

Gregorius21778:

# Ye ol' Mad Monk



A weird, random encounter for just before the start of an adventure

LAMENTATIONS  
*of the*  
FLAME PRINCESS  
WEIRD FANTASY ROLE-PLAYING  
COMPATIBLE PRODUCT

Version 1.3; written by Kai Pütz  
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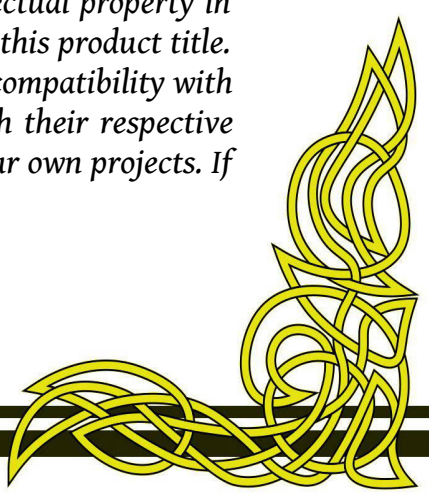
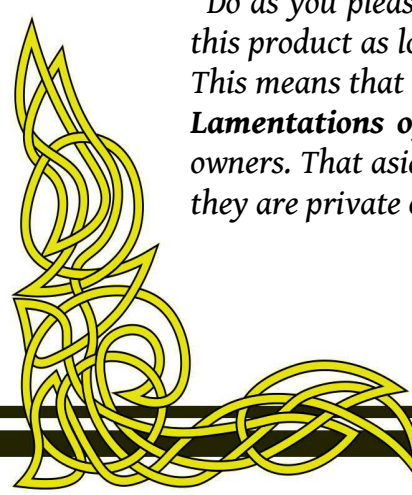
### **How to use this supplement:**

***Ye ol' mad monk** is a gimmick, something weird to spice up the start of a game. For the encounter it is assumed that the characters are in a town or village and get ready to embark on their next adventure. They may or may not have been acquiring equipment, but are walking on the streets near the market square as they note a disheveled, partially bald man in rags that once were a monk's robe. He babbles, rants and argues with a stray dog who barks at him before running away. He is mid 40s, bearded, unwashed, shabby, his front teeth are missing and his eyes have the unsteady, haunted look of a madman. Just as the characters are about to pass by he babbles something. Something the characters have heard already, something that has something to do with their task at hand. Does the old madman know something... could it be...?*

*If the characters ignore him, nothing happens. If they don't, roll up a random response from the following table or use the one you fancy the most.*

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#	d100	Response
1	01-03	A golden coin
2	04-06	A cryptic warning
3	07-10	Doom!
4	11-13	That mad grin...
5	14-16	You might make it
6	17-20	You will die
7	21-23	Lend me an ear
8	24-26	Kiss! Kiss!
9	27-30	I follow you!
10	31-33	Surprise!
11	34-36	It is dangerous to go there...
12	37-40	The map
13	41-43	Noooo!
14	44-46	If ye talk to the mad
15	47-50	...but what he said...
16	51-53	The whisper
17	54-56	Beggar
18	57-60	Bloody words
19	61-63	Bad company
20	64-66	Here!
21	67-70	Laughter
22	71-73	Beautiful hair
23	74-76	...
24	77-80	Hush!
25	81-83	Don't go there!
26	84-86	The key
27	87-90	Free hug!
28	91-93	By heart
29	94-96	A kind advise
30	97-00	Stay strong!

## But who is this ol' mad monk?

Is this really important? If it is, his name is **Wilbur** and he used to be a member of a party of adventurers, not unlike the PC group. But during their journey, something went wrong. They met something men was not meant to meet, and this encounter killed all of Wilbur's companions and left him mad. Or perhaps it left them all mad and he is just the only one who survived what happened... or is he...?.

Wilbur is a **1<sup>st</sup> level cleric with 9 hit points and an AC:12**. As he has lost his mind, he stopped praying to his deity and thereby is not having any spells prepared. But, as something has touched and changed him, he is a source of strange, erratic phenomena all of his own. Those powers, however, are beyond his command and as much beyond his understanding as the rest of the world now is to him.

...or he is just a lunatic! No matter what he is, he will have been in the town/village for a long time now, and all the inhabitants know him. They can tell that he once arrived in a much better state, together with a group of other strangers.

But when he returned alone a little more than week later, he was in this condition. The kind people give him alms so that he does not starve, but they try to keep away from him out of fear.



### 01# A golden coin

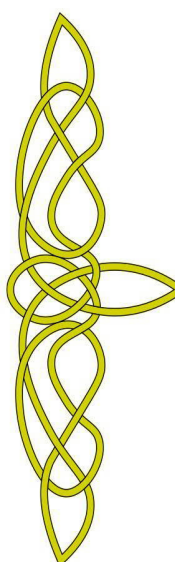
After he listened to the PC, the old monk reaches into his filthy rags and produces a gold coin, which he hands to the character. It has been minted decades ago and is actually worth 2d6 gold pieces to a collector. But a character who sells it or uses it to pay for something will end up *cursed*: everyone will demand just a little more money than usual. If the coin is given away as a gift instead, the character's maximum hit points will be permanently increased by +2.

### 02# A cryptic warning

The PC gets interrupted by the disheveled beggar, who looks straight into the character's eyes as he bellows a cryptic warning. The Referee should use a possible situation of the adventure to come that includes a *Saving Throw vs. Magic* or *Magic Devices* and construct the warning around this situation. If the PC gets into this situation, the *Saving Throw* will be passed automatically.

### 03# Doom!

The lunatic stares at the PC in confusion, than in disbelieve and shock. Out of a sudden he will wail "*Doomed! You are all doomed! Doom is written all over you!!*" From that moment on the characters are *cursed* for the duration of this adventure. In combat, their opponents get to re-roll any damage dice coming up with a "1" or a "2".



### 04# The mad grin

The madman just glares at the character with an insane grin and wide eyes while he moves his head slowly from one side to the other. The PC needs to *Save vs. Magic Devices*: on a success the old monk will pad him on his shoulder and nod encouraging before he strolls away. The character may re-roll the next failed saving throw. On a failure the PC will begin to feel unsure and the old monk will just shake his head and leave. The PC is going to suffer a (-1) penalty to all rolls in the coming adventure.

### 05# You might make it


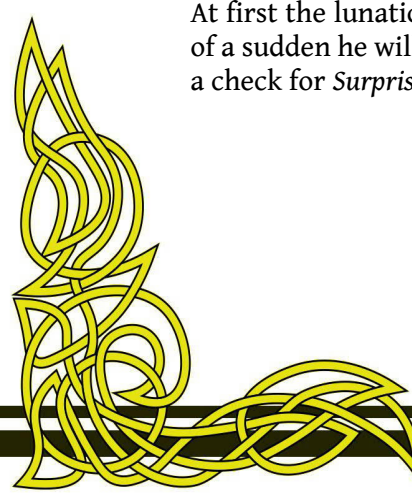
The filthy old guy nods sadly as he listens to the character and murmurs "...YOU might make it... -might- make it..." before he becomes absent minded and just stays there, repeating the phrase over and over again. The next time the character fails a *Saving Throw vs. Death* during the coming adventure, the *Saving Throw* is passed instead.

### 06# You will die

See above, but the mad monk will instead tell the character that she is going to die, and the next time the PC passes a *Saving Throw vs. Death* she will have to re-roll it.

### 07# Lend me an ear

At first the lunatic will listen to the PC with a friendly smile on his face, but all of a sudden he will grab her head and try to bite her. The character needs to pass a check for *Surprise*, or the ol' monk will bite one of her ears of!





### 08# Kiss! Kiss!

The filthy old guy will laugh happily after the PC has finished, hug the character and kiss her onto both cheeks. This bestows a level 1 *Bless* spell upon the character.

### 09# I follow you!

The ol' monk will get a sober, somber look and will nod to the words of the PC (no matter the meaning). After the character finished, he will say "*alright, I will follow you*". He will insist on doing so, just repeating that "*I will follow you, I can help you*". In fact, he will not be overly helpful (see the stats above). He is armed with a simple dagger but will take any weapon he is given) and during the whole adventure their won't be one meaningful conversation with him. He will constantly murmur, ramble and rant about things that make no sense, but will fight (and die) to protect the characters. The characters cannot send him away, and if they try to use force he will get very upset and work himself into a murderous rage before he attacks them.

### 10# Surprise!

All of a sudden the lunatic draws a dagger from under his dirty rags and attacks the character that addressed him. The PC will need to check for *Surprise* and the ol' monk will fight till he is dead (see stats above).

### 11# It is dangerous to go there

"*It is dangerous to go there, take this with you!*" the old man will say and produce a small, beautiful silver spoon from under his rags. The spoon has nothing to do with the adventure to come and is completely mundane, but is worth two silver pieces.

### 12# The map

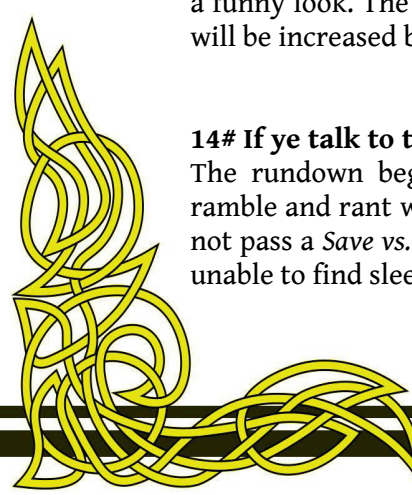
While the PC talks to him the ol' guy will sneeze, produce an old piece of parchment from his rags, clean his nose with it and then hand it to the character. The parchment is badly stained (and was so even before it was used as a handkerchief) but shows the remains of a hand drawn map. It is up to the Referee if this is just some other map or one that has anything to do with the coming adventure (in which case he should reveal a random part of the map to the characters).

### 13# Noooo!

As soon as the PC addresses the lunatic he will scream "*Noooo!!!!*" and run away in panic, yelling madly. The other people in the town/village will now give the characters a funny look. The PC will have problems when they try to get help and all prices will be increased by 10%.

### 14# If ye talk to the mad

The rundown beggar will grab the character by the shoulders and continue to ramble and rant while he looks the PC straight into the eyes. If the character does not pass a *Save vs. Magic Devices*, she will be haunted by the ramblings and will be unable to find sleep for two nights.





### 15# ...but what he said

See above, but the ol' monk will whisper "Dzji-Ha-nnk'ha!" to the character, repeating it one more time before holding his own mouth shut like in shock. He then runs away and into a nearby street. It is up to the Referee if these words have no meaning at all or if they are going to summon a being from another plane when said three times in a row (use the *Summon* spell to create a being, but it will NOT be under the control of the characters).

### 16# The whisper

The madmen will beckon the character closer, so that he can whisper into his ear. If the PC allows that the whispered words will put her under the effect of a *Chaos* spell for the duration of one hour (six turns).

### 17# Beggar

The ol' man will stretch out his hand to the PC, like he would be begging for a coin. If the PC gives him one (or more) he will grin at what he has in his hands and swallow it quickly! After that, he will turn around and stroll away into the next street.

### 18# Bloody words

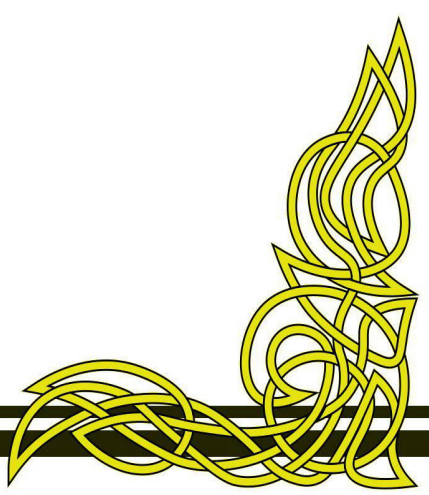
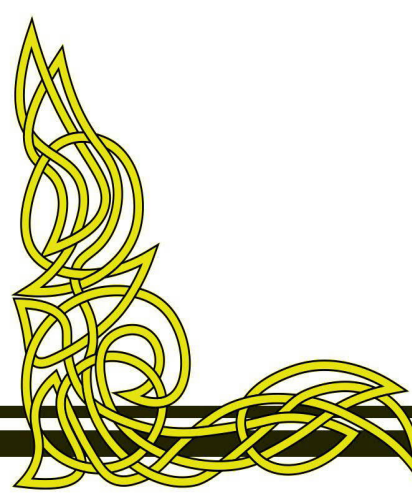
The filthy old guy will beckon the character closer, so that he can speak to her without others eavesdropping. If the PC follows the notion the former monk will start to stammer and murmur incoherently, revealing some hints to the adventure to come but will all of a sudden cough violently and spit out blood into the face of the PC. The Referee rolls a *Save vs. Poison* on the behalf of the character to see if she caught an infection. The illness has an incubation period of two days, an interval of 12 hours, an infection time of three days. Its effect is the loss of 1d3 hit points due to coughing up blood.

### 19# Bad company

The lunatic will not answer the characters but just follow them. He will rant incoherently and curse them from time to time. If the characters do not get rid of him, others will give them a wide berth.

### 20# Here!

The ol' monk will listen to the PC, but will then bite his own tongue off, spit it into his hands and will hand the bloody thing to the character like it would be a gift. If the PC takes the gift and keeps it, the Referee should exclude that character the next time that a random PC is determined for something bad to happen.





### 21# Laughter

All of a sudden the ol' monk will laugh madly at the PC that addresses him, and the character needs to pass a *Save vs. Magic Devices* to avoid turning away from him in fear. If the saving throw is passed and the character decides to laugh along with the madman, she will be under the effect of a *Sanctuary* spell till she acts violently (but does not know it).

### 22# Beautiful hair

The madman will stare at the character in befuddlement, before he suddenly reaches out for a tuft of hair. If the PC does not pass a check for *Surprise* the lunatic will tear some out, stuff it into his mouth and swallow it.

### 23# -

The filthy beggar just ignores the PC and rambles on. Anything a character tries to do to gain his attention will fail, but if they try to rough him up he will begin to cry like a baby and sullen himself in fear.



### 24# Hush!

The balding man interrupts the character by putting a finger over his lips and hushing her. Doing so he looks at the PC with sad, serious eyes like it would be of grave importance that she shuts up. Then, he will turn away and leave. If the player describes how his character remembers this moment while the PC tries to be stealthy during the coming adventure, the test is passed automatically.

### 25# Don't go there!

The eyes of the madman go wide as he says "no... no!no!NO!!!... do't go there! DON't go THERE!!!". He will grab the PC and repeat that while growing more and more upset. If the character does not get rid of him by force, the madman will start to pull at her clothes so viciously that a seam pops.

### 26# The key

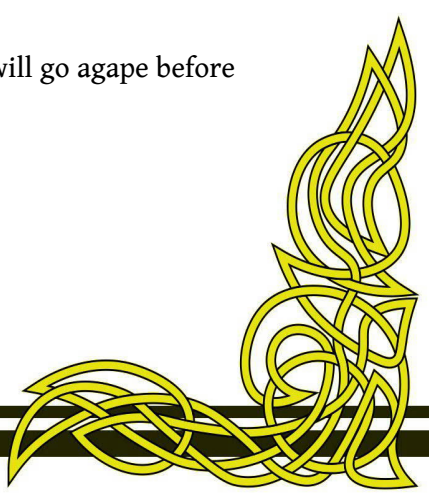
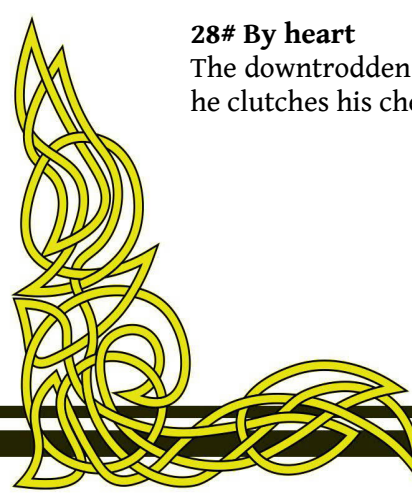
After staring at the PC for a heartbeat, the ol' monk will produce a stained copper key under his rags and hand it over. The key has no use or meaning in the coming adventure.

### 27# Free hug!

After the PC has addressed him, the monk will smile at her and give her a hearty hug. The character will count as being under the effect of a level 1 *Bless* spell for the coming adventure, and will be plagued by fleas now.

### 28# By heart

The downtrodden man will look at the PC, his eyes will widen and his mouth will go agape before he clutches his chest. A moment later, he dies from a heart attack.



### 29# A kind advise

The madman will stare at the character that addresses him with a pitiful expression in his eyes. Then, he will pull a worn dagger from under his robes and hand it to the character. If the PC takes it, the ol' monk will whisper "go... kill yourself with it... better that than...". With these words he turns away, shakes his head and leaves the character alone while he begins to sob.

### 30# Stay strong!

The lunatic will begin to shake, his face will grow red and suddenly he will grab the character at the shoulders "Remember...! Remember always....! You will succeed when you are strong.... **WHEN YOU ARE STRONG!**" If the player mentions how his characters remembers this during the course of the coming adventure, the PC will receive the benefits of a level 1 *Remove Fear* spell.

***All fine and well, but what happens when the characters interact with him further?***

He is a lunatic! Make up some random reaction or just roll again on the table!

This encounter is just meant to be weird, so do something weird with it. *Have fun!*





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