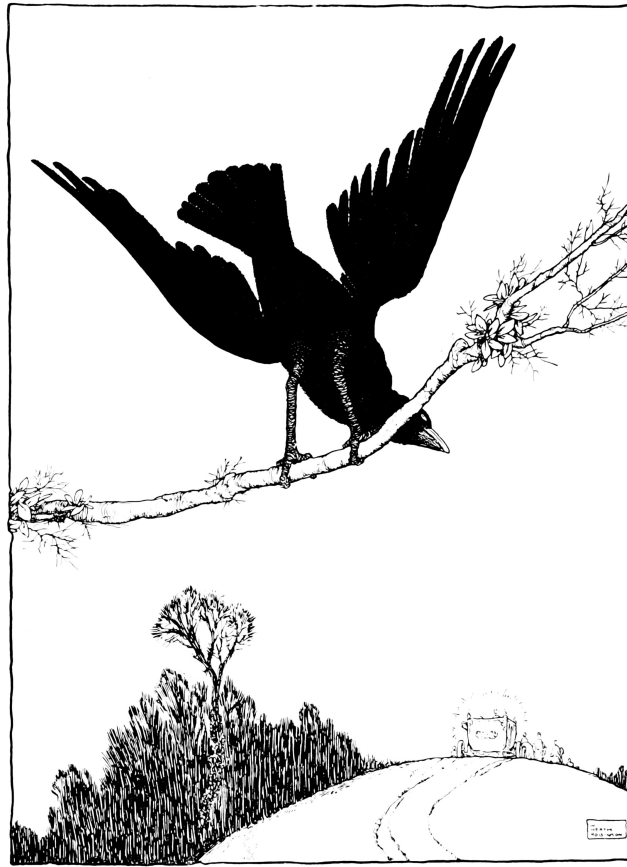


**Gregorius21778:**

# The Day of Manifest Misfortune



*Something for OSR GM's to bring upon their players  
on Friday 13th*

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

Version 1.2; written by Kai Pütz  
(c) 2018

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*This supplement is not fair. It is not even reasonable. It is something weird to pour over your players' characters, something to douse them with near the end of the session. It will likely hit them like a lightning on a sunny day, and when it is over they will wonder what THIS was.*

*You may warn them, may have the local NPC explain to them that -today- is a day of Misfortune and one better stays at home and does nothing of importance (instead of venturing into the dungeon). Perhaps they will listen to the advice and just do so, in which case you as the GM are encouraged to run a session about them sitting in their room doing nothing. Life is unfair.*

*Especially when it brings the Manifestation of Misfortune into play. This supplement includes it, the rules about how it comes into being, how it grows and how it will finally turn upon the characters. It includes Lamentations of the Flame Princess™ compatible rules for summoning it as well. And it is upon you to decided what price you pay for it (Pay what you want, Karma is watching you).*

## It comes into being..

It will first come into being when misfortune strikes. Avoiding misfortune can only be done by avoiding any action that is of truly significant. Those things significant during an OSR game are those that dice are rolled for.\* It comes into being when a character's...

- attack roll
- saving throw
- reaction roll

shows the worst possible result. It does not matter which character of the group has the misfortune. It will stick with the group as such, even if it splits later.

*\*Some may argue that, and you may to if you like. But before you do, leave this supplement and close the door firmly behind you.*

It will not manifest immediately after it came into being, but its basic form is determined at that moment. When it manifests (see below) it will look like (d6)...

- (1-3) a raven
- (4-5) a black cat

roughly the size of a large dog or wolf (1 HD).

If it has the **form of a cat**, it has up to three attacks (claw / claw / bite). Only when the first is successful the other is rolled for, and if both are successful the victim must *Save Throw vs. Paralyze* or suffers the bite attack, too (all do 1d4 damage). The cat has an AC equal to chain mail (due to agility) and 8 hit points. It saves like an Elf.

**The raven form** has only one attack (beak, 1d6 damage) but emits bone-shilling shrieks. Every character must *Save vs Devices* at the beginning of combat or will not be able to attack during the first two rounds. It's AC is equal to plate armor (due to flight and agility) and it may disengage from combat any time. The raven has 6 hit points and saves like a Specialist.

## It grows...

Whenever one of the conditions listed under **It comes into being** reoccurs the Manifest Misfortune grows. Its HD is increased by one, +1d8 hit points are gained (minimum: 3 for the Raven; 4 for the cat) and the Referee rolls once for an **Aspect** (d12):

Entries without a \* are not cumulative and need to be re-rolled if the being already has that aspect.

## Aspects

**01#** Somewhere on its body is a **constantly screaming face of a(nother) cat**. The insane yelling will impose a (-1) penalty to all attacks during the first 1d4 rounds of combat (only during the first if a *Save vs Devices* is passed). Any further screaming cat-face will increase the duration by +1 round

**02#** The beast has an **additional (but smaller) cat's head**. If an attack of the creature is successful it gains another attack at a (-2) penalty that may cause 1d4 damage. More heads reduce the penalty by 1 each, but only one of the additional heads will be able to attack

**03#** Same as above, but the head is that of a raven.

**04#\*** If the form is based on a raven, it will have the **paws of a cat** and may fly up to strike with those (two attacks, each does 1d4 damage) in addition to its regular attack. This is treated as an *All out Attack*. If it has the form of a cat, it has **raven talons** that deal +1 damage.

**05#\*** The being is **covered in a thick mix of feathers and fur**. Any attack that only deals 1 or 2 damage is ignored (but has feathers and fur fly off).

**06#** The being has a(n additional) set of **raven wings**. It is capable of limited flight and may disengage from combat at any time. If it has more than one set of wings, it is an **"Angle of Misfortune"** and all its saving throws are improved by 2 (and by another 1 for every further set of wings).

**07#** A(n additional) **cat's tail** grows out of its rear. The being may make a touch attack with it against those that attack from behind. Those touched must *Save vs. Paralyze* or will be **cursed with Bad Luck**. Further tails give a +1 attack bonus

**08#** The creatures "natural" **weapons are enhanced**. "Cat attacks" use the next higher dice (e.g. 1d4 becomes 1d6). Beak-attacks based on a d6 or higher gain +2 damage while other raven-attacks gain +1 damage.

**09#** The being is of **massive build** and gains +8 hit points.

**10#\*** The beings (main) head has a **third eye** on the forehead. Characters that attack it from the front must *Save vs. Paralyze* or will be **cursed with Bad Luck**.

**11#\*** The creature has the lower body and hind legs of a cat (ignore if it is based on cat form) and **walks upright** on those (+2 to all attack rolls).

**12#** Roll twice

## Manifest Misfortune

The being will finally manifest physically about half an hour before the current RPG session ends. Its appearance is heralded by a caterwaul, a piercing shriek or both. All characters must check for *Surprise* as if they would be the victim of an ambush (as the being attacks seemingly out of nowhere).

While all the wounds it deals in combat seem real, they are not. It does not try to kill them but *curse* them with **Bad Luck** (see below). The wounds it dealt disappear once it vanishes or is destroyed, and the dead will return to life with all the hit points they have had before. But those who have less than half of their hit points left at the end of the battle (even if they did not lose any during the fight) will be *curse*d once, while those that died will be *curse*d twice. That is, in addition to all the *curse*s the characters may have suffered during the fight itself. If the characters managed to destroy the creature, one of these *curse*s is lifted from each member of the group.

## Curse of Bad Luck

The *Curse of Bad Luck* is just that. A *curse* that may be removed by the according spell, and causes a (-1) penalty to *all* rolls of the character (but a damage roll cannot have a result of less than 1 due to it). The really bad thing about this *curse* is that it stacks. A character that is *curse*d again with it has two *curse*s now that both apply. They cannot be both removed with just one "remove *curse*" (as this spell only removes one *curse*). The maximum cumulative penalty is (-4). Any "surplus *curse*s" are still there, but do not worsen the penalty. They make it worse to get rid of the penalty, as layer upon layer of the *curse* needs to be removed.

## How to avoid it...

The Manifestation of Misfortune can be avoided. If it would not be so, this terror of Friday 13<sup>th</sup> would be a well known fact among everyone, as everybody would know somebody who had fallen prey to it. It cannot not come into being nor does it grow from the rolls of characters that..

- ➔ ...always wear a good-luck charm.
- ➔ ...are so worried about Friday 13<sup>th</sup> that they suffer one instance of the *Curse of Bad Luck* till the end of the day.
- ➔ ...are the seventh child of a seventh child
- ➔ ..are under the effect of a *Bless* spell
- ➔ ..are under the effect of a *Protection from Evil*

## Summoning it...

**Summon the Manifestation of Misfortune** is a variant of the *Summon* spell (see [LotFP player core book](#) p.134), with the following changes:

**Step One:** the Manifestation of Misfortune cannot be summoned with more than 7 HD (but may become more powerful due to a failed attempt at summoning it).

**Step Two:** if the Saving Throw fails, 2d10 are rolled, and the higher result determines the HD of the summoned being.

**Step Three & Four:** the being's appearance and powers are determined as per the rules of this supplement (one roll for aspects for each HD above the first).

**Step Five:** if either the die of the caster or that of the Manifestation shows a "13", the creature automatically wins the Domination rolls with a margin of two. If both dice show a "13", the being automatically wins the Domination roll with a Great Margin.

**Sacrifices** take the form of ritually smashing mirrors. Each counts as a 2 HD creature for the purpose of the sacrifice, and for each smashed mirror the Magic-User must *Save vs. Magic* or will suffer an instance of the *Curse of Bad Luck* immediately.

**Thamaturgic Circles** need to include a caged black cat or raven for each +1 (in addition to all other costs).



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