

Tzeentch's Curse for WFRP 4E

By KillerGM

Overview: Tzeentch is the lord of magic, and his worshipers proclaim that it is by his will that all magic blows forth from the realm of chaos into the world. The truth of these statements are nearly impossible to verify, but what every Wizard and Sorcerer can tell you with confidence is that the Lord of Change holds the souls of all magic-users in his grasp, no matter how tenuous that hold may be, and it is impossible to avoid. The weavers' insidious grip on the power of sorcery is called Tzeentch's Curse, and it manifests in dangerous and unexpected ways. The curse is perhaps most noticeable when attempting to cast magic in an environment saturated by *Dhar* the dark wind, and its effects are typically worse than a mere miscast.

Rules: When casting a spell in an environment with a high presence of *Dhar* there is a possibility of invoking Tzeentch's Curse. Whenever you perform one of the following actions in a *Dhar* saturated environment, you roll the indicated number of six sided dice to check for Tzeentch's Curse

- **Cast a Petty Spell:** 1d6
- **Cast an Arcane Spell:** 2d6
- **Cast a Color Lore Spell:** 3d6
- **Channel Before Casting:** +1d6 when spell is cast. (This is cancelled by the *Aethyric Attunement* talent)
- **Using Warpstone Before Casting:** +1d6 when spell is cast (This applies even when Tzeentch's Curse would not otherwise be triggered)
- **Rolling Doubles on a successful Casting Roll:** +1d6 when spell is cast (This is cancelled by the *Instinctive Diction* talent)

The player then rolls the indicated number of d6, If any of the rolled numbers match then Tzeentch's Curse takes effect! The player then rolls on the indicated table determined by how many dice match. If there are multiple matching pairs, triples, etc, each matching set generates its own roll on the tables, opening up the possibility for multiple effects.

Matching Pair: Table 1-2

Matching Triple: Table 1-3

Matching Quad: Table 1-4

If no matches are rolled, but at least one die comes up as 1, then Roll on Table 1-1.

As with all things, Fate Points are still a guaranteed save from death, and you may spend fortune points and take Dark Deals to reroll on a Table.

Table 1-1: The Whim of Tzeentch

- 1. Cold Finger:** The tip of your ring finger on your dominant hand is afflicted by frostbite. It will heal on its own after about an hour of warmth. Rolling this result multiple times can result in a missing finger if not treated. See Amputation (Finger)
- 2. Flashspark:** A flurry of pink and blue flame erupts from your hands. It's harmless, but fills the whole area with a strong smell of sulphur and sugar for 1d10 minutes.
- 3. Rupture:** An audible pop is followed by blood coming out of your ears and nose. Lose 1 wound and gain 1 bleeding condition. Everyone within 10 yards must make a +20 Endurance Roll or suffer the same fate. Lasts 1d10 minutes
- 4. The Thin Veil:** The whispers of the dead fill your ears. -10 perception for 1d10 rounds.
- 5. Whisps:** Wisps of colored mist appear around your feet. Following you for 1d10 minutes
- 6. Misfortune:** Your next 1d100 die roll has its numbers reversed.
- 7. Gaze of Chaos:** Your hair stands on end, your skin breaks into goosebumps and you cannot shake the feeling something is watching you. Giving you -20 to Fear and Terror tests for 1d10 minutes. Everyone within 10 yards must make a +20 Cool test or suffer the same effect.
- 8. Whimsy:** The GM (or player!) may create a small, funny, annoying or otherwise mostly harmless magical effect.
- 9. Aethyric Pinprick:** A sharp pain shoots through your body, take 1 wound. This wound can only heal naturally.
- 10. Chaos Rising:** Roll on **The Gaze of Tzeentch**

Table 1-2: The Gaze of Tzeentch

- 1. Witch-Eyes:** Your eyes burn for a split second, and when you open them again, they are a different color! Lasts for 1d10 days. Likely makes fellowship tests more difficult amongst those not “in the know”.
- 2. Warp-Rot:** All perishable food, small plants, and normal insects within 1d100 yards of the caster spoil, wither and die. Don't roll this result near an alehouse or apiary, unless you desire to be blunderbuss-ed in the head.
- 3. Overchannel:** In addition to the spell you just cast, another, random spell is cast alongside it, affecting a random target but using your same casting roll.
- 4. Tongue-Tied:** Your tongue lolls out of your mouth, rolls around, and generally misbehaves. -20 to all language tests for 1d10 rounds.
- 5. Fickle Fate:** You cannot use a fortune point for the next 1d10 in game days, or for the rest of the session, whichever is shorter. If you have no fortune points, you gain one! You may still take a Dark Deal to gain the effect of spending a fortune point.

6. **Eyes of Chaos:** A daemon is watching you, you know it! -10 to your fellowship and willpower tests for the next 1d10 days. The daemon may make an appearance (a mere manifestation of course) and generally try to make your life more difficult.
7. **Setback:** The GM may create a moderately hindering and obviously magical effect to afflict on the player.
8. **Aethyric Feedback:** You immediately take the damage of a *magic missile* dealing 1d10 damage, ignoring armor and toughness. Make a cool test and gain a corruption point on a failure. Finally, you gain a prone condition.
9. **Energetic Burnout:** Your synapses and soul are shocked by a powerful burst of Aethyric energy, your spell is cast with 2 additional degrees of success, and then make an endurance test. On a success, you cannot cast the spell again for the next 1d10 rounds, if you fail, you cannot cast the spell again for the next 1d10 hours and gain a corruption point.
10. **The Hand of Chaos:** Roll on **The Touch of Tzeentch**

Table 1-3: The Hand of Tzeentch

1. **Uncontrollable Power:** Your spell is cast with an additional 1d10 success levels. Roll on the major mis-cast table and take 1d10 wounds as immense energies course through your body.
2. **The Library of Fate:** Your mind travels to the Library of Fate, deep within the Realm of Chaos. Make a Cool test, if you pass, you stand dumbfounded for 1d10 rounds, if you fail you collapse into a coma for 1d10 days. While in the Library of Fate, you may read of the Forbidden Tomes, and if you do so, test Cool against a moderate corruption, and gain some (useful) insight into your current situation or adventure. You may also add Lore (Heresy) to your current career.
3. **The Weaver's Web:** Plots within plots, within plots. No immediate effect, but at some point in the future, the GM will declare that you are helpless in the face of Tzeentch's cosmic plan, and you must perform some action that Tzeentch desires you to perform, you may resist, but if you do so you must make a Cool test against major corruption.
4. **Wither:** Your flesh dries and withers! -20% to your toughness and strength characteristics for the next 2d10 days. Gain 1 corruption point.
5. **Minor Gate:** Your spell makes a small rip in space, out of which emerges a vile daemon!
6. **Tzeentch's Lash:** You immediately take a critical hit to a random location as Tzeentch's laughter echoes across the surrounding area. Test Endurance against minor corruption
7. **Daemonic Possession:** A daemon tries to seize control of your mind! Make an opposed Cool roll against the daemons willpower. If you are the victor then you only must make a Cool test for minor corruption. If you lose, then you are possessed for a number of minutes equal to the SL of the daemon. You will be controlled by the GM, and when the possession fades you will test endurance or cool against moderate corruption and not

remember what you did while possessed. If you failed by more than four degrees, then a deeper rot takes hold of your soul...

8. **Sweet Corruption:** The GM may think up an appropriately difficult curse to inflict upon the caster.
9. **Aethyric Blast:** You immediately struck by a blast of energy, dealing 1d10 damage, ignoring armor and toughness. All those within 20 yards must make either a Dodge or Endurance roll to avoid damage. All medium or smaller creatures caught in the blast must pass a -20 Endurance test or take a prone condition. Anyone who takes damage from this blast tests Endurance against minor corruption.
10. **Chaos Unbound:** Roll on **The Laughter of Tzeentch**

Table 1-4: The Laughter of Tzeentch

1. **The Horror! The Horror!** You and all characters within 2d10 yards of you see a terrible vision of the Realm of Chaos. All present must make a cool test against minor corruption and are subject to a Terror (3) test.
2. **Magical Cessation.** Your nerves are blasted out completely by arcane power. Make a test against moderate corruption. Take -20 to all tests involving your senses. Additionally, you can cast no magic for the next 24 hours. After 24 hours, you may cast petty spells, after another 24 hours you may cast arcane spells, and after a final 24 hours you may cast Colour spells. Your senses return to you fully after 88 hours.
3. **That which man was not meant to know:** Your mind is blasted with heretical visions of the highest caliber, make a cool test against major corruption. Regardless of your success, you may now add Lore (Chaos) to your current career.
4. **Soulswitch:** The party hands their character sheets to the GM, who then randomly distributes them back randomly. You still possess your original characters INT, WP and FEL characteristics, any skills based on those characteristics, as well as all your original characters memories, but are now controlling your party members body. Particularly cruel GM's may also want to include any NPC's within 1d10 yards of the caster in this shuffle as well. This effect lasts 1d10 weeks.
5. **Major Gate:** Your spell tears a large gash into the fabric of reality, out of which emerges a great and terrible daemon! Along with the creature's daemonic host!
6. **The Flames of Torment:** All characters within 3d10 yards of the caster must pass a -20 endurance test or burst into blue flames, gaining 1d5 ablaze conditions.
7. **The Scouring of Fate:** Fate bends and twists in completely unnatural ways, it seems that Tzeentch still has plans for you yet. Test against moderate corruption, gain the *Doomed* talent, even if you already have it, and instantly gain a Fate Point!
8. **The God Beyond:** The GM may invent some appropriately horrific consequence to inflict on the presumptuous caster.
9. **Aethyric Sunder:** You are the center explosion of chaotic power. All creatures within 30 yards of where you are standing must take 1d10 damage that cannot be reduced by armor

or toughness. All medium creatures are thrown 2d10 feet into the air and 6d10 feet away. All large creatures are thrown 1d10 feet into the air and 3d10 feet away, and all giant creatures must make a strength test or be knocked prone. All characters must pass a -20 endurance roll or gain 5 blinded conditions, all characters must also pass a -20 perception roll or gain 5 deafened conditions. Everyone who takes damage from the explosion must test endurance against moderate corruption.

- 10. The Abyss:** You are dragged kicking and screaming into the Abyss of Chaos, a horrible daemonic laughter filling the ears of all around you. You are replaced by a daemon of roughly equivalent power.

New Talent: Unfettered!

Talent: Unfettered!

Max Talents: 1

Description: All those who cast magic know that reaching deeper into the storm of sorcery allows for greater power, if you dare to risk Tzeentch's Curse! If you have this talent, you may announce before casting that you are casting this spell Unfettered. When casting an Unfettered spell, you gain +20 to both casting and channeling until the next time you cast a spell. Casting an Unfettered spell triggers Tzeentch's curse as though you were in a *Dhar* saturated environment. And if you were already in a *Dhar* saturated environment, you add an additional +1d6 to your roll of Tzeentch's Curse.

New Talent: Aethyric Hardening

Talent: Aethyric Hardening

Max Talents: 3

Description: Experience and rigorous practice can allow a magic-user to keep Tzeentch's Curse at bay, or at least mitigate its worst effects. The first time you purchase this talent you no longer trigger a roll for Tzeentch's curse when casting a petty spell. The second time you purchase this talent you reduce the number of dice rolled for casting an Arcane spell to 1d6. The third time you purchase this talent you reduce the number of dice rolled for casting a Colour spell to 2d6.

New Talent: The Cauldron of Chaos

Talent: The Cauldron of Chaos

Max Talents: WP bonus

Tests: Language (Magick) rolls when under the effects of Tzeentch's Curse

Description: While most sorcerers fear the power of Tzeentch, there are some who revel in the swil of chaotic magics, drawing out from the cauldron of Chaos seemingly unlimited power.

When you are under the effects of Tzeentch's Curse (whether from being in a *Dhar* saturated environment, or from casting an Unfettered Spell) you may declare that you are mixing the

winds of magic up to a 'level' of the number of times you have this talent. For every level you mix the winds of magic, you may add +10 to your casting roll. You must also add 1d6 to your roll of Tzeentch's curse for every level you mix the winds. Finally, whenever you cast a mixed spell, you must test Cool against moderate corruption

This talent allows for spells of tremendous power, with its SL bonus and the ability to increase the skill of your casting. However, this talent is also a fast track to a horrible end or eternal damnation, use with caution! Or abandon all restraint and revel in your immense power.

New Rule: The Gift!

All characters who begin the game with the ability to cast arcane magic, and all characters who gain the ability to cast arcane magic, gain the *Unfettered!* Talent for free.

New Rule: Magic Circles

A caster may create a magical circle that can help protect them against Tzeentch's Curse. Each magic circle is prepared for the casting of a specific spell, which must be decided in advance. Up to three magic circles for three different spells can occupy the same space. It takes ten minutes per CN to draw a magic circle (minimum of 10 minutes), and it costs GC equal to the spells CN (minimum of 1) to secure the proper ingredients and reagents to create the circle. When you cast the spell, you reduce the amount of d6 rolled for Tzeentch's curse by 2. After casting using a Magic Circle, Make a Lore (Magic) +20 check. If you fail, the magic circle is rendered useless, if you succeed, it may be used again.

New Creature Trait: Warp Spasm

Some creatures, like powerful Daemons, Daemon Princes, and certain incredibly corrupt individuals may have the trait *Warp Spasm*.

Warp Spasm: All Casters within this creature's WPBx10 Yards of this creature must make a Cool roll. On a failed roll, the caster gains +1d6 on any roll of Tzeentch's Curse.

Career Changes:

Gamemasters using these rules may decide to only have these talents available to be learned as an Endeavour, taught to the players by an NPC teacher, which is how it works in my own game. Those who wish to add these talents to the regular careers for the players to purchase as they see fit may make the following adjustments;

Wizard: under Master Wizard, add *Aethyric Hardening*.

Hedge Witch: under Hedgewise, add *Aethyric Hardening*.

Witch: under Hexer, add *Cauldron of Chaos*

Mystic: under Seer, add *Cauldron of Chaos*

Authors Notes

My intention with these rules was to bring back some of that old-school super-dangerous magic that I fell in love with in 2nd edition. So yes, these rules do make magic more difficult to cast and much more of a risk. I think that is a desirable outcome! But I was one of those people who was disappointed that a failed casting no longer had a miniscule chance to turn you into a Demon Prince, which certainly is not everybody's opinion. So feel free to use any part of these rules that you find to be useful..

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