



Dark & Dangerous Magic Rules

Dangerous Magic: When you cast any spell with an attack roll or saving throw, if the first d20 roll is 1 or 20, you invoke an additional magical effect. Roll d100 and consult the table below:

d100	EFFECT
01-02	Roll twice on this table (ignoring 01-02 results).
03-04	You grow a beard of short rubbery tentacles that you can't control. They shrivel up and drop off after 24 hours.
05-06	You cast Snake Fingers.
07-08	Strange potency: Next time you make a spell attack roll (within 24 hours), roll twice and use the higher result.
09-10	Lethargy: Next time you make a spell attack roll (within 24 hours), roll twice and use the lower result.
11-12	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
13-14	All plant life within 30 feet withers and dies.
15-16	You gain a random madness condition. If you are already suffering madness, gain a permanent madness trait instead.
17-18	Spirit Rend: Next time you make a spell damage roll (within 24 hours), roll twice and use the higher result.
19-20	Dazed: Next time you make a spell damage roll (within 24 hours), roll twice and use the lower result.
21-22	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
23-24	Your skin oozes a foul smelling mucus for 24 hours.
25-26	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 for 1 minute (ignore concentration).
27-28	Time is Mutable: You may cast your next spell (within 24 hours) as a short action instead of a normal action.
29-30	Time Slip: Your next spell (within 24 hours) takes 2 normal actions to cast, instead of 1.
31-32	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
33-34	All liquids within 30 feet turn to salt, ash, dust or slime (GM discretion). A large body of liquid such as a pool or lake is only affected up to a depth of 2 feet.

¹ Roll 1d8; 1 = Creature of Carcosa; 2 = Gnoph-Keh; 3 = Mi-Go; 4 = Moon-Beast; 5 = Nightgaunt; 6 = Gibbering Moulder; 7 = Chull; 8 = Star-Spawn.

² Roll 1d8; 1 = Bloodmad Mist; 2 = Bestow Curse; 3 = Contact Other Plane; 4 = Confusion; 5 = Blindness; 6 = Hideous Laughter; 7 = Feeblemind; 8 = Visions of Insanity.

35-36	A random creature within sight or hearing gains a random madness condition. If the target is already suffering madness, gain a permanent madness trait instead.
37-38	Inscrutable Boon: You may cast your next spell (within 24 hours) without expending a spell slot.
39-40	Eldritch Interference: Your next spell of 1 st level or higher (within 24 hours) uses up a slot 1 level higher (but without gaining the usual bonus for using a higher level slot).
41-42	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
43-44	You grow a fishlike eye in one palm, in the centre of your forehead or at the end of your tongue (GM discretion). If the eye is uncovered, it grants <i>Truesight</i> up to 60 feet. The eye rots away after 7 days leaving behind a scar.
45-46	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 for 1 minute (ignore concentration).
47-48	Forbidden Lore: You regain an expended spell slot.
49-50	Drained: You expend a random spell slot.
51-52	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
53-54	One of your hands transforms into a chitinous claw. You may use a short action to make a proficient grapple attack or cause d10+3 piercing damage. The claw flakes away and returns to normal after 2d12 hours.
55-56	You gain a random madness condition. If you are already suffering madness, gain a permanent madness trait instead.
57-58	Favour of the Ancients: Your spells ignore spell resistance until your next short rest.
59-60	Cursed: Targets with spell resistance are immune to your magic until your next short rest.
61-62	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
63-64	You speak only in a disturbing alien chittering. You cannot cast spells with verbal components. You may use an action to cause a target in hearing range to make a DC 12 Charisma save or suffer a random madness condition. Your voice returns to normal after 2d6 hours.
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 for 1 minute (ignore concentration).
67-68	Bend Reality: You may change the damage type of any spell you cast to any other damage type until your next long rest.
69-70	A wave of dissonance resonates outwards from you. All creatures in a 20 foot radius (inc you) must make a DC 12 Constitution save or be knocked prone.
71-72	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
73-74	You sprout large membranous wings from your back, elbows, neck or ears (GM discretion). You gain a flying movement rate of 30 feet. The wings wither and slough off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random madness condition. If the target is already suffering madness, gain a permanent madness trait instead.
77-78	Harness the Void: Your next damaging spell (within 24 hours) causes 50% extra damage.
79-80	Weakened: Your next damaging spell of 1 st level or higher (within 24 hours) causes 50% less damage.
81-82	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
83-84	You grow to 10 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 enter melee with an enemy. If in melee you must use a short action to make a proficient bite attack causing 2d6+3 piercing damage. On a natural 19-20 attack roll you sever a target's limb or head (GM 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 centred on you. If the spell affects you it lasts for 1 minute (ignore concentration).
87-88	Insidious Call: Your next spell with a save (within 24 hours) causes the target to roll twice and use the lower result.
89-90	Wyrd Fading: Until you take a rest, targets making saves against your spells roll twice and use the higher result.
91-92	An enraged random ¹ Cthulu-like monster controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.
93-94	You transform into a <i>Gibbering Mouter</i> for 1 minute. Your personality is suppressed and substituted with the sentience of a <i>Gibbering Mouter</i> until the effect ends.
95-96	You and all creatures within sight and hearing gain a random madness condition. If a target is already suffering madness, it gains a permanent madness trait instead.
97-98	The Stars Align: Your next damaging spell (within 24 hours) causes maximum damage.
99-00	An enraged <i>Shoggoth</i> controlled by the GM appears within 1d4x5 feet of you. It vanishes after 1 minute.