

Gregorius 21778:

Unwelcome Phenomena



*A table with 20 random arcane phenomena,
potentially related to fumbled spell-casting*

by Gregorius217778

V1.1

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

Written by: Kai Pütz, aka Gregorius21778
My blog: www.gregorius21778.wordpress.com
My other titles: at drivethrurpg.com

Artwork: Background artwork copyright John Buckley/[the Knotty-Works](#);
used with permission.

Some artwork (cover) taken from Occult Diagrams Stock Art #1, copyright © 2009,
James Thomson. Used with permission.

This product is an independent production by Gregorius21778 and is not affiliated with Lamentations of the Flame Princess. Lamentations of the Flame Princess is a registered trademark owned by James Edward Raggi IV.

In July 2019, somebody going by the nick J J asked in [an unofficial LotFP MeWe Group](#) for Spell Miscast Result Tables. I never made any of those for LotFP(tm) before, but had put some down for different editions of DarkHeresy(tm) as non-commercial, unofficial fan articles (back then). With examples of such being part of the Free RPG Day giveaway *Vaginas are Magic*, it was not so difficult turn 20 results of them into a non-specific miscast table, which I hereby present to you under the name *Unwelcome Phenomena*. Please turn to [Vaginas are Magic](#) for the governing rules.

Enjoy!

Gregorius21778

A roll d20 to determine a random, unfair, seemingly unrelated, unwelcome phenomena.

All phenomena marked with an asterix (*) count as a **Risky Casting** condition for Magic-Users that suffer from them.

#01: The Failing

Somewhere in the magic-user's vicinity something unimportant falls, fails, breaks, withers, spoils or dies.

"Unimportant" is, in RPG universe, anything aside from the PC and anything that the referee actually considers to be of critical importance to the ongoing game.

This could be a branch of a tree falling off, a light that dies, and henchman or hireling that suffers a heart attack, a glass vial that breaks, a knot that loosens itself, a brick that gives, rations that rot, a horse collapses, etc.

#02: Bleeding*

Roll 1d6. If the result is a 1, the magic-user will bleed from the mouth and nose for 1d4 minutes. On a result of 2 to 5, a number of random characters in the magic-user's vicinity (equal to the result) will suffer said phenomena. A victim of this effect must *Save vs Death*, or will lose a hit point due to blood loss.

#03: Tinitus*

The magic-user and 1d6 other random nearby characters will hear a constant, high pitched sound that is not there for the next 1d6 turns. Affected characters will automatically fail all checks for *Surprise*.

#04: Bitterness

For the rest of the adventure, the magic-user must *Save vs. Devise* to be either happy or friendly.

#05: Time Shock

For the Magic-User 3d6 turns pass in just one round. The character is not removed from time and space, but the relative time passes quicker: light sources spend themselves quicker, duration of magic effects wear off, etc.

#06: Shattering

Common glass items within 3d6+2 yards will crack or shatter.

#07: Startled

All characters (*not* monsters) in the immediate vicinity of the magic-user most check *Moral*, as an uneasy feeling tries to take root in their hearts. Those that fail the test will either lower their moral by one or give up/flee (whichever seems more appropriate to the referee).

#08: Cursed Arms

Every character in the vicinity of the magic-user (including the magic-user) that currently holds a weapon must *Save vs. Magic*. On a failure, the weapon turns into a *cursed* (-1) weapon. Magical weapons are not affected.

#09: Nightmares

Anybody in the vicinity of the magic-user will from now on suffer nightmares that center around the cast spell. These nightmares will make it hard to rest (sleep time is counted as only half the time that the character actually spend sleeping). The dreams will only end when the victim successfully *Saves vs. Magic* after a nightmare occurred.

#10: Snuffed from Memory

The Magic-User *unlearns* the spell, and will thereby have to learn it again. If it was not a learned spell, the magic-user is now *cursed* to never be able to learn this spell.

#11: Desecration

Holy symbols within 100 yards shatter, crack, melt or bend. Books and pictures with religious content wither, go up in flames or crumble. Only minor holy objects are effected, truly sanctified items are spared.

#12: Babylon*

For the next 1d6 hours, every time the magic-user tries to speak, he or she will only spurt forth meaningless gibberish. Likewise, the words of all that speak to the magic-user will have no meaning to the character, and the ability to read or write will be gone as well.

#13: Petrification

A random person in the magic-user's vicinity (possibly the magic-user) will petrify, as per the *Flesh to Stone* spell. The level of the spell is determined with 2d6.

#14: Nausea

Every living being within 3d6+2 yards immediately suffers from overwhelming nausea and must *Save vs. Poison*. On a failure, they will be stunned for (4 minus TB) rounds due to vomiting. All will suffer a (4 minus TB) penalty to all rolls for a number of turns equal to the miscast spell's level.

#15: Sex exchange

The sex of the magic-user and every character within 50' is changed to its opposite. Hermaphrodites, eunuchs, sex-hybrids and creatures without a male/female sex are not affected. The change is permanent.

#16: Mind numb

Everyone within 3d6+2 yards starts... to feel... strange.. .and... not quiet right... as something saps away their thoughts. Everyone is stunned for (T minus INT bonus) rounds, and those that do not pass a *Save vs Magic* will permanently lose 1d6 points of Intelligence. Those that pass will only lose them temporarily.

#17: Cold White Light

Suddenly, 100' feet around the magic-user a blinding white light beams out from the ground and the temperature drops beyond the freezing point. Everyone in the affected area must *Save vs. Paralyze* or will turn blind for 2d6 rounds. Furthermore, every character temporarily loses 1d6 points of Constitution.

#18: Writings on the Wall

Suddenly, words written in white flames appear on every wall, floor and ceiling within 100' feet, and ghostly moaning fills the air. The writing will vanish again after a turn, but everybody that does look at it comes under the effect of a *Chaos* spell with a level equal to twice of that of the miscast spell.

#19: Taint of Heart and Tongue

Every character within 100' will temporarily lose 2d6 points of Charisma as hateful thoughts and feelings flood into their minds and hearts.

#20: The Swarm

The next round an immense swarm of flying insects pours out of the magic-users mouth, nose and ears. The character counts as stunned during this and the coming round. The swarm will disperse after two further rounds, but till then the magic-user counts as blind.