

1D100 DARK & DANGEROUS MAGIC

modified for use with *Lamentations of the Flame Princess* from the *Low Fantasy Gaming* system



“Magic is not only rare, it is dark and inherently dangerous. Sorcery was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the veil, magic draws the attention of dark and inscrutable forces, some of whom find ways to impose their will upon the material world.”

Whatever facet of magic a spell caster invokes, the danger remains the same. Every time a spell is cast, the caster rolls 1d20 to test for a Dark & Dangerous Magic (“DDM”) effect.

If the roll is a natural 1, the spell is cast as usual, but with an additional magical effect from the DDM table. If a DDM effect does not occur, the chance increases by 1 for each spell cast until a DDM effect triggers or the adventure ends (at which time the chance resets to 1 in 20).

When a Dark & Dangerous Magic effect occurs:

- (i) Reset the Dark & Dangerous Magic chance back to 1 in 20, and
- (ii) Roll on the Dark & Dangerous Magic table below:

01-02

Nothing happens (50%) or you are secretly possessed by a cunning alien entity for 1d10 hours (50%). The Referee will tell you which covertly. Have fun.

03-04

Foul Beard: You grow a beard of short rubbery tentacles that you can't control. They shrivel up and drop off after 1d3 days.

05-06

Your fingers turn into tentacles, serpents, leeches or something similarly creepy for 1d6 minutes. You cannot cast spells during this time. You count as fighting with two weapons and cause 2d6 acid or poison based damage on a hit.

07-08

Strange potency: Your next single target spell affects two targets instead of one (within 24 hours).

09

Tenuous Connection: Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).

10

Heartless: You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.

11-12

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

13-14

All plant life within 60 ft withers and dies.

15-16

You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.

17-18

Spirit Rend: Your spell does maximum damage (if this spell does not cause damage, then your next damaging spell within 24 hours).

19

Dazed: Your spell does minimum damage (if this spell does not cause damage, then your next damaging spell within 24 hours).

20

Breathless: You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.

21-22

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

23-24

Mucus: Your skin oozes a foul smelling mucus for 1d3 days.

25-26

You cast a random (2) spell. There is a 50% chance the spell targets you or is centered on you. If the spell affects you it lasts a minimum of 1 minute.

27-28

Time is Mutable: You automatically go first in initiative next round.

29

Time Slip: Your spell takes 2 actions to cast instead of 1.

30

Called from Below: Whenever you linger on earthen soil, worms, beetles or other insects squirm to the surface. The effect lasts for 1d12 months.

31-32

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

33-34

All liquids within 30 ft turn to salt, ash, dust or slime (Referee discretion). A large body of liquid such as a pool or lake is only affected up to a depth of 2 feet.

35-36

A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.

37-38

Inscrutable Boon: Your spell does not expend a spell use/slot.

39

Eldritch Interference: Your spell expends two spell uses/slots instead of one.

40

Shadowless: You cast no shadow. The effect lasts 1d12 months.

41-42

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

43-44

Third Eye: You grow a fish-like eye in one palm, in the center of your forehead or at the end of your tongue (Referee discretion). If the eye is uncovered, it grants Darkvision up to 60 feet. The eye rots away after 1d10 days leaving behind a runic scar.

45-46

You cast a random (2) spell. There is a 50% chance the spell targets you or is centered on you. If the spell affects you it lasts a minimum of 1 minute.

47-48

Forbidden Lore: You regain one expended spell use/slot.

49

Forgotten: You unlearn a random spell for 1d6 days.

50

Devil Eyes: Your eyes turn white, black or some other solid color. The effect lasts 1d12 months.

51-52

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

53-54

The Claw: One of your hands transforms into a chitinous claw. You may use an action to make a melee attack (1d10+2 damage). The claw flakes away and returns to normal after 2d12 hours.

55-56

You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.

57-58

Favour of the Ancients: Your spells ignore magic resistance for 24 hours.

59

Life Aegis: Living targets are immune to your magic for 24 hours.

60

Darkening: Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.

61-62

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

63-64

Speaker of the Void: You speak only in a disturbing alien chattering that no living creature understands. You may still cast spells. Your voice returns to normal after 1d4 months.

65-66

You cast a random (2) spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.

67-68

Bend Reality: You may change the damage type of any spell you cast to any other damage type for 24 hours.

69

A wave of dissonance resonates outwards from you. All creatures in a 20 foot radius (inc you) must make a save vs Magic or be knocked prone.

70

Bestial Fear: Small and medium sized animals (eg cats and dogs) within 30 feet instinctively fear you, automatically entering fight or flight mode. The effect lasts 1d12 months.

71-72

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

73-74

Winged: You sprout large membranous wings from your back, elbows, neck or ears (Referee discretion). You can fly at your normal speed. The wings wither and slough off after 2d12 hours.

75-76

A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.

77-78

Harness the Void: Your spell causes 50% extra damage (if this spell does not cause damage, then your next damaging spell within 24 hours).

79

Weakened: Your spell causes 50% less damage (if this spell does not cause damage, then your next damaging spell within 24 hours).

80

Hollow: You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. The effect lasts 1d12 months.

81-82

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

83-84

Jaws: You grow to 8 feet tall, your jaws and limbs distending to grotesque proportions. You gain a powerful urge to devour your enemies. If possible you must use your move action to close with an enemy. If in melee you must use your action to make a bite attack causing 2d6+3 damage. On a natural 19-20 attack roll you sever a target's limb or head (Referee discretion). After 1 minute, you return to normal.

85-86

You cast a random (2) spell. There is a 50% chance the spell targets you or is centered on you. If the spell affects you it lasts a minimum of 1 minute.

87-88

Insidious Call: Your next spell (within 24 hours) causes the target to save with a -4 disadvantage.

89

Wyrd Fading: For 24 hours, targets making saves against your spells roll with a +4 advantage.

90

A random limb turns black, rots and drops off over the next 1d20 hours (roll 1d4: (i) foot, (ii) lower leg, (iii) hand, (iv) forearm). The rot can only be stopped by a Cure Critical Wounds spell.

91-92

An enraged random (1) Cthulhu-like, Demonic or Undead monster controlled by the Referee appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

93-94

You transform into a Gibbering Terror for 1d4 minutes. Your personality is suppressed and substituted with the sentience of a Gibbering Terror until the effect ends.

95-96

You and all creatures within 60 ft gain a random serious madness trait. If a target is already suffering madness, it increases in severity instead.

97-98

The Stars Align: Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.

99

Marked: Gain the following table effect permanently; Roll 1d8 - (i) Heartless, (ii) Breathless (iii) Called From Below (iv) Shadowless (v) Devil Eyes, (vi) Darkening (vii) Bestial Fear, (viii) Hollow. No magic known to mankind can remove this effect.

100

Claimed: Gain the following table effect permanently; Roll 1d6 - (i) Foul Beard, (ii) Mucus, (iii) Third Eye, (iv) The Claw, (v) Winged, (vi) Jaws. No magic known to mankind can remove this effect.

Random Effect Tables:

(1) Roll 1d10;

- 1 = *Hell Hound*;
- 2 = *Spectre*;
- 3 = *Lenure*;
- 4 = *Doppelganger*;
- 5 = *Infernal Minotaur*;
- 6 = *Gibbering Terror*;
- 7 = *Chull*;
- 8 = *Grey Ooze*;
- 9 = *Invisible Stalker*;
- 10 = *Tentacle Spawn*

(2) Roll 1d8;

- 1 = *Darkness*;
- 2 = *Cause Fear (Cleric Spell)*;
- 3 = *Summon*;
- 4 = *Confusion*;
- 5 = *Blinding Flash (Summon Waters II, 18)*;
- 6 = *Sleep*;
- 7 = *Feeblemind*;
- 8 = *Flesh to Stone*

1d2o MADNESS TRAIT

1. "Do not be alarmed. The tremors and flashbacks come upon me every nightfall. They will subside by the morning."

2. "Something sinister is following us. Sometimes I catch a glimpse of it from the corner of my eye."

3. "Have no fear, my friend. I am the greatest warrior that ever lived. There is no foe we cannot overcome."

4. "I must close every door I walk through. It keeps the Old One at bay."

5. "This is no ordinary spider web. It is an ill omen. Five trapped insects struggling to be free, just as we five are trapped here in this forsaken ruin! We must turn back before it is too late."

6. "My apologies, please forgive my laughter. In recent times my sense of levity has become skewed. I understand this is a very serious situation. Do continue."

7. "I cannot abide the smell of beastmen any longer! The stink makes me wretch. I must leave this place or cut off my nose."

8. "I can't put my finger on it, but ever since [insert event] there has been something very wrong with [insert ally name]. Keep a close eye, sister."

9. "I grow weary of being exploited and taken advantage of all the time. From now on, I give the orders round here."

10. "Who is this burly dwarf with the broad axe? I think I would remember her if she were our ally as you claim. What sorcery is this? Who are you, wench!?"

11. "On occasion I lose the power of speech. Sometimes for days. They say I am cursed, or mad. Perhaps I am. But there is a secret in the silence, and I will be the one to uncover it."

12. "If I draw my sword, one of us must die. Such is the price that the Blood God demands. I dare not disobey."

13. "It is a curious thing, but the more I lie and exaggerate, the more others respect me."

14. "The more people I meet, the more I care only for myself."

15. "I keep my dear friend's ear with me always. As long as I have it, I know he can still hear me."

16. "I don't feel anything anymore. Not since [insert event]."

17. "Can you not see her? The cloaked woman in the shadow of the trees? Is she saying something, I can't make it out?"

18. "Bloodshed unleashes the demon within me. Keep well clear and loose the nets if I cannot shake the bloodlust once the last of our foes is dead."

19. "Sometimes I black out and wake up elsewhere, with no memory of how I got there."

20. "I am whispering because even here they are likely listening. You would be wise to do the same."