



Gregorius21778:

Dreaded Thirteen

*A supplement for OSR GMs
for inserting misfortune into an adventure*



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

Version 1.0; written by Kai Pütz
(c) 2019

Legal & other stuff

Created by: Kai Pütz; (c) 2019
My blog: <https://gregorius21778.wordpress.com/>
My other titles: [at drivethrurpg.com](https://drivethrurpg.com)

Artwork

Background: by [Image Portfolio © Louis Porter, Jr. Design](#); used with permission.
Page decoration: by [Unza RPG ©](#); used with permission.

This product is an independent production by Gregorius21778 and is not affiliated with Lamentations of the Flame Princess. Lamentations of the Flame Princess is a registered trademark owned by James Edward Raggi IV.

Have your players brought upon their characters the wrath of the gods (or things far more unfathomable)? Have they decided to enter places the old folks direly warned them to disturb? Have they claimed for themselves an artifact Men Was Not Meant to Hold? Are the stars just not right? Or is it just one of that days, were Lady Fortune is in a spiteful mood?

Whatever it is... if it is an OSR game you play, and if it is misery and failure you want, this Pay-What-you-Want title has a little idea in store for you. For those days were you just feel like that...

Use it only once with a group, and only when there is a fitting occasion (see above). A GM is encourage to give bonus XP to characters that succeeded under such averse conditions.

Enjoy!

It all starts with the first natural "13" that is rolled by a player with a d20. It does not matter if it is an Attack Roll or a Saving Throw, or if the result was a failure or not. The first "13" rolled triggers the **first happening** (see below), and misfortune will follow the whole party from there on: either till the end of the current adventure, or till a total of thirteen "13's" have been rolled.

The first happening is a set event, and so is the 13th and final instance of woe. Those in between, the GM may choose in any order that fits the group, the current happenings of the session and/or the own whims. We are talking about the outcomes of ill-omened undertakings here: if it is not BAD, it is WRONG.

So, turn yourself into the crows to come upon the PC, spread your wings and cast a shadow of doom!



The 1st Happening: after the first "13" has been rolled, all characters hear the echo of a great bell that tolls far away. A cold chill runs down their spines and raises their hackles. From this point on, all results of a natural "13" mean an automatic failure, and trigger another misfortune from the list below. The GM is to keep track of the number of "13" that are rolled, as the streak of misfortune will end after the thirteenth one.

The Eleven Misfortunes in-between:

A future opponent is granted a **sense of imminent danger** by fate. The next time that the party successfully **surprises** an opponent, the tables are turned on them: their opponent becomes aware at the most unfortunate moment and circumstances, and will thereby **Surprise** on the party.

The next time a character has a meaningful, successful *Search* test, his or her **eyes are blind for what is in there**, and the test is failed.

For the rest of the adventure, all **misfired arrows and bolts** will either turn out to be **lost or broken**.

The next time a character misses with a missile attack, **the weapon fails:** the strings of bows or crossbows tear, a black-powder weapon fails to ignite. This makes the weapon useless in the current combat, but the PC may re-string the bow/clean the weapon afterwards.

The next time a member of the party successfully overcomes a mechanism (e.g. picks a lock or disables a mechanical trap), the attempt fails instead and **a tool involved is broken** in the process. It is impossible now to overcome the mechanism, and all further attempts to overcome mechanisms have a 1-in-6 chance that the tool that is now broken was mandatory for doing so.

Misfortune follows the party like an invisible shadow, and the next successful **Saving Throw against a Spell or Magic Item** will be treated as a failure instead.

See above, but the next successful **Saving Throw against Paralyze or Entanglement** fails instead, possible due to a character tripping over something,

The next failed melee attack by a character means such a bad fumble that the opponent gets a free attack, and the character loses his or her next action in this combat.

The next attempt to force a door open will lead to a **badly bruised shoulder**, which results in a (-1) penalty on both melee attack rolls and melee damage.

A glass vial or item in the possession of the party immediately cracks.

A character gets something in the eye (dust, a splinter, an insect, etc.) and counts as half-blind for 1d4 turns (-1 to all melee attacks; -3 to all ranged attacks).

The 13th and final Misfortune:

The character of the player that rolled the "13" suffers a heart attack, and must Save vs. Death. A failure means exactly what the Saving Throw implies, otherwise the PC is only stunned for 1d4 rounds.

DESIGNATION OF PRODUCT IDENTITY: The product identity of Gregorius21778 includes (but is not limited to) : The artist name "Gregoriu21778", the product layout, graphics, its presentation and wording; with the exceptions of game mechanics, methods, procedures, processes and routines designated as Open Game Content by (or Product Identity of) Wizards of the Coast(tm), Goblinoid Games(tm) and Lamentations of the Flame Princess(tm) and texts/graphics from the public domain.. All product names and line names, logos, identifying marks and trade dress, are Product Identity.

NO CHALLENGE TO COPYRIGHT: Gregorius21778 makes no claim of ownership to Mutant Future(tm); Labyrinth Lord(tm); Lamentations of the Flame Princess(tm) or other Product Identity of Goblinoid Games(tm), Wizards of the Coast(tm), Lamentations of the Flame Princess(tm), other third parties or OPEN GAME CONTENT. No challenge of copyright is intended.

DESIGNATION OF OPEN GAME CONTENT: to the extent, and only to the extent, required by Open Game License Version 1.0a (Copyright 2000 Wizards of the Coast, Inc.) and the Labyrinth Lord(tm) Trademark License 1.1 and the Mutant Future(tm) Trademark License 1.1, content not designated as Product Identity above is considered Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.