



Gregorius21778:

# Survive 13 Month

Version 1.1  
by Kai Pütz; (c)2020

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

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**Survive 13 Month** is the forth of an irregular series of releases of mine that are centered on the number “13” or the superstitions in regard to the number and/or Friday the 13<sup>th</sup> in general. This one focuses purely on the number itself.

This supplement is about a mortal game offered by an immortal, malevolent entity. If a character manages to keep hold of 13 jewels and survives 13 attempts on her life by 13 different unnatural entities, the jewels belong to her. Otherwise, she loses her soul and perhaps her life as well. Simple, is it not?

It is -NOT- an adventure. It is a set-up and 13 encounters, which are best spread over the course of different adventures in an ongoing campaign.

*Compatible with Lamentations of the Flame Princess(tm)*

## The Opening

*"You are a gambler."* The man that joins the character without introducing himself says it in the way of a fact. He looks at her with a light smile on his lips while giving her time to respond.

*"You bet your life that you can master whatever it is that the next adventure has to throw at you, and you do so for a price in silver or gold that you sometimes know, and sometimes only guess about. Who does this but a gambler at heart?"* The light smile remains while the all-but-handsome stranger again leaves room and time for the character to react.

*"I want to offer you a gamble: a game and a bet."* Saying this, he produces a small leather pouch which contents he pours nonchalantly into his hand to show it to the character. Jewels. Several large jewels. A little fortune for sure...

The man will introduce himself as **Barnas**, and will not deny that he is not a mortal, but will not reveal anything specific. Instead, he offers a mortal game to the character. The rules are very simple.

The character will receive a pouch that contains thirteen jewels.

Barnas has the help of thirteen vassals *"of my kind"*. Each of them may make an attempt at the character's life, but each of them will only try it once.

If the character dies before thirteen months are over, for whatever reason, her soul belongs to Barnas.

If the character is not in the possession of the thirteen gems within the purse when the 13 months are over, her soul belongs to Barnas.

If the character reveals this game or its rules to **anyone**, her soul belongs to Barnas.

If the character is alive and in the possession of the thirteen jewels from the pouch after thirteen months have passed, she has won and may do with them as she pleases.



**Barnas** is a demon of greed. He exists to tempt mortals to endanger and stain their souls in the pursuit of temporary, worldly riches. In a way, he already has won his own little game when the character is willing to play (also this has no effect in game terms).

**The deal** with him (which he will seal with spit and a handshake) is a binding contract that no mortal, be it Magic-User or Cleric, may break with a spell. To him, it is just that: a game. He will not be upset if he loses it, as he is already winning a lot by others playing his game.

When the game begins, the Referee is free to unleash the following encounters with the thirteen vassals of Barnas during the course of future adventures. To avoid stealing the limelight from the other characters and the affairs of the ongoing campaign in general, no more than one of these encounters per adventure should be used. It is even encouraged to leave out an adventure or two, as it will leave the player of the involved character on alert and on the edge, and also give her a taste of what the PC might feel like.



*The order of encounters was chosen deliberately. Of course, a Referee is free to decide about what is best for the own game, yet any change should be considered carefully, and **by no means** should they be rolled for...*

## 13 Demonic Attempts

### 01# The Drunken Lot

The first attack will happen in a town or city the character visits, either before, during or at the aftermath of an adventure. A demon will take control over a group of drunken toughs (sailors, soldiers, thugs, whatever) that will then attack the character. It will be impossible to tell them apart from regular, drunken thugs but for their determination, willful ignorance of even serious wounds and ongoing laughter, no matter how brutal it gets.

They are unarmed and will at first only use their hands and feet, but never the less try to beat the character to death (as well as everyone that tries to intervene). After a while, especially when weapons are drawn, the possessed will take any improvised weapon that is in reach. They will fight on even if it is suicidal. They do not lose conscious for more than 1d4 rounds and will stop at nothing. The demon will lose control over the bunch when they are dead or when they sober up. Till then, they will be after the character, and always know the general location of her.

<b>Move:</b>	120' (40')
<b>Hit Dice:</b>	2 / -12 hit points
<b>AC:</b>	12
<b>Attacks:</b>	bare hands (1d2) or improvised weapon
<b>Special:</b>	none
<b>Save:</b>	as Fighter
<b>Moral:</b>	12

### 02# The Succubus

The second attempt will happen as the character sleeps and is only with others who are asleep as well. During her dreams, a succubus will materialize sitting on the character's chest. This is not the sexy demon of modern fantasy, but a naked old hag with her hands around the character's throat while sucking her very breath from her mouth, towards her own.

This will have the character wake up at once, but the PC will be in a bad position at the start: she will not be able to speak or make a sound, and the succubus counts as *wrestling* with her and being in control. Once she has it off her chest, the succubus has failed and will disappear again. Therefore, the character must gain control by wrestling or kill her. After a number of rounds equal to half the Constitution of the character, the succubus will have killed her.

<b>Move:</b>	120' (40')
<b>Hit Dice:</b>	2 / 8 hit points
<b>AC:</b>	12
<b>Attacks:</b>	steals breath (see entry)
<b>Special:</b>	+5 bonus for wrestling
<b>Save:</b>	as Magic-User
<b>Moral:</b>	12

### 03# The Horse

The third attempt will be made when the character is riding a horse. A demon will possess the animal, and have it bolt with the character on it. The possessed horse will try to throw the character off. The character has a x-in-6 chance to avoid this fate, where x is equal to 1 plus Dexterity bonus.

Getting off the horse will cause 1d6 damage (-3 on a successful **Save vs Paralyzation**; minimum 0). If the saving throw was failed, 6 means that another d6 is rolled (and another on a further 6, and so on).

Once the character is off the horse (one way or another) it will turn to attack with its hoof or by trampling. By then, the unnatural nature of the behavior becomes clear.

<b>Move:</b>	360' (120')
<b>Hit Dice:</b>	4 / 16 hit points
<b>AC:</b>	13
<b>Attacks:</b>	Hooves (1d8+1)
<b>Special:</b>	none
<b>Save:</b>	as Fighter
<b>Moral:</b>	12

### 04# The Hag

The fourth attempt will be the first that will not result in a direct confrontation. At some point, the character will pass by an old woman. It may happen on a market, on an isolated road, before a church etc. The woman will give the character a brief glance and a smile. After the PC has passed her, she will turn around and shout out loud: "**May you die of old age!!**" She will turn away, laugh and leave. If the PC confronts her, she will continue to laugh, but die of a heart attack within a round.

The character is now the victim of a slow yet lethal **curse (no saving throw!)**. Each sunrise, the PC will age by a year. This will not become obvious at first, but should come to the characters attention after about five or eight days. It is up to the character to find somebody to remove the curse (which the Referee is encouraged to use as an adventure hook).

### 05# The Unclean

On a road, the character will encounter a group of lepers that come his way. They march in a column, the first of them wears a ragged and sullen monk's robe and rings a bell to warn of their coming and their condition. The lot of them is ragged and bandaged, some wear hooded clothes to hide their faces, others use bandages and cloth wraps for it. What can be seen of them is marked by their disease. Upon noting others on the road, they all step off and aside of it to make way.

As the character passes them, the one with the bell will ring it like an alarm, and all of a sudden the other lepers, 12 in total, will throw themselves at the character in a frenzy. The one with the bell will stand aside and only yell "UNCLEAN!" once per round.

What attacks the characters is not a group of lepers, but plague ridden undead under the control of a demonic monk. Destroying or banishing the monk will have all of the animated corpses drop down in the very same second. The demonic monk is not armed, but will spit forth a spray of black saliva upon the first one to attack him (automatic hit). It will not attack but only try to evade attacks (*Defensive Fighting*; already taken into account in its AC). The nearest two undead, however, will immediately turn to attack the one attacking the monk. When all undead are destroyed, the demonic monk disappears within a heartbeat, and his robe and bell fall to the ground.

Every character that was wounded by one of the undead must **Save vs. Poison** or will contract a rotting disease. A character hit by the black saliva must **Save vs. Poison** as well, but with a -2 penalty.

**The rotting disease** will set in after four days. After every four days (modified by Constitution bonus), the victim must **Save vs. Death** or will lose a point of Constitution. People that have bodily contact with the victim may catch the diseases as well. It may only be overcome by magic or two successful saving throws in a row while being in the care of a physician or healer. A character that has lost more than half of her Constitution to the disease is beyond healing.

**The bell** is a magic item to any mortal of non-*Lawful* alignment. Ringing it has the effect of a 5<sup>th</sup> level *Animate Dead* spell, but will also infect the character with the rotting disease (see above). It will lose its power after thirteen uses.

**The undead** will Press (+2 to hit; -4 AC) against the character that has made the deal with Barnas.

<b>Move:</b>	120' (40')
<b>Hit Dice:</b>	0 / 16 hit points
<b>AC:</b>	12
<b>Attacks:</b>	Filthy hands & teeth (1d3)
<b>Special:</b>	+4 bonus for wrestling
<b>Save:</b>	as Fighter
<b>Moral:</b>	12

**The demonic monk** only takes half damage from non-magical attacks.

<b>Move:</b>	120' (40')
<b>Hit Dice:</b>	3 / 20 hit points
<b>AC:</b>	15
<b>Attacks:</b>	none
<b>Special:</b>	none
<b>Save:</b>	as Cleric
<b>Moral:</b>	12

### 06# The Black Cat

This encounter will not result in a direct attack. At some point before the start of the next adventure, a black cat will run across the character's path. It will stop briefly, turn its head towards her and hiss malevolent. Its eyes will briefly glow, then it dashes away. Till the end of the adventure, the character will suffer a -2 penalty on all saving throws. This is a *curse* that may not be removed by any force beneath 5<sup>th</sup> level.

### 07# The Trickster

Barnas will appear again and approach the character openly, like they would be old friends, and ask how she is doing. He will offer to end the game if she hands the jewels back to him now. No further ill effects, no loss for the character. "You know... I have already won my game. You have sullied your soul enough by what you took upon you for this prize. Only a life of penance and repentance could save your soul now, and we both know that -you- are not the type for that."

The figure is not Barnas, and will openly admit that when confronted with it. It is a trickster demon that simply wants to swindle the character. If she hands out the jewels, nothing will change. The game will continue, but she will lose in the end for not having the jewels. But even when the disguise fails, the trickster will continue. "You are right. I am not Barnas. And I cannot lift the deal in regard to your soul. But I can halt the other six. Give me the jewels, and none but you will suffer for your foolishness." The trickster will

remind the character of all the suffering she has brought upon others by entering this game, starting with the possessed drunk from the very first attack up to everything else that has happened due to the game up to now. It will promise a stop to this, if the character gives up the jewels (and thereby, the own soul).

Again, it is all lies and tricks. The trickster hopes that, after admitting to being a trickster, the character assumes that everything it now tells is the truth. Failing that, it counts on the burden to be so heavy now that, after its disappearance, the character will talk about the game with others, and thereby lose the game.

### 08# The Seducer

During a celebration, a revelry or an evening in a rather sleazy tavern, a beautiful woman will want to dance with the character. She will reveal during the dance that she is a whore and offer her services for a few pieces of silver.

The woman is a demon in disguise, and her kiss is venomous. She will reveal this after a passionate kiss by shoving the character away and laughing mockingly before turning into cloud of pink, dispersing vapor.

A **Save vs. Poison** decides how much time the character has left. On a failure, it is a number of turns equal to her own Constitution before she dies from a heart attack. On a success, it is a number of hours instead. As the poison takes its course, the character will sweat heavily and her heart will beat like it would be about to explode (-3 on all other tests and saving throws).

The venom may be stopped by anti-venom, *Dispel Magic*, healing magic or *Remove Curse*.

### 09# The Raven

In an isolated place in the open (on a road or in the wilderness) a monstrous raven will swoop down with a screech. It will attack the character seven times, each other round, by swooping down to rend it with its claws. After its seventh attack, it will fly away with another screech.

<b>Move:</b>	faster than any character
<b>Hit Dice:</b>	5 / 27 hit points
<b>AC:</b>	14
<b>Attacks:</b>	rending claws (1d8)
<b>Special:</b>	<i>Cause Fear</i> (3rd level) with every attack
<b>Save:</b>	as Specialist
<b>Moral:</b>	12

### 10# Animated Statue

The next (at least man-sized) statue the character passes by will come to life, leave its stand and go after the character to smash it with its fists of stone. This may very well happen on a market place, in broad daylight, with a crowd present. If the character runs away, the statue follows her. It always knows where she is, it never sleeps and never rests.

<b>Move:</b>	90'(30')
<b>Hit Dice:</b>	3 / 30 hit points
<b>AC:</b>	18
<b>Attacks:</b>	Stone fists (1d6)
<b>Special:</b>	see below
<b>Save:</b>	as Fighter
<b>Moral:</b>	12

Minor and small weapons will do no damage, nor will missile weapons of any kind. Any weapons but hammers, clubs, axes etc. will only deal half damage. Magic weapons are **no** exception to this rule, unless the Referee rules otherwise (due to their special nature). The animated statue is immune to some attacks, according to its nature (e.g. fire, disease, poison, etc.).

*If possible, the Referee should use this encounter in a populated area. The fallout of the fight is likely to be more interesting and/or troublesome than the fight itself.*

### 11# The Archer

While traveling, the character will be attacked by a lone brigand bowman from a distance. The group may suspect an ambush by highwaymen at first, but it will turn out to be just this one: a demonic archer, and the 11<sup>th</sup> attempt at the characters live.

<b>Move:</b>	120'(40')
<b>Hit Dice:</b>	5 / 20 hit points
<b>AC:</b>	14
<b>Attacks:</b>	Arrows (1d6)
<b>Special:</b>	Teleportation
<b>Save:</b>	as Specialist
<b>Moral:</b>	12

Instead of attacking, the demonic archer may teleport to any point within its line of sight, and change orientation as it wishes. It has 13 arrows and will disappear when it fired its last. Its seventh shot gets a +1 attack bonus, the eight a +2, and so on. If the 13<sup>th</sup> arrow hits, the target must *Save vs. Death* or die.

## 12# The Lunacy

On the next night of the full moon that the character spends together with his comrades and allies, all with her must **Save vs. Magic**. The one that fails the save (or the one that fails with the highest result) will jump up all of a sudden and tear at the own clothes. The next moment, the victim will grab the nearest weapon and attack the character that has the deal with Barnas in murderous lunacy. After 13 rounds of combat have passed, the victim may try to snap out of the lunacy at the beginning of each round with another **Save vs. Magic**. On a success, the victim will drop the weapon, stare into nowhere and then collapse into a comatose sleep till sunrise.

If no other character fails the saving throw, the character with the deal with Barnas must **Save vs. Magic** as well. If she fails, she will fall under the same murderous lunacy, and will attack a random target within reach each round.

If nobody fails the saving throw, nothing happens as the attempt of the 12<sup>th</sup> demon has been thwarted.

## 13# King XIII

The final will be one last, straight battle, wherever the Referee feels like to have this one last encounter happen. The last demon to challenge the character is "King XIII". It appears as a 10' tall human in chain mail that wields a large sword and a shield. King XIII has thirteen heads, all clustered around the one a human would have, on the shoulders and the chest below it. Each of them wears a crown or royal headband, each is bearded and looks exactly like any of the other. On each shoulder sits one, each faces to a side, and two are located behind the "regular" head and face backwards.

<b>Move:</b>	90'(30')
<b>Hit Dice:</b>	6 / 36 hit points
<b>AC:</b>	17
<b>Attacks:</b>	Sword (1d8+3)
<b>Special:</b>	Spellcasting
<b>Save:</b>	as Cleric
<b>Moral:</b>	12

King XII may cast a spell each round. The demon is able to cast a total of 13 levels of spells, but may only use this ability to cast 1<sup>st</sup> level *Command* spells and 3<sup>rd</sup> level *Dispel Magic*. It may do so in addition to its attacks.

## The Prize

What are the jewels worth? What kind of wealth would motivate a character to go through all of this, and put not only the own live but also the own soul on the line? The 13 jewels could be worth everything from 100sp a piece up to 500sp a piece. This, as well as if these riches also count as experience points (according to the standard rules of LotFP) is up to the Referee.



## The Loss of the Soul

What does it mean to lose the own soul? This question is much harder than the previous one. The exact metaphysical consequences are likely beyond the scope of any game mechanic, and could thereby be ignored in regard to them. But then again, the player is most likely to feel a loss if there is a mechanical effect to the character, too. Here are a few options.

**Saving Throws:** the soul could be important to withstand magical forces. Without, the character may either suffer from penalties on the saving throws in question, or fail them outright.

**Non-mundane healing:** if magical healing is a spiritual thing, it may not work on a being without a soul. Thereby, those spells could fail to help the character altogether. Or, it may from now on be impossible to bring the character back from the brink of death itself (or from beyond).

**Experience:** the simple way is to set back the characters experience points to the sum of the level before the current one.

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