

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
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Legal & other stuff

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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 those 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.

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