

30 Additional Grimoires



A free unofficial LotFP mini-supplement
coincidentally released on July 25th, 2020

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LAMENTATIONS
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FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
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Credits

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Introduction

The following magical tomes are presented in the same format as those introduced in the final section of *Broodmother Skyfortress*. However, the spell selection for each grimoire here has been determined from all spells available in LotFP *Rules & Magic* with an eye toward using them with the Weird Magic System in *Vagina are Magic!* and the cleric-free Playtest Notes in *James Edward Raggi IV's Eldritch Cock*. The grimoires in *Broodmother* are 12th century AD or earlier texts, in line with the pseudo-medieval campaign I was running at the time. These new grimoires add some early modern magical texts to the mix.

The Grimoires

1

Title(s): The Red Bible, The Unknown Book of Gil-Martin

Language(s): Unknown

Period: Unknown

Author: an array of anti-prophets and anti-saints inspired by the Devil and his demons, with commentary from the enigmatic personage Gil-Martin

Blasphemy: Every entity has an evil twin (even evil people). What happens when you meet your evil twin is unclear; perhaps one must be destroyed or both go mad, perhaps they can merge into a single entity.

Spells: Neutralize Poison* (c4), Wizard Eye (m4), True Seeing* (c5), Veil (mu6), Grasping Hand (mu7), Simulacrum (mu7)

2

Title(s): The Twelfth Coimbricenses, The Ninth Commentary on Aristotle

Language(s): Latin, with copious marginalia in Portugese and German

Period: circa 1600

Author: an unknown group of instructors and students at the University of Coimbra, Portugal

Blasphemy: The known texts of Aristotle represent only the public half of his works. He was also the sorcerer supreme of his era and wrote extensively on magic.

Spells: Bless (c1), Wall of Fire (mu4), Wizard Eye (mu4), Cure Critical Wounds* (c5), Quest (c5), Instant Summons (mu7)

3

Title(s): Wisdom of the Precious Serpent

Language(s): Latin, with a few passages in the original Nahuatl plus some Spanish ravings in the margins

Period: 16th century translation and expansion of a much older Nahuatl work

Author: unknown

Blasphemy: The Serpent of the Garden of Eden visited many similar places, starting new civilizations via the beneficent corruption of the local populace.

Spells: Floating Disc (mu1), Resist Cold (c2), Howl of the Moon (mu3), Secret Page (mu3), Magic Jar (mu5), Shape Change (mu9)

4

Title(s): Iron Book of Michael Scott, Mighty Book of Scott

Language(s): Latin, with some key terms in Scottish Gaelic

Period: 15th century

Author: Michael Scott, a wizard of Scotland

Blasphemy: God has predetermined which souls go to heaven and which souls go to hell, but it is possible to cheat the system and keep your soul on earth after you die.

Spells: Magic Missile (mu1), Change Self (mu2), Haste* (mu3), Quest (c5), Chaos (mu5), Polymorph Any Object (mu8)

5

Title(s): Sayings of Allad, Wisdom of the Last Druid

Language(s): Scottish Gaelic, with some notes in Latin

Period: 4th century or earlier

Author: an anonymous transcriber of Allad, last druid of Scotland

Blasphemy: One's status in the afterlife is determined solely by how one dies. To be slain by a king or other great person is to achieve greatness in the hereafter, while to die of disease or cold ensures an eternity of misery.

Spells: Suggestion (mu3), Speak with Plants (mu4), Cloudkill (mu5), Death Spell (mu6), Speak with Monsters (mu6), Invisibility, Mass (mu7)

6

Title(s): Revelation of Abdiel

Language(s): Ancient Greek, with marginalia in Latin

Period: unknown

Author: an unknown author claiming to be taking dictation from the angel Abdiel

Blasphemy: Between the small realms of Heaven and Hell is a vast sea of chaos inhabited by ineffable cosmic entities. God is a mutant from that primordial ocean, the first to venture onto the "dry land" of Heaven and survive in that new environment.

Spells: Forget (mu2), Phantasmal Force (mu2), Protection from Normal Missiles (mu3), Telekinesis (mu5), Animated Artwork (mu7), Vision (mu7)

7

Title(s): Notes from the Scholomance

Language(s): Old Church Slavonic

Period: 15th century

Author: Vlad Tepes

Blasphemy: All 'holy' miracles since the execution of Jesus of Nazareth have been works of Satan and his minions, including those of the saints and apostles.

Spells: Spell Immunity (c4), Wall of Ice (mu4), Barrier (mu6), Mind Switch (mu6), Magic Sword (mu7), Mind Blank (mu8)

8

Title(s): Codex Seraphinianus

Language(s): an odd dialect of Italian and an unknown tongue in an unknown script in equal measure

Period: unknown

Author: Luigi of Serafino

Blasphemy: More than one Creation exists, each with its own natural laws and possibly its own Creator. From time to time bits of one Creation can leak into another.

Spells: Resist Cold (c2), Neutralize Poison* (c4), True Seeing* (c5), Animate Dead (mu5), Speak with Monsters (mu6), Veil (mu6)

9

Title(s): Fourth Book of Occult Philosophy, Secret Book of Agrippa

Language(s): Latin

Period: early 1500's

Author: attributed to Heinrich Cornelius Agrippa, but a canny reader familiar with his other works will suspect otherwise

Blasphemy: The gods and goddesses of the pagans are just as real as the demons of hell and angels of heaven. The gods who live on clouds and mountain-tops and are lesser in power compared to those entities dwelling in heaven and hell.

Spells: Remove Fear* (c1), Detect Invisible (mu2), Invisibility (mu2), Bestow Spell Ability (mu7), Grasping Hand (mu7), Reverse Gravity (mu7)

10

Title(s): Monarchia Dæmonum

Language(s): Latin

Period: early 16th century

Author: unknown

Blasphemy: Hell is an autocracy ruled by Satan, while Heaven is more democratic. "God" is the title of whichever angel is serving as presiding officer of heaven for any given millenium.

Spells: Floating Disc (mu1), Sacrifice* (c3), Fly (mu3), Wall of Fire (mu4), True Seeing* (c5), Witchlamp Aura (mu7)

11

Title(s): The Heptameron of Abano

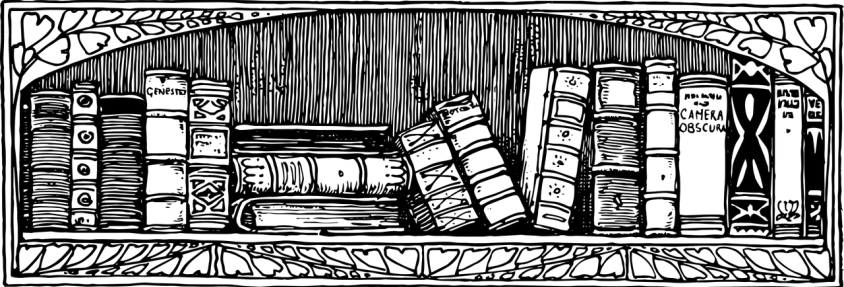
Language(s): Latin

Period: early 14th century

Author: Petrus Aponensis

Blasphemy: The planets in the night sky are the eyes of a great cosmic monster who searches the earth each night. What it seeks is not entirely clear.

Spells: Mending (mu1), Sleep (mu1), Stinking Cloud (mu2), Gust of Wind (mu3), Wall of Fire (mu4), Disintegrate (mu6)



12

Title(s): The Transchronicon

Language(s): Latin, but key passages are in code

Period: late 15th or early 16th century

Author: Johannes Trithemius

Blasphemy: Time works backwards from how we understand it: the present is our experience of remembering the next moment of the future, while we are continually inventing a past that never was.

Spells: Shield (mu1), Commune (c5), Magic Jar (mu5), Transmute Rock to Mud* (mu5), Legend Lore (mu6), Time Stop (mu9)

13

Title(s): Liber Officiorum Spirituum, The Book of the Office of Spirits

Language(s): original unknown, current version is a clumsy schoolboy Latin translation of a lost English translation of an earlier work

Period: original unknown, current version 1583

Author: unknown, translated by English occultist John Porter

Blasphemy: The spirits of the earth created both heaven and hell as colonies, which later rebelled and set up their own governments. The creation story is propaganda from the heavenly independence party.

Spells: Unseen Servant (mu1), Gaseous Form (mu3), Quest (c5), Faithful Hound (mu5), Barrier (mu6), Legend Lore (mu6)

14

Title(s): Verständnis und Spekulationen von Bombastus

Language(s): German

Period: late 16th century

Author: an unknown commentator excerpting the occult works of Paracelsus

Blasphemy: For each of the scientifically established elements (earth, air, fire, and water) there is a shadow version or anti-element. Magic is the ability to manipulate these hidden substances.

Spells: Light, Continual* (mu2), Howl of the Moon (mu3), Wall of Ice (mu4), Animate Dead (mu5), Symbol (mu8), Power Word Kill (mu9)

15

Title(s): Last Testament of Doctor John Dee

Language(s): a mish-mash of English, Latin, and Enochian

Period: written no later than 1609, but appears in circulation several years later

Author: John Dee, court magician to Elizabeth I

Blasphemy: In addition to north/south and east/west, there is another axis of direction along which the canny may travel. Dee calls this axis in/out and it is clearly different from up/down.

Spells: Protection from Evil* (c1), Purify Food & Drink* (c1), Knock (mu2), Hold Person (mu3), Seven Gates (mu4), Chaos (mu5)

16

Title(s): Lost Manuscript of Jacob à Tepenece

Language(s): unknown language in an unknown script, with a few cryptic notes in Latin in the margins

Period: late sixteenth/early seventeenth century

Author: Jacobus Sinapius, court wizard to Holy Roman Emperor Rudolf II from 1607 until his death in 1622. If during this period reports surface of discovery of this text or reports resembling the use of spells it contains, Jacobus will send agents to retrieve the Manuscript.

Blasphemy: Humans are more closely related to mushrooms and other fungi than they are to other forms of life, as individual humans are but the fruiting bodies of a single great fungal oversoul.

Spells: Silence, 15' radius (c2), Light, Continual (mu2), Tongues (c6), Animate Dead Monsters (mu6), Barrier (mu6), Vision (mu7)

17

Title(s): Addenda Oedipus Aegyptiacus

Language(s): Mostly Latin with Egyptian Hieroglyphs, but peppered with Ancient Greek, Hebrew, and Chaldean

Period: 1650's

Author: Athanasius Kircher

Blasphemy: What men call God is actually an ancient mineral intelligence that fell to earth as a meteor in prehistoric times.

Spells: Sanctuary (c1), Light* (mu1), Haste* (mu3), Protection from Evil, 10' radius (c4), Legend Lore (mu6), Suggestion (mu3), Mass (mu6)

18

Title(s): Galdrabók

Language(s): Icelandic

Period: c. 1600

Author: unknown, but style, grammar, and penmanship variation suggests at least three people involved

Blasphemy: It is well known that Hell is a place of all-consuming fire, but Heaven is the realm of all-entrapping ice.

Spells: Enthral (c2), Cure Disease* (c3), Army of One (mu3), Dig (mu4), Stone Shape (mu5), Permanency (mu8)

19

Title(s): Triangular Book of St. Germain

Language(s): French but key passages in code, requiring a second Languages roll to decipher

Period: sometime in the 17th century

Author: The Comte de St. Germain, a wizard of great age (he purportedly hung out with Jesus) and power, who probably wants his damn grimoire back.

Blasphemy: A handful of humans survived a previous Creation, which was destroyed by God prior to starting over with the current world.

Spells: Magic Missile (mu1), Change Self (mu2), Secret Page (mu3), Animate Dead (mu5), Hold Monster (mu5), Geas (mu6)

20

Title(s): A Mirror to Analyse the World, The Book That Fell From the Sky

Language(s): English translation of a Chinese original, with many mystic glyphs that look like ancient Chinese but have no known meaning

Period: original unknown, translation circa 1600

Author: Shuping of Cathay, translator unknown

Blasphemy: God did not create the world with His words, rather Words created God and the universe He rules. This is why magic incantations can thwart the will of the Almighty.

Spells: Remove Fear* (c1), Augury (c2), Dispel Magic (c3), Commune (c5), Wall of Force (mu5), Projected Image (mu6)

21

Title(s): Handbuch von Waldes

Language(s): German, with some Latin and Ancient Greek

Period: early 16th century

Author: Valdes of Wittenberg, a mentor of Doctor Faustus

Blasphemy: Ghosts are not the spirits of the dead, they are the living trace people that propagate through time; your activities now literally haunt in the future.

Spells: Invisibility to Undead* (c1), Protection from Evil* (c1), Message (mu1), Web (mu2), Army of One (mu3), Earthquake (c7)

22

Title(s): Secretum Sphaera Mundi, Key to the Spheres

Language(s): Latin

Period: 14th century

Author: an unknown commentator on the earlier work of the scholar Sacrobosco, himself commenting on and excerpting a version of Ptolemy's *Almagest* with earlier commentary from the 9th century Arab scholar Alfraganus

Blasphemy: Souls are 4th dimensional objects only partially embedded in our 3 dimensional bodies. Reincarnation is the same soul intersecting our reality at multiple points in the timeline of our 3D universe. Soulmates are literally people with the same soul making contact with multiple bodies in the same time zone.

Spells: Enthrall (c2), Detect Illusion (m3), Gust of Wind (m3), Shadow Monsters (m4), Quest (c5), Time Stop (m9)

23

Title(s): Arbatel De Magia Veterum, On the Magic of the Ancients

Language(s): Latin

Period: 1575

Author: unknown, rumored to be the Swiss occultist Jacques Gohory

Blasphemy: The sinkings of Atlantis and Mu was the natural consequence of the misuse of magic in those realms. Europe stands on the brink of a similar disaster.

Spells: Message (m1), Wall of Fog (m2), Hold Monster (m5), Interposing Hand (m5), Glass Eye (m6), Polymorph Any Object (m8)

24

Title(s): Rauðskinna, The Red Skin, The Book of Power

Language(s): Icelandic, with a few key terms in an unknown tongue

Period: early 16th century

Author: Gottskálk Nikulasson, called Gottskálk the Cruel, an Icelandic bishop and warlock

Blasphemy: Organized religion and ritual magic are the same thing; each religion's ritual practices are a set of large scale, slow acting magical spells designed to create the reality proposed by the faith's theology.

Spells: Detect Evil* (c1), Invisibility to Undead* (c1), Protection from Evil* (c1), Resist Cold (c2), Ray of Enfeeblement (m2), Projected Image (m6)

25

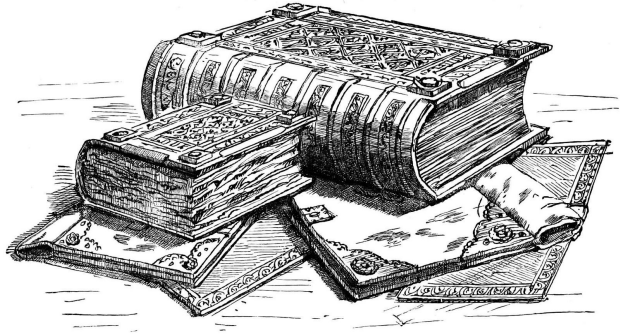
Title(s): Kitab al Kanuz, The Book of Hidden Pearls

Language(s): Arabic

Period: 15th century

Author: unknown

Blasphemy: The Platonic ideals of objects are themselves real physical objects that have been secreted in the bowels of the earth since the dawn of time.



Spells: Command (c1), Locate Object (m2), Wall of Iron (m7), Geas (m6), Bestow Spell Ability (m7), Grasping Hand (m7)

26

Title(s): The Book of Abramelin

Language(s): German, with some untranslated Ancient Hebrew

Period: current version from ~1608 but the core material dates from the late 14th or early 15th century

Author: Abramelin the Mage

Blasphemy: The source of each magic-user's power is their guardian angel, which is their true soul that exists outside their body.

Spells: Comprehend Languages* (m1), Light, Continual (m2), Water Breathing* (m3), Dimension Door (m4), Invisibility, Mass (m7)

27

Title(s): Livre des Esperitz

Language(s): French

Period: 15th or early 16th century, with some passages dating back to the 13th century

Author: attributed to King Solomon, but clearly contains modern concepts

Blasphemy: The old gods of the pagans were real, but God and his angels murdered nearly all of them during the conquest of Heaven.

Spells: Detect Invisible (m2), Dispel Evil (c5), Animate Dead (m5), Wall of Iron (m5), Prismatic Wall (m7), Polymorph Any Object (m8)

28

Title(s): The Secret Grimoire of Turiel

Language(s): a strange mixture of Latin and Ancient Hebrew

Period: first quarter of the 16th century, but the Hebrew passages are much older

Author: unknown

Blasphemy: Wizards are able to work magic because their bodies contain unusually high trace amounts of metals such as gold, silver, and mercury.

Spells: Detect Evil (c1), Detect Invisible (m2), Chaos (m5), Stone Shape (m5), Magic Sword (m7), Phase Door (m7)

29

Title(s): Liber Incantationum Exorcismorum et Fascinationum Variarum

Language(s): Latin

Period: 15th century

Author: unknown

Blasphemy: The Order of Melchizedek (mentioned in Genesis 14 and Psalm 110) is a secret magical society that continues to covertly influence events unto this very day. Jesus was able to perform miracles because he was trained in their sorceries.

Spells: Unseen Servant (m1), ESP (m2), Dispel Evil (c5), Magic Jar (m5), Barrier (m6), Suggestion, Mass (m6)

30

Title(s): The Secrets of Albert, Secreta Alberti, Experimenta Alberti

Language(s): French

Period: current version 1500, but based upon a Latin work written 250 years earlier

Author: Albertus Magnus, Bishop of Cologne, who is made a saint in 1622

Blasphemy: Suggests that the number of souls in Creation is fixed and that recent increases in human population have resulted in a growing number of people being born without one.

Spells: Wall of Ice (m4), Anti-Magic Shell (c6), Holy Word* (c7), Prismatic Spray (m7), Remote Surveillance (m7)

A Note on Languages

Many grimoires require the knowledge of more than one language to completely master. What happens if a PC attempts to use a grimoire without the full set of linguistic abilities it demands? In general, the referee will need to make a spot determination, based on the description of the grimoire, as to whether a particular language is necessary or incidental for gaining access to the arcane secrets contained therein. Ignorance of incidental languages do not preclude using the spells contained in the grimoires, but such ill-informed casting counts as a risky casting condition, as per the Weird Magic System rules in *Vaginas are Magic!*

For example, the party stumbles across a copy of the *Addenda Oedipus Aegyptiacus* by Athanasius Kircher. The description says that the text consists of “[m]ostly Latin with Egyptian Hieroglyphs, but peppered with Ancient Greek, Hebrew, and Chaldean.” Fortunately, Jethro the Magic-User already knows Latin, as it is practically a requirement for early modern occultists. Based upon the description, the referee rules that Jethro’s player must succeed at a Languages skill roll to understand Egyptian Hieroglyphs before he can even know which spells the book contains, much less to cast them.

The roll is a success and Jethro is eager to start wielding the arcane powers contained in the tome. However, Jethro fails one of the rolls needed to know the three other languages that are “peppered” throughout the text. Therefore, every time Jethro uses these spells there is a chance that he will miscast the spell. And when circumstances are otherwise less than ideal, he gets an additional -1 to the casting roll.

There’s no need to stack modifiers for multiple incidental languages not known. This system is punishing enough as it is. You want casting a poorly understood spell to be worth the risk in the player’s estimation. In my opinion this is a fundamental of old school play: penalize bad ideas, yes, but in general don’t penalize them so much that no one will dare take the risk. As a referee, time is on your side, as one successful risky move always engenders more risk taking.

Manuscript Magic in the Age of Print

It would behoove every referee running a campaign set in the early modern period to consider the interaction of magic and the printing press. The Gutenberg movable type press resulted in unprecedented duplication and dissemination of information, changing society in nearly every facet. The Reformation, for example, would never have been possible without the printing of numerous religious pamphlets as well as Bibles translated into the tongues of the common people.

The question that must be pondered by the referee is, given that magic in the campaign is real, why is arcane power not widely available in the age of print? To allow the printing press to increase the amount of magical knowledge in the world would distort the shape of the campaign setting, eventually morphing LotFP's historical/realist approach into some sort of magitech milieu. As an alternative, I propose that one of the following need be true in any given baseline LotFP campaign:

1. Printed grimoires are just as effective as the earlier handwritten spellbooks of the medieval period, but only a few people possess the necessary capability for spellcasting. I.e. there is some hidden talent or genetic inheritance possessed by all magic-users. For everyone else, the grimoires are useless.
2. Printed grimoires simply do not work. There is some mysterious connection between handwriting and spellcasting that is disrupted by mechanical reproduction. (In fact, a story circulated among 19th century occultists that the demons of the Goetia could only be conjured after the invoker hand copied their own personal edition of the text.)
3. Some entity or organization (perhaps the Rosicrucians, the Priory of Sion, or the Order of Melchizedek mentioned on page 10) works behind the scenes to ensure that no true magical knowledge makes it into print.

Whichever option you select (or perhaps you can devise another one), it will have ramifications for your campaign. Do yourself a favor and select an answer sooner rather than later, so that you know how to react when your PCs suddenly decide to purchase a printing press in order to churn out mass produced grimoires.

Expanded Grimoire Chart

The following chart combines the grimoires offered here with those appearing in *Broodmother Skyfortress*. The new grimoires appear in boldface. Page numbers in brackets refer to this text.

D100 roll	Title	<i>Broodmother</i> page #
01	The Seven Demons of Magdalene	144
02	Works of Adamantius	144
03	Book of Ostances of the Magi	144
04	The Blasphemies of Mu	144
05	Grey Book of Felsina	144
06	Kitab Ustuqus al-Uss al-Thani	145
07	Kitab Sirr al-Khaliqa wa San`at al-Tabi`a	145
08	Oneirocritica	145
09	Sefer Raziel HaMalakh	145
10	Kabbalah of Saboath	146
11	Sefer ha-Yashar	146
12	Book of Beorht	146
13	Sword of Moses	146
14	Revelations of Saint Zvlkx	147
15	Liber Mortuorum	147
16	Ravings of the Mad Cobbler of Mayence	147
17	Arzhang of Mani	147
18	Songs of Tlön	148
19	The Book of Three	148
20	Res Etruscae	148
21	Testament of Morfedd	148

22	The Red Bible	[1]
23	Lapis Starcharts of Nisaba	149
24	The Twelfth Coimbricenses	[1]
25	Mathematics of Cham	149
26	Wisdom of the Precious Serpent	[1]
27	Aquat Cthädingen	149
28	Iron Book of Michael Scott	[2]
29	Testament of Solomon	149
30	Sayings of Allad	[2]
31	Juvenalia of Augustine	150
32	Revelation of Abdiel	[2]
33	Secretum secretorum	150
34	Notes from the Scholomance	[3]
35	Book of Skelos	150
36	Codex Seraphinianus	[3]
37	Chronicles of the Kings of Canarre	150
38	Fourth Book of Occult Philosophy	[3]
39	4th Book of Sanchuniathon	151
40	Monarchia Dæmonum	[4]
41	Book of Sleep and Madness	151
42	The Heptameron of Abano	[4]
43	Liber Loagaeth	151
44	The Transchronicon	[4]
45	Liber Silvestri	151
46	Liber Officiorum Spirituum	[5]
47	Liber Eibonis, Book of Ivobon	152

48	Verständnis und Spekulationen von Bombastus	[5]
49	Book of Vathelos the Blind	152
50	Last Testament of Doctor John Dee	[5]
51	Red Book of Aruman	152
52	Lost Manuscript of Jacob à Tepenece	[6]
53	Liber Bokonus	152
54	Addenda Oedipus Aegyptiacus	[6]
55	Secret Book of Artephius	153
56	Galdrabók	[6]
57	Red Book of Hajr	153
58	Triangular Book of St. Germain	[7]
59	Testament of St. Carnamo	153
60	A Mirror to Analyse the World	[7]
61	Book of Simon Magus	153
62	Handbuch von Waldes	[7]
63	Sworn Book of Honorius	154
64	Secretum Sphaera Mundi	[8]
65	Book of Yod	154
66	Arbatel De Magia Veterum	[8]
67	The Heptateuch	154
68	Rauðskinna	[8]
69	Prophecies of Myrddin Wilt	154
70	Kitab al Kanuz	[9]
71	Secret Gospel of Mark	155
72	The Book of Abramelin	[9]
73	Book of Merlin	155
74	Livre des Esperitz	[9]

75	The Enchiridion of Phinehas the Younger	155
76	The Secret Grimoire of Turiel	[10]
77	Book of Zanthu	155
78	Liber Incantationum	[10]
79	De Concubinis Retinendis	156
80	The Secrets of Albert	[10]
81	The Phanotika	156
82	Lexicon Corsi	156
83	Prognostications of Songecruyson	156
84	The Talitha Koum	156
85	Svartebok of Cyprianus	157
86	The Book of Shadows	157
87	Liber Selbius	157
88	Kitab sirr al-asrar	157
89	Recitation of Esdras	158
90	Book of the Black Stone	158
91	Gayat al-Hakim	158
92	The Picatrix	158
93	The Thaumaturgicon	159
94	Libram of Murgén	159
95	First Book of King Magus	159
96	Mazhapha Einok	159
97	De Operatione Daemonum	160
98	Paradoxologia of Gorgias	160
99	Al Azif	160
00	Lectus Olbione	160

General Miscast Table

Roll d12 on this chart when a spell miscast occurs for a spell that lacks its own custom miscast chart. Or use d6 if *Vaginas are Magic!* is not available. Note that in addition to the effect listed below, the spell is wasted (cast but no effect).

1	Unseen magical vibrations propagate through the ether, annoying or even angering the nearest supernatural creature and alerting them as to the direction and distance to the caster.
2	All fires within 100' momentarily flare up, then go out completely. Anyone holding a lit torch, lantern, or candle must save or take 1d4 damage. Anyone within 10' of a campfire, fireplace, etc. takes 2d6 damage, save for half.
3	Caster rapidly ages 1d10 years and must save or permanently lose one point off a random ability score from the strain.
4	The caster reeks of brimstone, sparks fly from their hands, and hideous laughter fills the air. All nearby NPC associates of the caster must check morale or flee/betray them at the first good opportunity.
5	Within a mile of the caster all birds take flight, all horses bolt, all dogs howl, all cattle stampede, and all vermin come out of their hiding places. This consternation lasts 1d6 rounds.
6	Blood drips or even pours from the caster's palms, mouth, and/or tear ducts. They take 1d6 damage and they cannot cast any spells for a number of days equal to the damage rolled.
7-12	As per <i>Vaginas are Magic!</i>

