging anti-Semite, so if any mention of the Jewish family is brought up he will enter into a frothing vitriolic rage and get the angry mob on his side. He will assume the "funny clothes" the children saw were rabbis and that they are stealing Christian children to commit blood libel. The mob will immediately go to lynch the family.

### **BLAME THE JEWS! - DEAD VILLAGE**

The natural scapegoats in these situations are hiding out in the smouldering ruins of the dead village (previously **Valeville**). They are staying in some unused stables on the east side of town. The town itself had an outbreak of the **Red Death** and everyone died in either that, or the frantic rioting and arson that was a last-ditch effort to halt the contagion through fire.

The village had also been looted thoroughly after the riot and plague killed its inhabitants. All the food and surviving valuables are gone and there are obvious signs of large amounts of foot traffic disturbing the rubble and putting out some fires to gain access to goods.

The Jewish family (the Bonet family) returned to scout out the town around noon and saw what had occurred.

They also saw signs of people in colourful clothing with face paint looting the town, about 20 to 30. They could give specific information about who seemed to be the leaders.





***Deulesalt Bonet***

Deulesalt is a hirsute gentleman of medium build with disheveled salt and pepper hair. His clothes are those of a wealthy man, but are covered in dirt and dust. His wife is Muriel, and his three children are Deudone, Bonfil, and Fleurdelis. If the party arrives quickly (the first day) he will be behind his ruined home digging up secret caches of wealth. He has 8 well-buried caches, each with about **350 silver pieces**. How many he has already uncovered is based on how long the player characters wait before arriving in the village. He can uncover 1 cache per hour. Deulesalt is armed with a shovel.



***Muriel Bonet***

Muriel is a somewhat overweight woman with a thousand-yard stare and a monotone, slightly nasal voice. She is wearing a dress of heavy duty cloth and smoking a simple wooden pipe. She will be resting on a rock or stump with an arquebus she found in the town across her lap. She will be keeping watch for outsiders and ensuring Bonfil doesn't run off. She has a gold ring with a tiny inset ruby worth **250sp**.





***Deudone Bonet***

Deudone is the eldest son at 22 years old and has a lanky build. He will be attempting to fix a pushcart in the town proper. He is wearing dirty clothing with wildflowers stuffed into the collar of his shirt, along with a cloth bandana and obviously scavenged silk gloves (worth **45sp**). He keeps a splitting axe nearby and is attempting to fix the broken pushcart with nails he is pulling from a charred beam, a wooden shutter, and the back of said axe.



***Bonfil Bonet***

Bonfil is a young boy of 11 wearing dirty clothes and an adult sized wool jacket. He will be in the fallow field within sight of Muriel using a steel knife to dig up dandelions whole, as there are no supplies in the town and no ripe crops left in the fields.





### ***Fleurdelis Bonet***

Fleurdelis is a mousy young teenager of 16. She is wearing a toga made from a hastily grabbed green curtain with a twine belt, over top of her dressing gown. She will be armed with a shovel, and be busy burying her grandmother's charred corpse in the graveyard. As it is a Christian graveyard such a thing would not normally be allowed but Fleurdelis puts such concerns very, very low on her priority scale, about the same level of concern as she has for the fate of those in the village. She is burying her grandmother with a silver locket worth 25sp.









# THE TROUPE OF LUCIFERS FOOLS

This band of five, as well as twenty more, were hired by a band of wealthy well-armed drifters to explore an old abandoned prince's castle said to be full of untouched wealth. Apparently no one had gotten the memo that it was untouched because it was quarantined. While the Prince was attempting to weather out a bout of the Red Death inside its walls, the contagion found its way in and slaughtered all of the nobles taking shelter during their masquerade. The latent virus was reawakened and a particularly vicious strain tore through the party. The one now known as **Harlequin** uncovered a secret shrine to the Devil within the castle and in his desperation begged Satan to save them. One of the apparently very pious well-armed drifters attempted to slay him in the satanic chamber but that drifter was overcome by the others from Harlequin's home town, those now called **Columbine, Clown, Pantaloon, and Pierrot**. They barricaded themselves in the shrine and expected to die, delving into debauchery. But despite being coated in infected blood they all survived untouched. In their minds this was a direct blessing from Satan.

In reality they all shared a very rare mutation which made them immune to the ravages of the Red Death, but still able to act as carriers. They are the Typhoid Marys of the Red Death. The reason they all share this very rare genetic mutation is that they all (unknown to them) have the same father.

Still, the Harlequin believed he was now the champion of Satan. In his growing delusion he concocted a theology based on the Satanic works of the late Prince, his one really enjoyable summer volunteering with a theatre company, the smattering of Cathar beliefs he knew, and the single conversation he had in a bar with a guy who met a Buddhist Mongol once. And of course, to be a new ministry spreading the good word of the lord Satan they needed appropriate clothes! And behold there were the garish and outlandish costumes from the masquerade.

Abandoning their Christian names the original five members of the Troupe of Satan's Fools went to preach and spread the Red Death with them, causing both massive carnage and creating quite a lucrative scavenging ring from depopulated towns. They preached salvation from the coming plague, and some desperate peasants heeded the call.





**Harlequin**

The leader of the troupe and self-appointed Anti-Christ calls himself Harlequin. He wears a proper harlequin costume with a garish diamond checkered shirt and leggings. He wears half of a black mask over white face paint and has an uncharacteristic velvet cape. He will always be carrying a human thigh bone club (slapstick), a finger bone pan flute, and a “hand of glory” at his belt. Harlequin is the legitimate son of the troupe’s shared father and the twin brother of Columbine who is his lover. He is utterly delusional and hears voices. Harlequin is a Level 3 Magic-User that knows no spells. He has a high Charisma (16).

**HARLEQUIN:**

Armour 12, Move 90’, 3rd Level Magic-User, 10hp, club 1d6, Morale 12. **Items:** Weapon small (bone club), bone pan flute, **hand of glory**.



**Columbine**

Columbine is the cult’s kingmaker, she is currently pretending to be loyal to Harlequin. She is a pure sociopath who always thinks about her own best interests and lacks any morals or empathy of any sort. She wears a polka dot ballerina tutu, white face paint, and an antique masquerade mask. She will always have a rapier on her and be near a leather buffcoat in case she should find herself in combat. She is the legitimate daughter of the troupe’s shared father and the twin sister of Harlequin. Columbine is a 2nd Level Fighter. She has a high Dexterity (16).

**COLUMBINE:**

Armour 14(15), Move 90’, 2nd Level Fighter, 13hp, rapier 1d8, Morale 7. **Items:** Rapier, buffcoat.





**Clown**

Clown is the Starscream of the group and I think I know the audience of this adventure well enough to bet that most of you immediately understand all that implies. If not, the internet is a vast resource. Clown is an obese sadist who is still surprisingly strong. He wears garish landsknechte clothes, a steel breastplate, and an overcoat. He has blue and white face paint with comically spiked bleached hair. The man Clown called father growing up was cuckolded by the troupe's shared actual father. He has no idea and would not care for someone implying his mom was promiscuous. In combat he will wield a two handed mace. Clown is a 2nd Level Fighter. He has a high Strength (16).

**CLOWN:**

Armour 14, Move 90', 2nd Level Fighter, 16hp, 2-handed mace 1d10+2, Morale 9. **Items:** Pikeman's armour, great weapon (mace).



**Pantaloone**

Pantaloone is the more serious challenger for the leadership of the troupe. He is a wanton hedonist, wearing mismatched pieces of vibrantly coloured formal wear taken from the estates of dead nobility. His collar is notably oversized and he has some sort of admiral's hat. He has red and white face paint and always carries a number of expensive and ornate pistols (5 pistols averaging 100sp in value each). He is a dozen years older than anyone else in the troupe as their secret shared father impregnated his actual mother when they were both young teenagers. His actual mother was sent to a nunnery and he was raised as if his grandparents were his parents; he has no idea they were not his parents. Pantaloone is a 1st Level Specialist with 5/6 in Search. He has a high Intelligence (16).

**PANTALOON:**

Armour 12, Move 90', 1st Level Specialist, 5hp, pistol 1d8, Morale 10. 5/6 Search. **Items:** Admiral's hat, 5 ornate pistols worth 100sp each.



## Believer Cultists



*Pierrot*

Pierrot is both the most reluctant and the most dangerous member of the Troupe. He is despondent and truly without hope, a nihilist believing he is already damned and everything is pointless. Pierrot wears white silk pajamas along with a dunce cap. His face paint is starkly black and white. He carries on him a dagger and a garrote but will usually keep a crossbow nearby. Pierrot is the son of a prostitute and has no idea who his father is, but hint, it is the same person as everyone else in the group. Pierrot is a 3rd Level Specialist with 5/6 points in Stealth and 4 points towards Sneak Attack. He has a high Wisdom (16).

### HARLEQUIN:

Armour 12, Move 90', 3rd Level Specialist, 10hp, dagger 1d4 or garrote 1d6 or heavy crossbow 1d8, Morale 12. 5/6 Stealth, Sneak Attack x4.

**Items:** Weapon minor (dagger), garrote, heavy crossbow.

The Red Death does not have a 100% mortality rate. Some of the desperate cultists survive their infection and come out alive, if horribly scarred and weakened. Nevertheless, they attribute their survival to Satan and have had all of their cognitive biases confirmed into ironclad faith. The original five also recognize that they must be blessed by Satan and so they have the choice of the best food, drink, and equipment. The cultists paint their faces, dye their hair, and wear mismatched, vibrant coloured clothes scavenged from wealthy homes. Their survival has rendered them immune to the Red Death and they do not carry it.

### BELIEVER CULTISTS:

Armour as equipment, Move 90', 0th Level Fighter, 1d8-1hp, Attack as weapon, Morale 11.

#### How many Hit Points a Believer Cultist has determines their equipment:

1. Dagger, Sling, Jester's hat with bells
2. Meat Cleaver, Crude wooden shield with crying face painted on it, Nude with body paint
3. Matchlock, Ballgown,
4. Polka Dot Painted Buffcoat, Halberd. Comedy Mask
5. Zig Zag Painted Buffcoat, Crude wooden shield with laughing face painted on it, club, Dunce Cap
6. Pikeman's Armour with tassets, Helmet, Rapier, Tragedy Mask
7. Sledgehammer, Dressing Gown, heavily styled hair





### ***Desperate Cultists***

A large (and constantly cycling) swathe of the cult are the initiates. Desperate people with little faith in God who don't want to die from the **Red Death** that sweeps the area. They are deranged and willing to do anything to live. Living is key though, they don't really want to pick a fight and risk dying. They must succeed in a morale check to initiate a combat. They attempt, poorly, to dress as their lord Satan commands but end up looking more like railway tramps in whiteface than proper opera clowns. They all have the Red Death and can transfer it in *mélée* combat. Most of the current Desperate cultists will die in a day or two.

#### **DESPERATE CULTISTS:**

Armour as equipment, Move 90',  
10th Level Fighter, 1d8hp, Attack as  
weapon, Morale 6.

**How many hit points a Desperate  
cultist has determines their  
equipment:**

1. Bag of rocks to throw
2. Whip, Dagger
3. Crossbow, Dagger
4. Club, Buffcoat
5. Pitchfork (as spear)
6. Pike, Helmet, Dagger
7. Buffcoat, Helmet, Rapier
8. Great Woodsman's Axe



# THE RED DEATH



## MECHANICS:

Direct exposure to bodily fluids almost certainly guarantees infection with the Red Death. The disease takes 3 days to incubate, but after the first day you are contagious. After incubation it will quickly surface and death comes in under an hour due to massive bleeding from the pores. A character's Constitution score is temporarily lowered by 5d6 or 3d6 on a fully successful saving throw versus Poison.

Any naturally rolled 1's and 6's on the dice are permanent Constitution loss. The most common way in this adventure to become infected is if a character uses a melee weapon to attack someone that is infected. They then suffer an automatic attack roll from the blood spray. If they attacked the infected target with an edged weapon the roll gets +4 while a blunt weapon gets -2 on the roll.



# BLOOD CEREMONY



The ritual will occur on Saturday night. They will take the kidnapped child and sacrifice them to the glory of Satan. This begins just after dusk, when the cultists will move from the ruined watchtower to the old church. The child will be brought from the cave to the old church. From being near Pierrot and Pantaloon, there is a 50% chance Amelie has the Red Death already. If she does not already have the Red Death, that is because she was being guarded exclusively by Believer cultists. They will ritually drown the child in the church's now-defiled baptismal font after a

black mass that takes around 30 minutes, depending on how rambling Harlequin's sermon was. Pierrot is often forced to perform the drowning as the rest of the troupe find it amusing that it still seems to make him sad.

The child will not have been harmed prior to the drowning. The cult is only willing to sacrifice one they believe is innocent on unholy ground. This is to mirror how the self-proclaimed living saint that the troupe originally slew in the Satanic chambers was seen as innocent.



# CULT

# THEOLOGY

## SATANIC BELIEFS OF CRAZY CULTIST CLOWNS

The Cult/Troupe's views are a mishmash of bullshit that Harlequin concocted. In no particular order the tenants are as follows:

1. Satan is Rex Mundi, the king of the world. This, all of reality around you, is actually Hell.
2. Reality is a cruel charade, a play to amuse Satan. The phrase "all the world's a stage" is literal.
3. The gates of Hell say to abandon all hope, and that is the purpose of the charade, to make you finally break and abandon all hope of eternal salvation. To accept the suffering of the world is the best you can have, since you are already dead and damned.
4. If you die with hope, your memory is cleansed and you are born into an even worse position as Satan closes the vice further on your existence, making your life more unbearable until you finally abandon all hope.

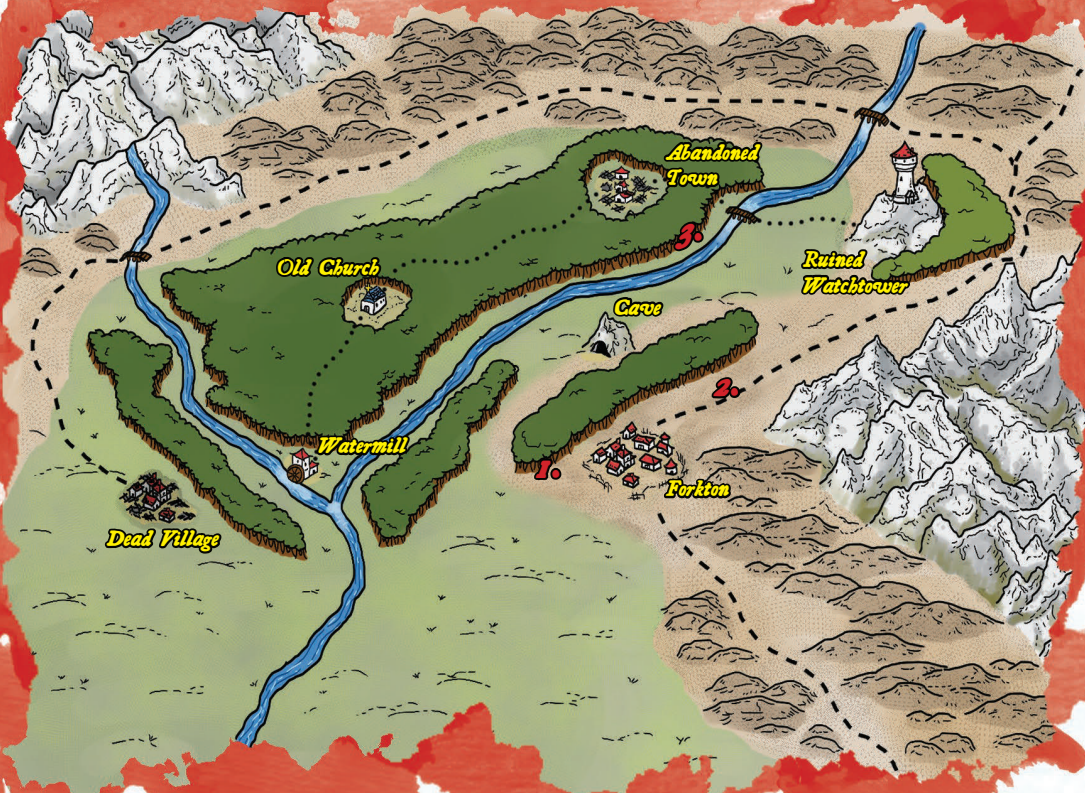
### Weak points to convince people to leave:

As this is all bullshit, it is possible to potentially convince some cultists to leave depending on how invested they are in the cult as their new social hierarchy. Here are some lines of inquiry you could follow:

1. If Satan is the king of the world and wants you to acknowledge that, why do the Holy Church's priests live so well?
2. If it's Hell, why abandon hope when you could be blissfully ignorant and have it with each rebirth?
3. If Harlequin is really a priest of Satan, why can I cast real magic better than him? Magic-User only.



# REGION MAP



## Map Legend

	Road
	Old Trail
	Bridge
	Valley
	Hills
	Steep Mountains

## Points of Interest:

1. Child 1 - Guillaume Tisseur
2. Child 2 - Clair Roquille
3. Feral Dogs (Armour 12, Move 100', 4hp, bite 1d4, Morale 6)

In Forkton, the "Azure Oxen" is the only inn, tavern, stable, or restaurant in town and the party won't be able to enter the premises without getting past a gaggle of locals. These locals can easily become an angry mob of **6D6 peasants** armed with farm tools and the odd firearm.



# DEAD VILLAGE MAP



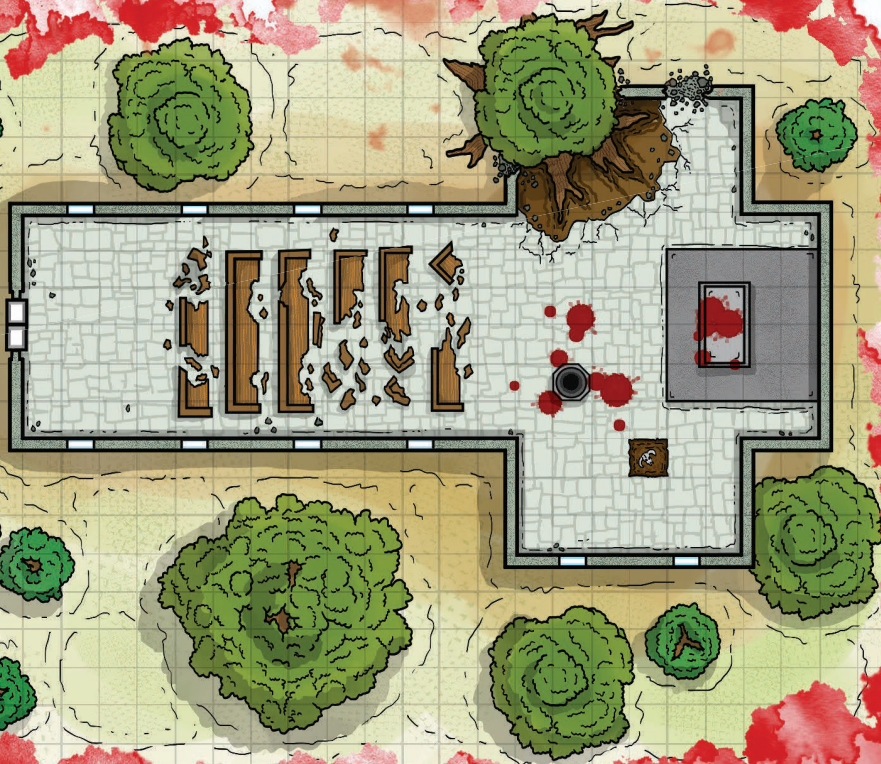
<b>Map Legend</b>	
1 square = 25 feet	
	Tree
	Bush
	Gravestones
	Mausoleums

The village is a partially burned out wreck with bodies strewn left and right. Some died from the Red Death, some from the frantic riots and arson that tried in vain to stem the plague's tide. **The Bonet family** had been scapegoats and had earlier fled into the woods. Being ostracized they had luckily not come into contact with anyone carrying the disease. They returned after the blaze to attempt to get supplies to escape the region.

Buried throughout the town are eight caches of **350sp**. Deulesalt digs them up at a rate of **1** per hour.



# OLD CHURCH MAP



## Map Legend

1 square = 5 feet



Baptismal Font



Missing Tile



Windows



Doors

The valley forest once held another village that died from some different coloured death a few hundred years earlier, long since swallowing the remains. The old church is still mostly there, it has rotting doors but no roof and many of the windows are broken or missing.



The church can be entered through the main doors (which creak loudly), climbing through the missing windows at the far end, fully removing the cracked side windows, or entering in through a large crack in the wall by an apple tree that has started growing inside the church.

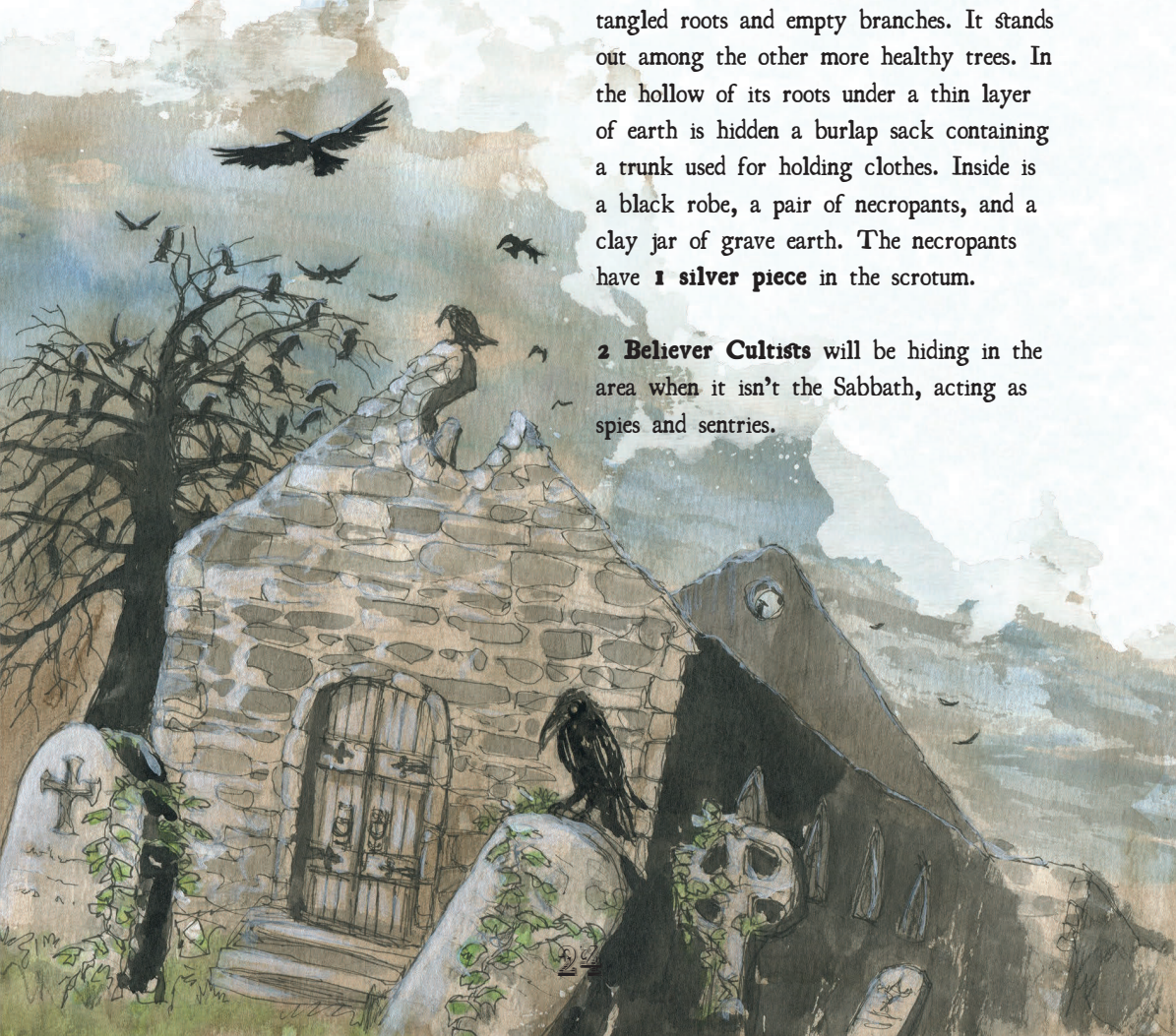
The Altar shows signs of use (black wax, remnants of a dirt pentagram). The baptismal font is still in place, though it is full of caked dry goat blood and has had '666' carved on various portions of it.

Behind the altar and off to the side is a pile of leaves concealing a missing floor tile. Instead there is loose earth hiding a silver chalice inscribed with '666' on the bottom. It is worth 50sp.

There is an overgrown bush along the outer wall of the church. Hidden behind that (under a few handfuls of leaves that do little) is a small chest. Inside are **4 hands of glory**, and **13 black candles**.

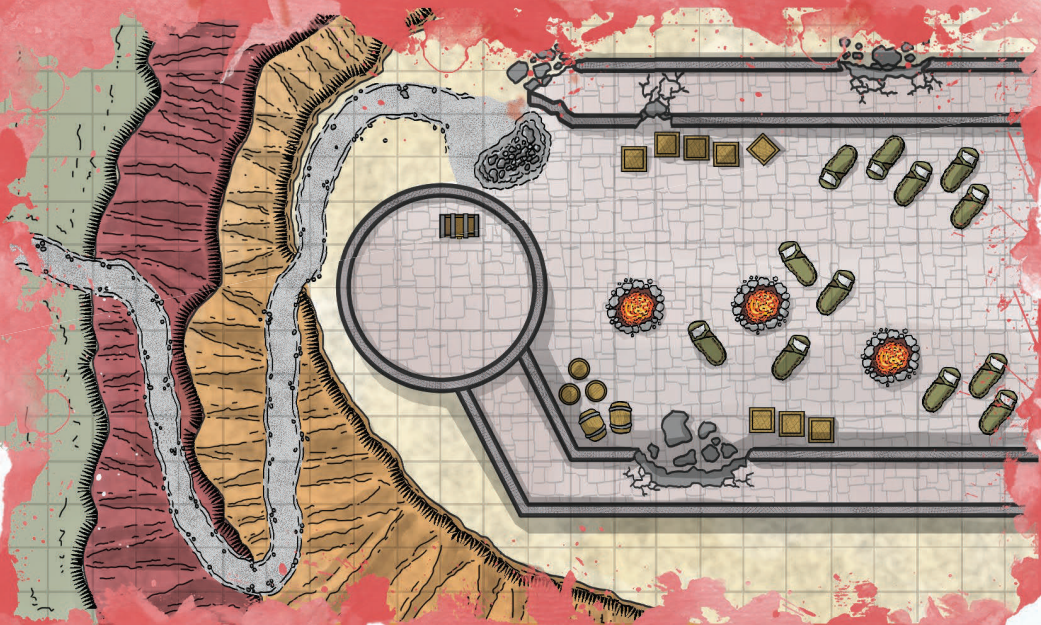
A large dying oak tree is nearby, with tangled roots and empty branches. It stands out among the other more healthy trees. In the hollow of its roots under a thin layer of earth is hidden a burlap sack containing a trunk used for holding clothes. Inside is a black robe, a pair of necropants, and a clay jar of grave earth. The necropants have **1 silver piece** in the scrotum.

**2 Believer Cultists** will be hiding in the area when it isn't the Sabbath, acting as spies and sentries.





# RUINED WATCHTOWER MAP



## Map Legend

1 square = 5 feet



Crates



Barrels



Campfire



Sleeping Roll



Chest

The ruined watchtower was ostensibly a military garrison at one point. It is a small fortified outpost built several hundred years ago with the actual primary purpose of controlling merchant traffic and ensuring tariffs were collected. In the era of gunpowder it has long been abandoned, its **40 foot tall** round tower and comparatively thin courtyard walls are liabilities to cannon fire. The original gate has collapsed into a pile of rubble, but the main door of the tower itself is still functional. Its internal ladders have been recently replaced by the cult.

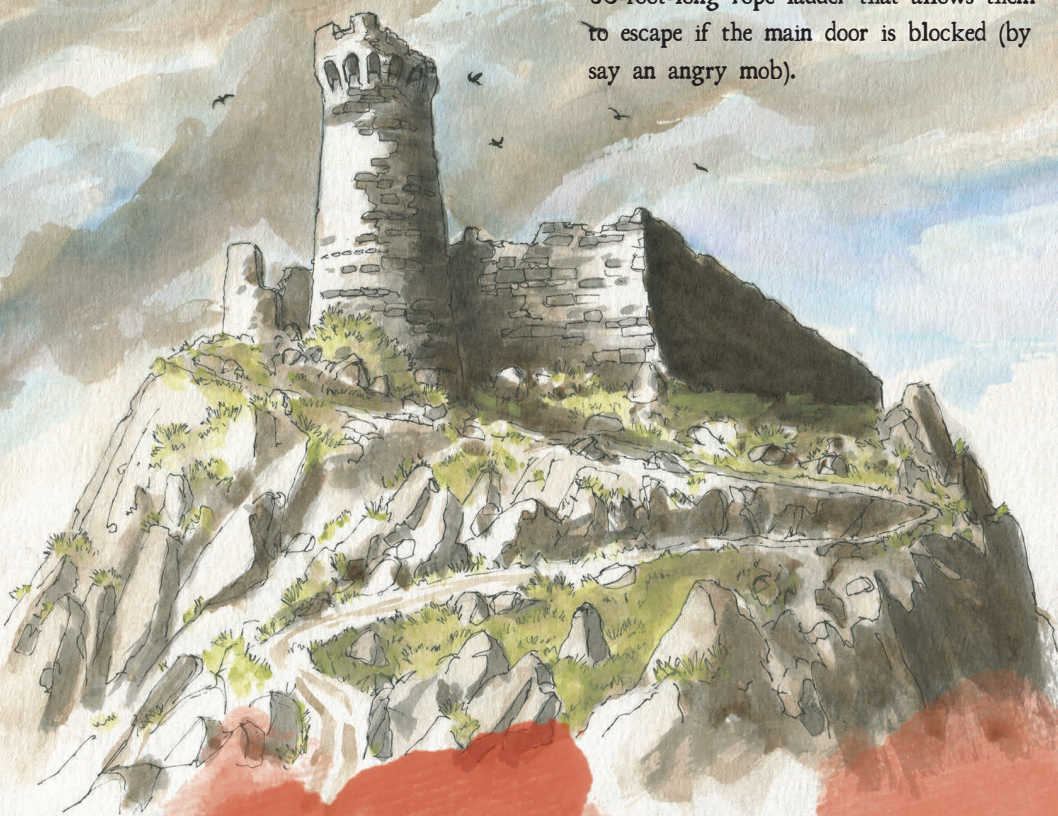


Access to the watchtower is by a winding series of switchbacks leading up from the valley. You could climb up the steep slopes from the main road by the fork, but it would leave you very vulnerable as the tower and walls easily allow defenders to pelt those on the road with missile fire (that was its original purpose after all).

The courtyard is a ramshackle encampment with scattered tents, sleeping rolls, and the odd lean-to. It is a low intensity party that periodically erupts into a frenzied orgy.

Small fires cook fresh chicken and there are people sitting on elaborate luxury sofas in the open air, drinking wine and ale straight from the keg. There will be **10 Believer cultists** mingling with **6d10 Desperate cultists** and a few plague-ridden corpses.

Inside the tower is where **Harlequin** and **Columbine** stay. It is furnished with luxury furniture and has several (opened) bottles of fine wines and empty casks of ale. There is also a latched chest containing spices worth **500sp**. Harlequin keeps his personal horse (which has a pale, green tinged colouration) inside with them. The roof of the tower has a pile of several large rocks and an 80-foot-long rope ladder that allows them to escape if the main door is blocked (by say an angry mob).





# CAVE MAP



## Map Legend

1 square = 5 feet



Crates



Barrels



Campfire



Wooden Beds



Prison Cell



Logs

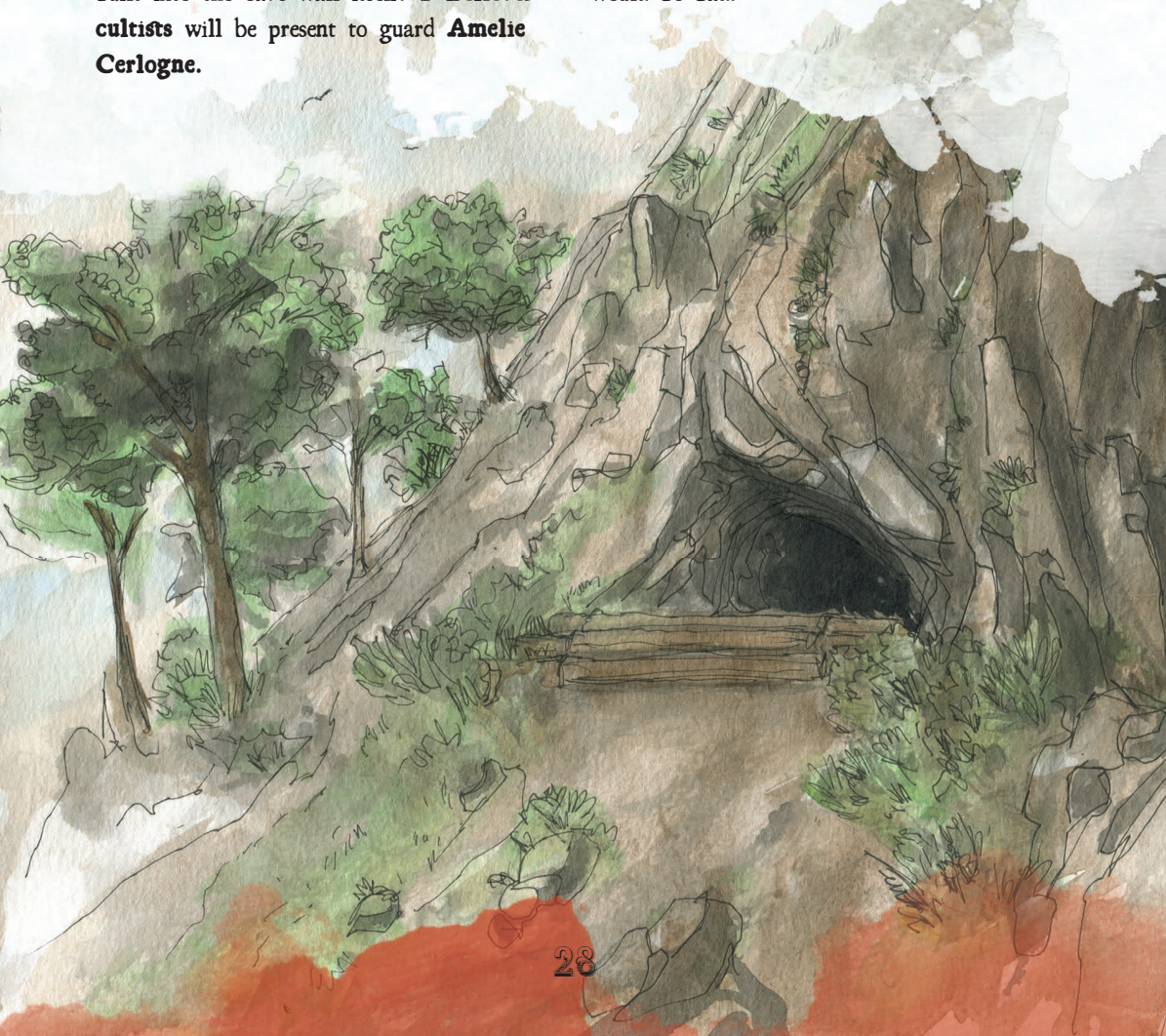
The Cave is the vault of the cult, and only believers and the troupe know its location. It is set along the hillside and is hidden from casual view by thick brush. A serious search of the area would uncover it. Aside from trickery or interrogation characters could still find it, note its location in relation to the two attempted child abductions. It is set into a steep hillside, a 45 degree slope, which makes it very difficult to scale. The entrance to the cave has a trio of heavy logs tied together, acting as cover for the **4 Believer cultists** acting as guards. In addition to their regular weapons, they have 2 muskets and a hatchet. Should the ropes holding the log



barricades be cut, they will roll down the hillside onto anyone climbing up. This will cause a saving throw versus Breath Weapon to only take half of the  $3d12$  damage the trap will deal to anyone coming up from below.

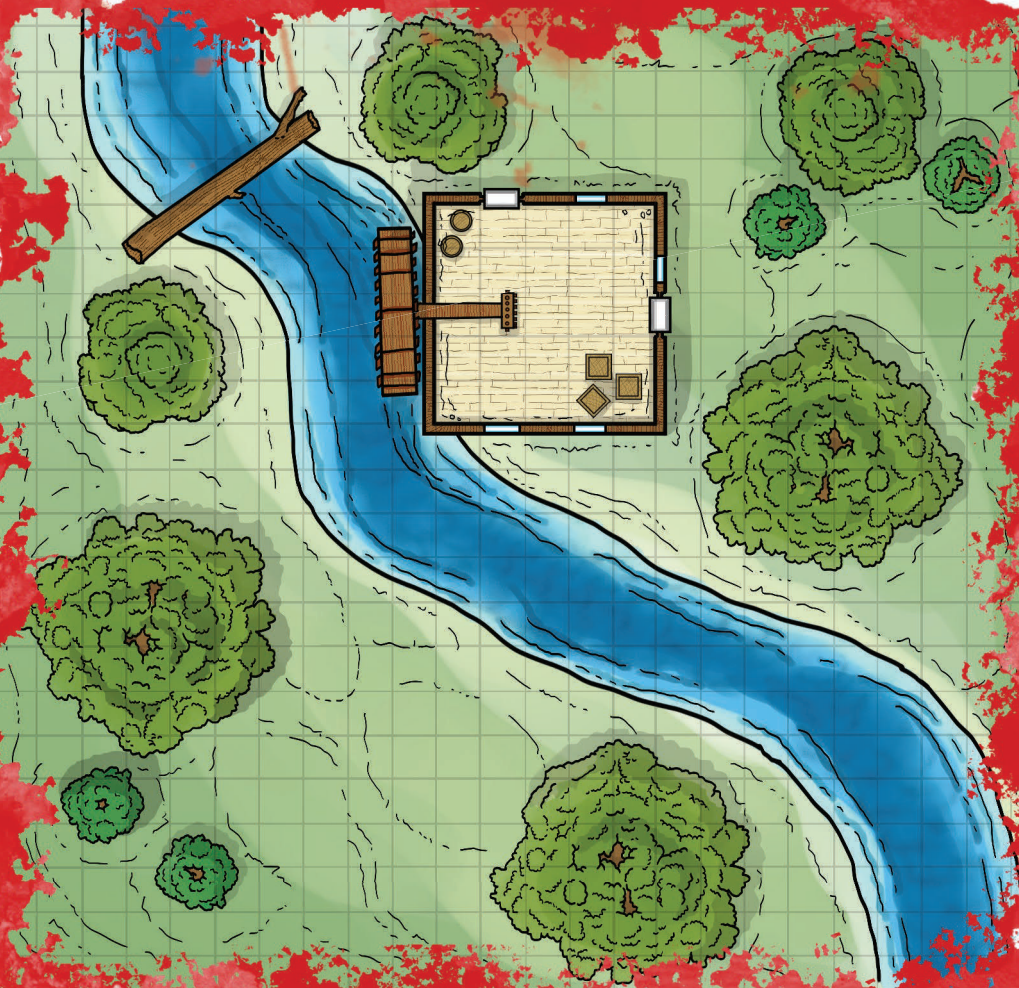
Inside the cave is a small side passage. 2 large wooden beds are here and at any point 4 **Believer cultists** will be sleeping in them, hot bunking to ensure a watch rotation. Further in is a wooden cage built into the cave wall itself. 2 **Believer cultists** will be present to guard **Amelie Cerlogne**.

At the far end of the cave is a large chamber containing a small fire that is mostly coals. On the north wall are crates and barrels containing 2500sp worth of wine, silks, copper coins, jewellery, and fine foods. On the east wall are two beds, one of which Pantaloon will frequently lounge on and count coins, and another which is always empty. To the south are five kegs of gunpowder. **Pierrot** usually rests behind those barrels, hidden from sight. Exploding 5 barrels of gunpowder in an enclosed space would be bad.





# WATERMILL MAP



There is an old watermill in the forest that long ago had its millstone scavenged. It is currently set up as a safe house. If things go south, this where the troupe will fall back to escape. Two teams of **2 mounted Believer cultists** will be on sentry duty.

**Clown** will be inside the mill, along with a musket, a purse with **300 silver pieces**, and **10 weeks of rations**. Outside, **6 horses** are tethered to a tree. The river is fast and cold, making crossing in armour quite difficult. There is a log bridge that Clown built for just that reason.



# A LIST OF CLOWN REFERENCES

Ok, real talk.

This is an adventure where the players end up fighting a bunch of clowns. You will not get to do this sort of thing more than once per campaign, maybe even once per group of players. Now you could try to play this adventure straight, it works that way. Its creepy, its sad, it just happens to have clowns.

Your players will probably not allow this to be sombre. Your other option is to go whole hog and ham it the fuck up. Go big or go home. Don't be left without scenery to have Non-Player Characters chew on. Here are some classic clown related lines and you should try to fit in as many as you can in groan worthy setups. Think about where you could use them, add more to the list before you start gaming.

Use them all now, you probably will never get another chance to say those clown lines again.

*"Why so serious?"*

*"Hey Hey kids!"*

*"Send in the clowns!"*

*"Clowns to the left of me..."*

*"They all float down here..."*

*"Quit clowning around..."*

*"What clown college did you go to?"*



# OUTCOMES

Regardless of what the players do short of massive disease curing miracles, about 80-90% of Forkton's population is going to die. Well, that isn't entirely true. If the players immediately slew **Guillaume, Clair**, and **Jean Moreau** with some sort of incineration and then killed the entire contagious portion of the cult with fire including the sacrificial victim (assuming she was infected) then the town might be spared. Unless someone later went into the **old dead village (Valeville)** to find out what happened. Then they would still die en masse.

If the **Bonet family** don't receive some sort of assistance to help them leave the area quickly (such as a horse or mule) or get enough supplies to hide out in the forest for the winter they will die on the road.

If any of the five ringleaders of the Troupe survive, this will happen again™ and again™ and again until they are stopped.

## A FINAL REMINDER:

Nothing in this adventure is supernatural with the possible exception of the Player Characters.

The "Hands of Glory" are just shoddy candles and the necropants are just itchy.







## NPC REFERENCE:



**Clair Roquille**  
(Child 2)

Eleven years old. Saw a clown hide something in the nearby bushes.



**Guillaume Tisseur**  
(Child 1)

Eight and a half years old. Saw a clown dance off into the woods.



**Jean Moreau**  
(Fearful Merchant)

Just passing through, he's confined to the Azure Oxen on suspicion of carrying the Red Death. His wagon has valuables worth **194sp**.



**Alfonso Songeon**  
(Gossip)

Resident of Forkton, he is a time-wasting blowhard who claims he saw armed men outside of town.



**Bernardin Millet**  
(Woodsmen)

A dumb yokel, he knows of an midden heap between the Abandoned Watchtower and Old Church.



**Benito Tribbiani**  
(Priest)

A raging anti-semite, he thinks devil worshippers have moved into the Abandoned Town.



**Deulesalt Bonet**  
(Father)

Patriarch of a Jewish family, he has buried 8 caches of **350sp** in the Dead Village.



**Muriel Bonet**  
(Mother and Wife)

Mother to Fleurdelis, Bonfil, and Deudone. She carries a gold and ruby ring worth **250sp**.



**Bonfil Bonet**  
(Youngest Son)

Eleven year old boy. Carries a knife he uses to dig up dandelions.



**Deudone Bonet**  
(Eldest Son)

22 years old, his clothes are filled with wildflowers. He wears scavenged silk gloves worth **45sp**.



**Fleurdelis Bonet**  
(Teenage Daughter)

16 year old girl. She is burying her dead grandmother along with a silver locket worth **25sp**.



**Amelie Cerlogne**  
(Kidnapped Child)

Seven year old girl from Forkton. She was kidnapped by Lucifer's Troupe.



# ANTAGONIST REFERENCE:

## *The Troupe*

### **Harlequin:**

Armour 12, Move 90', 3rd Level Magic-User, 10hp, club 1d6, Morale 12.

**Items:** Weapon small (bone club), bone pan flute, hand of glory.

### **Columbine:**

Armour 14(15), Move 90', 2nd Level Fighter, 13hp, rapier 1d8, Morale 7.

**Items:** Rapier, buffcoat.

### **Clown:**

Armour 14, Move 90', 2nd Level Fighter, 16hp, 2-handed mace 1d10+2, Morale 9.

**Items:** Pikeman's armour, great weapon (mace).

### **Pantaloon:**

Armour 12, Move 90', 1st Level Specialist, 5hp, pistol 1d8, Morale 10.  
5/6 Search.

**Items:** Admiral's hat, 5 ornate pistols worth 100sp each.

### **Pierrot:**

Armour 12, Move 90', 3rd Level Specialist, 10hp, dagger 1d4 or garrote 1d6 or heavy crossbow 1d8, Morale 12.  
5/6 Stealth, Sneak Attack x4.

**Items:** Weapon minor (dagger), garrote, heavy crossbow.

## *Cultists*

### **Believers:**

Armour as equipment, Move 90', 0th Level Fighter, 1d8-1hp, Attack as weapon, Morale 11.

**How many Hit points a Believer cultist has determines their equipment:**

- 1 - Dagger, Sling, Jester's hat with bells
- 2 - Meat Cleaver (as Weapon, Small), Crude wooden shield with crying face painted on it, Nude with body paint
- 3 - Matchlock, Ballgown
- 4 - Polka Dot Painted Buffcoat, Halberd (as Polearm), Comedy Mask
- 5 - Zig Zag Painted Buffcoat, Crude wooden shield with laughing face painted on it, club, Dunce Cap
- 6 - Pikeman's Armour with tassets, Helmet, Rapier, Tragedy Mask
- 7 - Sledgehammer (as Weapon, Great), Dressing Gown, heavily styled hair

### **Desperate Initiates:**

Armour as equipment, Move 90, 0th Level Fighter, 1d8hp, Attack as weapon, Morale 6.

**How many hit points a Desperate cultist has determines their equipment:**

- 1 - Bag of rocks to throw
- 2 - Whip, Dagger
- 3 - Crossbow, Dagger
- 4 - Club, Buffcoat
- 5 - Pitchfork (as spear)
- 6 - Pike, Helmet, Dagger
- 7 - Buffcoat, Helmet, Rapier
- 8 - Great Woodsman's Axe (as Weapon, Great)





Journeyman



# DEAD CHILDREN AND OTHER LAUGHS

Life is funny they say. It's full of suffering and misery, confusion and ignorance. The life of those in a small alpine village has suddenly become far more full of those terrible things. Children are missing while tales of black magic and deviltry strike panic into the hearts of parents.

If their life is just a miserable joke then it should come as no surprise when you hear *THE PUNCHLINE*.

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