

Magical Research Results

d30

Result

- 1 Discover the formula for a new spell of the highest level you can cast, to finish the research you must sacrifice just one thing: 1. a human, 2. a finger, 3. an eye, 4. a magic item.
- 2 A magical being starts following you around: 1. an imp, 2. a faerie, 3. a tiny elemental, 4. something invisible, 5. an automaton, 6. a shadow. You have no idea what it wants.
- 3 Disaster! You manage to spill acid / wine / herbal brew on one of your spell books. A randomly chosen spell is rendered unreadable.
- 4 Discover the formula for a randomly selected 1st or 2nd level spell. However the formula is actually defective and when cast manifests a completely different result (random each time).
- 5 All spells you cast in the next session have a 10% chance of backfiring.
- 6 Gain the ability to see magical energies for the duration of the next session.
- 7 You accidentally cast a randomly chosen spell you know on yourself.
- 8 Come across some pages in a musty tome which describe: 1. the location of a magical treasure, 2. the location of a magical portal, 3. the secret command words for a magic item, 4. a bizarre and rare spell (you may roll to try and learn it), 5. a method of gaining power over a certain type of supernatural being, 6. a journey to another world.
- 9 A magical experiment backfires and you lose one of your senses for the next session: 1. sight, 2. hearing, 3. taste & smell, 4. pain, 5. touch, 6. temperature.
- 10 Gain a strange magical empathy for the next session: 1. detect undead, 2. detect lies, 3. know direction, 4. read emotions, 5. detect danger, 6. overwhelming sensitivity to negative emotions.
- 11 You make contact with: 1. a skilled alchemist, 2. a sage, 3. a secret magical organisation, 4. someone who wants to be your apprentice, 5. a thief who claims to know the location of a valuable magical tome or item, 6. a spy within a magical guild or society.
- 12 Your dreams are particularly vivid: 1. you begin to question whether they are more real than your waking life, 2. you are haunted by a figment which emerges from your dreams, 3. you experience a prophetic dream, 4. your dreams are projected to others around you, 5. you dream that you die, 6. you dream of a great treasure.
- 13 While experimenting with summoning magic you accidentally call forth: 1. a devil, 2. a demon, 3. a hag, 4. a xorn, 5. an elemental, 6. a shadow.
- 14 An astrological alignment allows you to: 1. create a temporary magic weapon (+1, lasts one session), 2. create a permanent minor magical household item, 3. scribe on someone powerful, 4. increase your INT, WIS or CHA by 1d4 for the next session, 5. memorize one extra spell next session, 6. develop a new method of casting one spell you know backwards.
- 15 You enter into a dialogue with an extra-dimensional entity of unknown origin: 1. WIS check or lose 1 WIS, 2. learn a secret, 3. learn a secret which turns out to be a lie, 4. you are haunted by the whisperings of the entity (save vs spells per session to end), 5. you become obsessed with contacting the entity again, 6. your sanity is somewhat unhinged (save vs spells or gain a random mental disorder).
- 16 Your research is being spied on! 1. you catch the spy, 2. you notice the spy, who flees, 3. you have a sinister feeling of being watched, 4. you are told that someone suspicious was lurking.
- 17 You become unusually attractive to: 1. metal, 2. insects, 3. birds, 4. spirits, 5. members of the opposite sex, 6. bad weather.
- 18 You notice that people: 1. start to ignore you, 2. whisper about you, 3. are always staring at you, 4. want to be your friend, 5. avoid you, 6. are overcome with melancholy in your presence.
- 19 Unbeknownst to you, a magical curse is accidentally imbued in one of your possessions (randomly chosen): 1. the item attracts missile attacks (-1 to AC), 2. the item cannot leave your person, 3. the item becomes invisible, 4. the item attracts thieves, 5. the item hides itself, especially when you need it, 6. the item keeps appearing in your companions' backpacks.
- 20 You develop a single dose of a potion. The only trouble is you have no idea what it does! Anyone consuming it is affected by a random magical potion.
- 21 Your research has stepped unknowingly on someone else's toes. You receive a warning or veiled threat from: 1. a rival magic-user, 2. a noble, 3. a priest, 4. a sinister cabal, 5. a trade guild, 6. a supernatural being (fey, demon, devil, dragon, etc).
- 22 A magical experiment affects your appearance for 1d4 sessions: 1. your eyes turn black, 2. your skin changes colour, 3. your hair turns white or silver, 4. your hair floats, 5. you become semi-transparent, 6. your shadow disappears.
- 23 An intruder enters your home / laboratory: 1. everything is disturbed – someone was looking for something (nothing stolen), 2. a valuable item is stolen, 3. a page from one of your spell books is gone (lose a random spell), 4. a cryptic note is left behind, 5. nothing is missing, but you notice a subtle rearrangement of items which alerts your suspicion, 6. a map or sigil is drawn somewhere conspicuous.
- 24 Manage to memorize a randomly selected spell of the level above your normal maximum. Unfortunately you can't remember how you did it.
- 25 A magical entity grants you protection, apparently without expectations. Next session you: 1. gain 1d8 hit points, 2. gain 1d6 AC, 3. gain a +2 bonus to saving throws, 4. automatically make one save, 5. automatically avoid one successful attack, 6. avoid detection once.
- 26 During the next session every spell you cast has a 25% chance of remaining in your memory, able to be cast again.
- 27 While you are memorizing spells, something weird happens. A randomly chosen spell is altered: 1. the spell takes on a strange sentence and can cast itself when it sees fit, 2. the spell doubles in potency, 3. the spell is entangled with another – casting either will trigger both, 4. the spell is stuck – make an INT check or it remains in your mind.
- 28 You gain the ability, for the next 1d4 sessions, to sense the magical patterns in other magic-users' minds – you can tell what spells they have memorized.
- 29 A strange dimensional morphic effect envelops you: 1. your appearance changes permanently, 2. you become 1d10 years older or younger, 3. two of your ability scores are swapped permanently, 4. viewed from the right angle you take on a disturbing aspect, 5. you can go ethereal for the next session, 6. you are temporarily polymorphed into a randomly chosen creature (lasts one session), 7. you change sex for 1d100 days, 8. you become slightly larger or smaller.
- 30 You are struck with a greed for magic. During the next session: 1. you can detect magic items within 30', 2. you cannot bear to see others using magic items and will try to take them for yourself, 3. you try to steal spells off any magic-user you come across, 4. you suspect everyone around you of trying to steal your magical items / spell book.