

The Dragon-Cave

Crystal

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

Ship

Sample file



PDF
EDITION



LotFP's 2013 Free RPG Day adventure, *Better Than Any Man*, was banned by many game stores around the world. The adventure was even accused by one participating store as being about "killing children."

It wasn't; but people see what they want to see, and because LotFP wants to work with retailers and be a publisher that produces what retailers want to see, we have decided that per that store's wishes, this year's Free RPG Day adventure should be about the killing of children.

Not to worry though—they are freaky crystal-headed children. Inhuman RPG cannon-fodder. 'Monsters.' So it's okay. They deserve it. So you can have fun carving them up. Right?

The Doom-Cave of the Crystal-Headed Children

A strange little adventure of large cosmic entanglement

A LotFP *Weird Fantasy Role-Playing* adventure for characters of any level. As the title indicates, it is a dungeon crawl.

Lamentations of the Flame Princess *Weird Fantasy Role-Playing* is the horrific adventure RPG out of print that holds nothing back. It is part of the **Old School Renaissance** family of games, which makes this adventure broadly compatible with dozens of other old school games.

If you find *The Doom-Cave of the Crystal-Headed Children* a sufficiently guilty pleasure, look for other LotFP adventures and supplements from your retailer of choice!

For further weirdness, download [the free LotFP rules](#) and last year's FRPGD adventure [Better than Any Man!](#)

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ADVENTURES

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Welcome to this year's LotFP adventure for Free RPG Day!

For those not yet on board, *Lamentations of the Flame Princess Weird Fantasy Role-Playing* (LotFP) is a dark fantasy/horror/screwed-up adventure game built on the back of traditional RPG rules. It proudly winds up on the far side of the ‘tasteful’ boundary fairly often. You can flex your imagination and enjoy creating or you can worry about what other people are going to think of what you do, but you can’t do both. Or at least I can’t. Because really, if you want wicked fun, you don’t worry about being ‘mature’ or ‘professional,’ you take your fever dreams and personal tragedy and reactions to current events and every dirty joke that ever made you really laugh and you combine it all in strange ways and then crank that shit up to 11 and you release it back to the world and laugh when the grannies and prudes cry. Fuck ‘em.

Because wicked fun is the important thing here—and we pursue it relentlessly. This year we’ve got a dungeon that’ll work as a totally mental one-shot just as well as a completely disruptive part of an ongoing campaign. And if you’re not wanting disruptive, then what’s the point? “Oh let’s have an adventure that doesn’t look like it’ll rock the boat, I’m sure that’ll have a better chance of getting the players excited and of being something we all remember later on with fondness.” Pffft. You want carefully considered, scientifically tested, carefully balanced adventures that are constructed to have beginnings, middles, and ends, all of which can be slotted into your pre-plotted campaign without changing it? I call those types of adventures ‘fillers’ and once a regular progression of events becomes evident, once the outcomes of an adventure are discovered and known, that adventure becomes boring, and I’d never publish what I’d come to think of as boring.

This adventure has been played just enough to confirm that it *can* work, not beaten down to blandness so that it always *will* work. And if you and your players play around with possibilities and combinations of situations I never ‘tested’ or even considered, then I salute you and am envious for having adventures with my creation than I didn’t, and I am proud of having made an adventure that allows for you to have excitement that I didn’t get to have. And if a certain combination of rolls and events completely tanks the adventure as written, you’ll just have to improvise. A Referee doesn’t get a day off just because today’s adventure was written by somebody else.

If you like what you see, a great many LotFP books should be available from the very place that you got this book from. Support your game store of choice! Show them that stocking the strange and unusual helps their business. If you don’t like what you see, buy more LotFP stuff from your local vendor anyway just to see if that stuff is any better. You can also pop over to www.lotfp.com to find links for a no-art free PDF of the core LotFP rules (as a teaser for the hardcover version!), as well as a free PDF of LotFP’s 2013 Free RPG Day adventure *Better Than Any Man*.

We also have our own message board, a handy G+ account and community for day-to-day postings and online drama, and other fun. Stop on by.

James Edward Raggi IV

February 1, 2014

Helsinki, Finland

Soundtrack to the writing of this adventure (all experienced on glorious Compact Disc): [Mansion](#) *We Shall Live*, [Blood Ceremony](#) *The Eldritch Dark*, [Orne](#) *The Conjunction by the Fire*, [Rush](#) *2112*, [Age of Taurus](#) *Desperate Souls of Tortured Times*, [Hell](#) *Curse & Chapter*, [Reverend Bizarre](#) *III: So Long Suckers*, and [Magister Templi](#) *Lucifer Leviathan Logos*. The devil does indeed have all the best tunes.

Adventure Introduction

If you are using this adventure as a one-shot, this is just exposition to recite and you can start the party in front of the dungeon entrance. If you plan to use this adventure in campaign play, pick a small town for this all to happen in, introduce the strangeness the next time that the characters pass through, and make them investigate a little bit to get all of this information.

There is this small town of no more than 1000 people along the road between two larger cities. It has a problem. A couple weeks ago, women of the town began to freak out. They wanted to know where Andrew was—and nobody had ever heard of Andrew.

There were a hundred of these women and they all told the same story. Exactly four years previous (give a specific date appropriate for your campaign), each woman claims to have given birth to a boy named Andrew. The boy grew up to be a normal blond haired, blue-eyed child, but when the woman woke on the morning of Andrew's fourth birthday, the child was gone. Worse, nobody remembered her child ever having existed.

Well, when one hundred women, from every social class, ranging in age from 14 to 48, all claim to have given birth on the same day to a child of the same description, each with the same name, people are going to think something is wrong. Most of these women have families, husbands and other children (that are present and that everyone remembers being present), who have never heard of any of the boys named Andrew. None of their friends, associates, or acquaintances (who are not one of the hundred women) remember these Andrew children. There is no physical evidence, no beds, no clothes, and no birth records in the church registry, nothing to indicate that these Andrews ever existed.

Yet the women are insistent, each one being able to give many details of life with Andrew over the past four years. Stranger still,

each of these women remember all of the other Andrews born to the other women, and have given independent accounts of interacting with the other Andrews and other Andrews' mothers, and these independent accounts line up perfectly. None of them seem to notice that there are one hundred children of identical appearance with the same name born on the same day. It is simply taken as one of those odd coincidences, and bringing it up with any of the mothers will enrage her and make her demand that everyone stop wasting time on trivia and take action in finding her son!

The town is quite shaken at this mass hysteria. Times being as benighted as they are, the business of the town proceeds more or less normally, as women hold no crucial offices, but the disruption of isolating these women from passing travelers and merchants is not an enjoyable task and the town is facing the possibility of the functional loss of most of its women of child-bearing age because things cannot continue as they are.

They need help.

As chance would have it, just when the player characters have been introduced to the situation and are scratching their heads as to what to do, a shepherd's son arrives in town, saying that he has spotted a child that matches Andrew's description in the nearby hills to the east. The local authorities, wary of the conflicts of interest involved, wish for these curious, impartial outsiders to investigate and find the truth of the matter. As a reward, they will get a mule laden with as much rations as it can hold. If the characters want to haggle, officials will agree to anything reasonable. If the characters ask for unreasonable things, there are two options. If this is a one-shot, the officials will refuse, and the characters should encounter nothing interesting for the entire game. (Well, if they are going to waste your time...) If this is a campaign, no problem, move on to the next adventure, but should the characters pass this way again, they will find that the

Andrews have taken over and the characters will be marked for death by the subjected townsfolk whom they would not help.

We will discuss what happened soon enough (see "How the Great Crystal Works" on [p. 20](#) for details), but before we start describing the dungeon, we need to describe some of the major players in these events.

Sample file