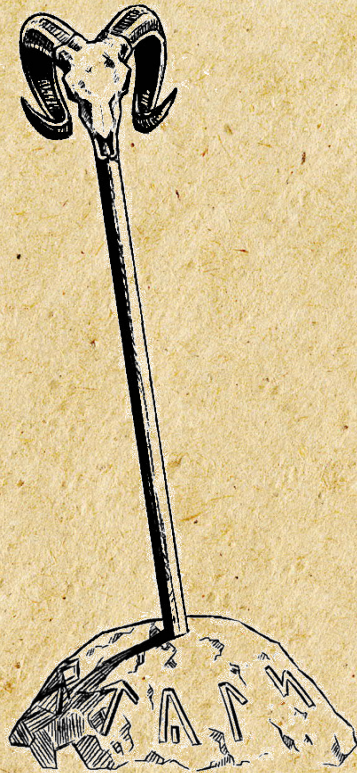


Gregorius21778:

The Staff of 13 Woes



A Weird Magic Item

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

Version 1.2; written by Kai Pütz
(c) 2020

Legal & other stuff

Created by: Kai Pütz; (c) 2020
My blog: <https://gregorius21778.wordpress.com/>
My other titles: [at drivethrurpg.com](http://atdrivethrurpg.com)

Artwork

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

Artwork: [© 2015 Dean Spencer](#), used with permission. All rights reserved.

The Staff of 13 Woes is the third in a line of [Pay-What-You-Want](#) titles that started with [The Day of Manifest Misfortune](#) and continued with [Dread 13](#). All of them have been released for and at a Friday the 13th.

...I am really not sure how long I am going to continue with this. After all, at some point I will end up with no neat ideas for a Friday like that.

Anyway, this time I have still been able to shake another one out of my sleeve: a weird magic item, with 13 useful powers that all come with a chance for an unfortunate side effect.

Enjoy!

A long staff, made from dark wood with a shaft about an inch in diameter. The lower tip is encased in a flat copper cap, at the upper one sticks the skull of a young ram.

It may be identified as a magic item through the regular means (of the given game world, e.g. the *Identify* spell) that holds thirteen different spells; that may each be cast once at 6th level, by tapping the ground with the copper cap of the staff three times in quick succession and willing the spell effect to manifest.

Those versed in lore or legends may know tales of a warlock of old that created and wielded that staff, and may be aware of some of its effects, and perhaps even have hints about some of the methods of recharging it (see below). Storytellers may be sought out for tales (and thereby, fragments of the lore).

The standard procedures will not reveal that each spell may have a detrimental side effect on the one invoking it (unless avoided with a *Save vs. Devices*).

The Thirteen Powers of the Staff

Animate Dead; as per the Magic-User spell, but each corpse or skeleton that is to be reanimated must be touched with the ram skull on top off the staff.

If the character invoking the effect fails the *Save*, the created Undead will turn against their "master" after 2d6+1 rounds.

Command; as per the Cleric spell, but targets with levels/HD over 5 or an Intelligence over 12 only need to *Save vs. Devices* (not against *Magic*).

If the character that invokes the effect fails the *Save*, she will fall under the effect of a *Charm* in regard to the 13th previously unknown person he or she talks to from now on.

Cause Critical Wounds; as per the reverse of the Cleric spell *Cure Serious Wounds*, but the target of the spell must be touched with the staff within 13 rounds after the invocation. Otherwise, the effect just fades.

If the character that invokes the effect fails the *Save*, the 13th wound she receives from now on will have its damage doubled.

Dispel Magic; as per the Magic-User spell.

If the character that invokes the effect fails the *Save*, she may no longer invoke any of the powers of the *Staff of 13 Woes*.

Reduce; as per the reverse of the Magic-User *Enlarge* spell, but the target of the spell must be touched with the staff within 13 rounds after the invocation. Otherwise, the effect just fades.

If the character that invokes the effect fails the *Save*, she will be *Enlarged* to thrice the own size after 13 turns, for 13 turns.

Extension; as per the Magic-User spell.

If the character that invokes the effect fails the *Save*, she will immediately age by 13 years after 2d6+1 rounds.

Faithful Hound; as per the Magic-User spell.

If the character that invokes the effect fails the *Save*, she will be attacked by 2d6+1 suddenly appearing wild wolfhounds after 2d6+1 turns. These wolfhounds are 6th level *Phantasmal Forces*, as per the same Magic-User spell.

Forbiddance; as per the Magic-User spell. This is the only effect of the Staff that has no chance for a negative side effect.

Hold Monster; as per the Magic-User spell.

If the character that invokes the effect fails the *Save*, she will come under the effect of a 6th level *Hold Person* after 2d6+1 turns.

Interposing Hand; as per the Magic-User spell.

If the character that invokes the effect fails the *Save*, she comes under the effect of a *Ray of Enfeeblement* after 2d6+1 turns.

Lucubration; as per the Magic-User spell.

If the character that invokes the effect fails the Save, she forgets a random spell (and must learn it anew).

Protection*, 10' Radius; as per the Cleric spell. The character may decide if it is a *Protection against Evil* or a *Protection against Lawful*.

If the character that invokes the effect fails the Save, she must re-roll all successful saving throws once for the next 13 days.

Silence, 15' Radius; as per the Cleric spell.

If the character that invokes the effect fails the Save, she will lose the ability to speak or make any other sound with the own voice for 13 days.

Why is it the Staff of Woes?

Each and every power of the staff may be recharged with a special, ritualized action.

Animate Dead; a character must use the staff in the desecration of 13 graves and must use the staff to smash the skull of each of the dead found in the grave. All of this must happen in one night of the new moon.

Command; a character must force a total of thirteen clerics to kneel down before him and lick the end of the staff before she knocks them over the head with the tip. All of this must happen within one month.

Cause Critical Wounds; a character must forcefully press the end of the staff into the open wound of thirteen different wounded men, each of which must thereafter live for at least another thirteen days.

Dispel Magic; a character must force a total of thirteen Magic-Users to kneel down before her and lick the end of the staff before she knocks them over the head with the tip. All of this must happen within one month.

Reduce; a character must smash thirteen shrunken heads with the tip of the staff. This must be done within one month.

Extension; a character must have thirteen different characters willingly sacrifice a year of their life to the staff (by touching the tip with the palm of the left hand, and claiming loudly to do so). She may bribe or pay them, trick or fool them, but must not *force* them.

Faithful Hound; a character must sacrifice a child no older than 13 years by throwing it into a pit of hungry dogs, and must have each of the dogs lick the ram skull afterwards.

Forbiddance; a character with the staff must destroy a being brought forth by the *Summoning* spell. The being must not be under a Magic-User's control.

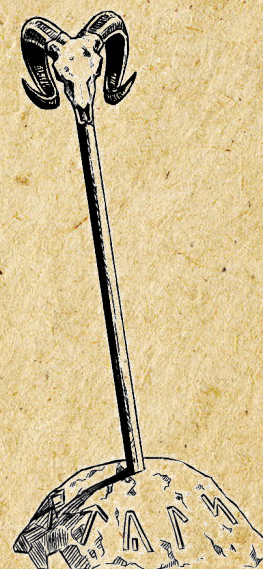
Hold Monster; a character must use the staff to beat a monster to death that is bound in chains. It must be a monster, not a mere mundane beast.

Interposing Hand; a character that carries the staff must have thirteen different people prostrate themselves before her, all at the same time. They must not do this willingly.

Lucubration; this effect will replenish itself after all other effects have been restored.

Protection*, 10' Radius; a character must use the staff to desecrate 13 altars (good or evil).

Silence, 15' Radius; a character that keeps the staff must not speak for thirteen days. At the start of dawn of the coming day, she must press a raw, freshly removed human tongue to the ground with the tip of the staff, till noon.



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.