

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

Thulian Echoes
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Contents

Contents	This page
Introduction	2
The Book	3
<i>Hooks</i>	
<i>Mechanics</i>	
<i>Tags or Keywords</i>	
Chapter 1. The Characters (Pre-Gen)	5
Chapter 2. Landing on the shores of Thule	6
Chapter 3. The Lair	8
Chapter 4. Journey to the Inner Sun	16
Chapter 5. The Ultimate Abyss	21
Chapter 6. Epilogue	25

Introduction

So I thought I should probably write an introduction to this adventure because it functions a bit differently. While it is a location based adventure, it is also a time based adventure. It doesn't involve time travel or anything difficult along those lines, but the passage of time is very important to this adventure being used to its fullest.

The adventure happens in two parts. First is what happens when the players stumble upon, buy, loot or otherwise acquire a book and then read it. I want to stress first and foremost this book is not magical in any way; it is a journal. It is specifically the journal of another band of adventures from over a thousand years ago who went to explore a location based adventure. The players are then handed a batch of pre-generated characters and get to play through the events in the journal. Note they are not the same characters transported into the minds of past denizens or any such thing, this is a pure game mechanic based on the assumption it would be more fun to play through the previous ill-fated expedition than listen to the Referee drone on and on about it. This is also important because the location is a pure death trap dungeon that will mercilessly chew up people in cruel ways they often cannot predict until someone has already been killed. This would make for a terrible game on its own, but this is the point of the journal. The players can see what killed these ancient adventurers and then plan their own expedition with the proper tools to succeed where these past adventurers failed. With the right tools for the job it should be easy! And don't fret if players think they are terribly clever by say, stashing all the treasure in one easy to recover space buried under an X. That is the point, let them be smug, because many of the small actions these other adventurers took a thousand plus years ago have far reaching consequences that will screw up the "easy job" the modern PCs had lined up.

Useful Reading (who are we kidding, useful Wikipedia checking):

- ✧ The Siege of Jerusalem
- ✧ *The Journey to the Center of the Earth*
- ✧ *Vril: The Power of the Coming Race*
- ✧ The Shaver Mysteries
- ✧ "Dagon"
- ✧ *At the Mountains of Madness*



The Book

The book itself has a soft leather cover which is an obvious replacement given the brittle pages within. The book itself dates back to the 2nd century AD. Contained within is the tale of a band of adventurers from that era who were investigating a rumour about a wizard who is considered half folk legend: a Greek who lived in Damascus named Xenophon. Some hundred years prior, before fleeing to far off Thule, the wizard had been involved in a heist of a vast fortune of silver in the ensuing chaos when Titus sacked Jerusalem. Often interpreted as a metaphor for money that “magically” disappeared into the pockets of dishonest legionnaires, these adventurers believed it was a literal truth, and it appears they had tracked down the wizard through the hellish Pict countryside and sailed to the desolate isle he had for some reason departed to. They anticipated the difficult part of their journey was largely done and it was time to load up their boat and return to Byzantium, or maybe even Rome itself. What these people consider Thule appears to be a tiny island to the south of Iceland not currently on any existing maps.

Hooks

The nice thing about this adventure is the hook is easy. The PCs find an old book, or are approached by someone looking to hire treasure hunters to retrieve the valuables described within. It is like a pirate treasure map, if you can't find a way for the characters to find a book, and they aren't interested in even reading about getting treasure, they probably aren't adventurers and you should play something else.

Mechanics

The fact that these alternate adventurers are in the past means there is a bit of a “metagame” element that I personally think you should just be upfront about with your players, and who gives a crap if they find a way to “game” the system. That is the point, have fun with it and enjoy it when the players turn to face the camera after breaking the fourth wall. That is going to happen no matter what with this set up.

It also means you can't bring in new characters after the pre-generated characters die. This can be a game problem when someone dies in the first room and the next two sessions “in the past” involves them sitting there with their thumb up their keister. This is where the concept of “lucky breaks” comes in (and stop groaning as this only occurs in “flashback” mode). Count the number of players at the table, and place this many poker chips in the centre. These are “lucky breaks”.

A player can take one of the tokens from the centre of the table after they die to have a “lucky break” and in fact just be knocked out and ignored for the encounter, waking back up at half hit points with a second wind. If this seems like narrativist bullshit, just remember you are actually playing the story your characters are reading in a book so it might just be narrativist bullshit. Maybe the whole thing is lies written by cultists trying to lure the PCs to their Icelandic murder coven. That is an actual possibility, but don't tell the players.



If all the tokens are removed from the centre of the table, the next death by any player character ends the journal entries. The “historical” play stops and we cut back to our modern heroes reading the book in some two-bit tavern.

Likewise if the “historical” party ever loses the book or it is about to be destroyed, the entries automatically cease. If the historical party actually manages through sheer player skill to escape the island with treasure, the journal will describe how as they approached the north end of Scotland, a storm came and they were going to try to take shelter in a secluded inlet. The entries stop, but should the players go to that inlet (there is a map) they will find the untouched sunken ship if they dig around at low tide. They will reap a bounty of treasure as reward for their clever play (unless it is still just the fiction created by a murder coven of course).

Tags or Keywords:

One thing you will notice frequently in the adventure are **bolded words** that represent ‘tags’ or ‘keywords’. These are just short-hand ways to refer to conditions that are occurring due to the players mucking around with things. For example, if the historical PCs buried goblin eggs on the island, then the adventure might list the **GOBLINS!** Keyword as shorthand to indicate that in the future the island may be infested with goblins. This on its own is neither a time saver nor easier to remember; it is mainly useful when talking about the intersecting influence of multiple ‘tags’. For example, if the island has the **GOBLINS!** Tag and **LOST GRAIL KNIGHTS** tag then there might be a complicated logic path to say that the Lost Grail Knights arrive and clear out the goblins, unless the **FERAL HOGS** tag is also in effect, in which case the goblins had hog cavalry and thus could overpower the grail knights. That is the type of situation where the tags become useful shorthand.

