

# ADVANCED TZEENTCH CURSE

Version 1.2

A new approach for the Tzeentch Curse

BY

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Based on the original Black Industries *Tzeentch Curse tables*  
and

Capnzapp's *Extended Tzeentch Curse Tables*, authored by Black Industries forum contributors: Dandan, Ericbauer, Glorthindel, Grym, Hamir, Legion, Luther, MDMann, One Horse Town and Pendley.

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## INTRODUCTION

There have been extensive discussions about the Tzeentch Curse for wizards, mainly because the feeling exists that the current rules are too benign for the Mages. Numerous alternatives have been offered and this is one of them. I've posted this method quite a while ago on the Strike to Stun forum. I have been using this new approach for quite a while now in my own group and must say that I'm happy with the results. For this reason I thought it was about time that I made this publically available.

The tables themselves contain no new content, at least not if you were not already familiar with Capnzapp's extended Tzeentch curse tables.

What I have done is the following:

First I copied the 5 tables after each other

1-49 minor TC (1st table)

50-99 major TC (2nd table)

100-149 catastrophic TC (3rd table)

150-199 cataclysmic TC (1st table of CapnZapp)

200-250 apocalyptic TC (2nd table of Capnzapp)

Next I added a 'severity index' to every entry (and also removed a couple). The severity index indicates how severe the Tzeentch Curse is, the higher the worse, with the exception for '10' which very likely means instant death for the caster. 11 and 12 are more catastrophic but not necessarily as deadly for the casting Mage.

Based on the severity index I've started to rearrange the table, keeping some dynamics in mind. This means that a higher roll is not necessarily worse, but it is worse in general. E.g. 98 is worse than 101 but larger differences will always mean the higher the roll the higher the pile of dung the mage will fall in.

## THE RULES?

As I'm a beta by nature, I have the tendency to set the rules in formulas as it keeps things nicely condensed. Capnzapp however pointed out that the other 99,9% of the population does not have that background so my 'system' might be slightly elusive to most. To help me out he wrote a non-beta version of the rules for people who are less zealous in the area of math. However to keep some of my identity left in here I decided to put both rule sets here. They both tell the same tale.

### The Alpha explanation (Capnzapp)

When your Casting Roll indicates two or more dice showing the same number, Tzeentch's Curse takes effect. Roll percentile dice (1d100) and add a modifier (X) depending on the severity of your roll. Look up the result on The Advanced Tzeentch Curse Table.

#### Modifiers

Casting Roll shows doubles: no modifier (+0).  
Casting Roll shows triples: add +60.  
Casting Roll shows quadruples: add +80.  
Casting Roll shows quintuples: add +100.  
Casting Roll shows sextuples: add +120.  
Casting Roll shows septuples: add +140.  
Add a further +10 for each die not accounted for.

**Optional rule:** add further modifiers depending on the circumstances. See below.

#### **Some Examples: (1d100 + X)**

- rolling a double with 4 die:  $X = 0 + 2 \times 10 = +20$
- rolling a triple with 3 die:  $X = 3 \times 20 = +60$
- rolling a quadruple with 7 die:  $X = 4 \times 20 + 3 \times 10 = +110$

Rolling two sets of doubles means rolling twice on the table, treating the 'the other' pair as extra dies

So say you roll a double and a triple with 5 dies:

TC 1 (double):  $0 + 3 \times 10 = +30$

TC 2 (triple):  $60 + 2 \times 10 = +80$

### The Beta explanation (Wolph42)

The basics remain the same, what's been added is an 'X' factor. If the player rolls a double he rolls a 1d100 on the extended table below and gets +X which depends on the circumstances.

**TC result:  $1d100 + X$**  Where

**$X = [\text{every equal die result}] \times 20 + [\text{every extra rolled die}] \times 10$  [optional: + 'Circumstances']**

*\*With the exception for a double in which case X remains 0.*

#### **Some Examples:**

- rolling a double with two dice:  $X = 0$  (the exception)
- rolling a double with 4 die:  $X = 0 + 2 \times 10 = +20$
- rolling a triple with 3 die:  $X = 3 \times 20 = +60$
- rolling a quadruple with 7 die:  $X = 4 \times 20 + 3 \times 10 = +110$

Rolling two sets of doubles means rolling twice on the table, treating the 'the other' pair as extra dies

So say you roll a double and a triple with 5 dies:

TC 1 (double):  $0 + 3 \times 10 = +30$

TC 2 (triple):  $60 + 2 \times 10 = +80$

I think that the most extreme thinkable circumstance is a player rolling a sexplet with 8 die which adds up to +140 making it a roll from 141-240.

### Optional Circumstances

To give the Curse more depth you can modify the result by circumstances, though this might make things overly complex:

- Meditation -5
- failed spell +5
- distracted during casting (i.e. stabbed with knife) +10
- lightly wounded +5
- Heavily wounded +10
- Critically wounded +20
- Tranquil circumstances -5 (e.g. during a ritual or while camping)
- Stressing circumstances +5 (e.g. during combat)

## THE ADVANCED TZEENTCH CURSE TABLE

Roll	Sev.	Result
01-03	00	Horripilation: Your hair stands on end for [1d10] rounds.
04-05	00	Wyrdlight: You glow with an eerie light for [1d10] rounds.
06-08	00	Cold Sweats: All those within 10 yards (5 squares) of you immediately break into a cold sweat lasting [1d10] rounds.
09-10	00	Haunted: Ghostly voices fill the air for the duration of your spell.
11-13	00	Grave Offence: You uncontrollably shout something horribly offensive to those around you. The GM may overrule you if your invention is insufficiently offensive.
14-15	01	Witchery: Within 10 yards (5 squares) of you, milk curdles, wine goes sour, and food spoils.
16-18	01	Fumblehand: A randomly selected item you are holding or carrying flies [1d10] yards ([1d10]/2 squares) in a random direction, thrown invisibly by Winds of Chaos.
19-20	01	Rupture: Your nose begins to bleed and continues until you make a successful Toughness Test. You can test once per round.
21-23	01	Nailrot: A randomly chosen finger or toenail turns black and falls off. It will grow back normally.
24-25	01	Waxy Earful: Your ears become entirely plugged with wax, requiring a successful Heal Test to clear. Until you receive such treatment, you suffer a -10% penalty to all tests involving hearing.
26-28	02	Sleeping Nerves: Every muscle in your body tingles for [1d10] rounds. You suffer a -5% penalty to all tests made in that time.
29-30	01	Unnatural Aura: Animals within 10 yards (5 squares) of you get spooked and unless controlled with an Animal Training Test, flee the scene.
31-32	02	Milky Eyes: A milky film covers your eyes for [1d10] hours. You suffer a -10% penalty to any tests involving sight in that time.
33-34	01	Intestinal Rebellion: Your bowels move uncontrollably, soiling both your clothing and pride.
35-36	01	Fluid Transformation: All liquids on your person—including spell ingredients—turn to brine.
37-38	02	Bane of Flora: All plant life within 10 yards (5 squares) of you withers and dies.
39-40	01	Hairless: Every hair in your body falls out.
41-42	02	Aethyric Shock: The magical energy coursing through you causes you to lose 1 Wound regardless of Toughness bonus or armour.
43-44	01	Creeping Congregation: Insects fill the area around you, buzzing and crawling. They do no harm and disperse within [1d10] rounds, but they are obvious—and potentially frightening—to everyone in the area.
45-46	03	Mental Block: You channel too much magical energy. Your Magic Characteristic is reduced by 1 for [1d10] minutes.
47-48	03	Accumulation of Chaos: Roll twice more on this table. The first roll is what happens now. The second roll (which the GM should make in secret) defines what will automatically happen the next time you cast a spell, in addition to any other effects Tzeentch's Curse will bring if you roll doubles, triples, or quadruples.
49-50	04	Unlucky!: Roll again on this table only add +50 to your penalty.
51-52	02	Channel Burn: The channels of magic in your body are burned by coursing magic. You suffer a -1 penalty to every Casting Roll you make in the next [1d10] minutes.
53-55	02	Witch Eyes: Your pupils turn bright red. They revert to their original colour at dawn the following day.
56-57	02	Handfrozen: The bones and muscles of one of your hands (determine which one randomly) are frozen into an unnatural position by Chaos energy. Though this is not painful, you cannot move your fingers from their bizarre arrangement for [1d10] minutes.
58-60	04	Silenced: You lose your voice for [1d10] rounds.
61-62	02	Blacknail: Every finger and toenail on your body turns black and falls off. They will grow back normally.
63-65	03	Wracked: You suffer burning pain for [1d10] rounds, suffering a -10% penalty to all tests made in that time.
66-67	03	Channel Conflagration: The channels of magic in your body are set ablaze by coursing magic. You suffer a -1 penalty to every casting die you roll in the next [1d10] hours.
68-70	03	Undone: Every tie, clasp, and fastener of every type on your body flies violently open. Belts come undone, pouches fly open, boots come unlaced, and so on.
71-72	04	Overload: You are overwhelmed by magical energy and are stunned for 1 round.
73-75	03	Rag Doll: You spontaneously fly through the air [1d10] yards ([1d10]/5 squares) in a random direction, landing roughly and suffering a Damage 2 hit.
76-77	05	Fire!: Your clothing bursts into flame (see WFRP, page 136).
78-79	03	Loadstones: Every piece of metal on your body is permanently magnetized.
80-81	04	Limb frozen: The bones and muscles of one of your arms or legs (1-25: Left Arm, 26-50: Right Arm, 51-75: Left Leg, 76-00: Right Leg) are frozen into an unnatural position by Chaos energy. Though this is not painful, you cannot move the affected limb for [1d10] hours.
82-83	05	Tongue-twisted: Chaos energy infuses your mouth; anything you say for the next [1d10] minutes comes out as gibberish, rendering spellcasting impossible during that time.

Roll	Sev.	Result
84-85	03	Chaos Foreseen: You get a glimpse of the Realm of Chaos and gain 1 Insanity Point. Any time after this event, you can spend 200XP and gain the Dark Lore (Chaos) talent
86-87	05	Chaotic Wind: Chaos blows through any magical spell ingredients you are carrying. When casting a spell using them, roll one chaos die for every magic die. (So if you roll 3d10, roll 3d10 extra which ONLY count for Tzeentch Curse)
88-89	05	Craven Familiar: A Daemon Imp (see WFRP, page 229) appears from the Aethyr and attacks you next round.
90-91	04	Regurgitate: You throw up uncontrollably, unable to do anything else, for [1d10] rounds. In that time, you spew up much more vomit than could possibly have been contained in your stomach.
92-93	05	Aethyric Attack: Magical energy burns through you, causing you to lose [1d10] Wounds regardless of Toughness Bonus or armour.
94-96	05	Storm of Chaos: Roll again on this table (Deduct 30% of the penalty you have, with a minimum of 0%): Expanded Minor Chaos Manifestations. Every creature within [1d10] yards (=divided by 2] squares), suffer that effect.
97-98	05	Store of Chaos: Roll twice more on this table, with the same penalty. The first roll is what happens now. The second roll (which the GM should make in secret) defines what will automatically happen the next time you cast a spell, in addition to any other effects Tzeentch's Curse will bring if you roll doubles, triples, or quadruples.
99-100	07	Trick of Fate!: Roll again on this table only add +50 to your penalty
101-102	04	Enfeeblement: Chaos energy wracks your body, debilitating your constitution. Your toughness Characteristic is reduced by 10% for [1d10] minutes.
103-105	05	Mindnumb: You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 24 hours.
106-107	06	Daemonic Possession: You are possessed by a Daemonic entity for one minute. During that time, the GM controls all your actions, and when you take control of your body again, you have no memory of what you just did.
108-110	05	Wild Magic: You lose control of the magic as you cast your spell. Everyone within 30 yards (15 squares), including you, loses 1 Wound regardless of Toughness Bonus or armour.
111-112	05	The Withering Eye: Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 20% for [1d10] hours.
113-114	06	Broken: Your will is utterly broken. Your Will Power Characteristic is reduced by 20% for [1d10] hours.
115-117	05	Stupefied: Your mind regresses to protect you from a worse fate. Your Intelligence Characteristic is reduced by 20% for [1d10] hours.
118-119	06	Eyefuse: You close your eyes as the Winds of Magic howl about you, and your eyelids are fused shut. You cannot see until this is corrected by magic or surgery.
120-121	07	Tzeentch's Lash: Magic power overwhelms you, knocking you out for [1d10] minutes.
122-124	06	Albino Affliction: Your skin and hair are bleached utterly white by roiling Chaos.
125-126	07	Heretical Vision: A Daemon Prince shows you a vision of Chaos. You gain [1d10] Insanity Points. Any time after this event, you can spend 100 xp and gain the Dark Lore (Chaos) talent.
127-128	06	Daemonic Contract: You suffer [1d10] wounds (regardless of Toughness Bonus and armour) as a two-inch Chaos rune burns its way onto a random part of your body. Should you ever collect 13 of these, they will spell out a contract that signs your soul away to a Ruinous Power (GM's discretion). Removal of the branded skin will make no difference to the contract.
129-130	07	Mindeaten: Your ability to use magic is burned out of you. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength,
131-132	08	Boiling Blood: For a brief instant, your blood literally boils in your veins. You suffer [2d10] Wounds, which are reduced by Toughness but not armour.
133-134	08	Uninvited Company: You are attacked by a number of Lesser Daemons (see WFRP, page 229) equal to your Magic Characteristic. They appear from the Aethyr within 12 yards (6 squares) of you.
135-137	08	Chaotic Servitors: [1d10] Daemon Imps (see WFRP, page 229) appear from the Aethyr and do your bidding for [1d10] rounds.
138-139	09	Windblock: You are stuck unable to breathe for [1d10] minutes (see "Suffocation" in WFRP, page 136), after which you— gasp!—manage to draw breath.
140-141	07	Lineage Concluded: The infection of Chaos renders you sterile or barren.
142-143	08	Spasmodic Paroxysm: Your entire body convulses violently as the pure stuff of Chaos courses over you; you bite off your tongue. You become very difficult to understand and suffer -5 to all Casting Rolls until you are somehow healed.
144-146	07	Storm of Chaos: Roll again on this table (Deduct 20% of the penalty you have, with a minimum of 0%): Expanded Minor Chaos Manifestations. Every creature within [1d10] yards (=divided by 2] squares), suffer that effect.
147-148	07	Hoard of Chaos: Roll twice more on this table (with the same penalty). The first roll is what happens now. The second roll (which the GM should make in secret) defines what will automatically happen the next time you cast a spell, in addition to any other effects Tzeentch's Curse will bring if you roll doubles, triples, or quadruples.
149-150	09	Ill-fated!: Roll again on this table only add +50 to your penalty
151-153	08	Witherlimb: A randomly determined limb withers and becomes permanently useless.
154-155	07	Mutating Wind: You must make a Will Power Test or suffer a Chaos Mutation (see WFRP, page 229, or the Old World Bestiary, page 79).



Roll	Sev.	Result
156-157	10	Called to the Void: You are sucked into the Realm of Chaos and are forever lost. Unless you have a Fate Point to spend, its time to roll up a new character.
158-160	09	Aethyric Assault: The Winds of Magic lash out at you. You suffer a Critical Hit to a random location. Roll [1d10] to determine the Critical Value.
161-162	09	Rageboil: Everyone within 10 yards (5 squares) of you is immediately and irrationally outraged by your very presence. They all move to attack you—even your allies—and only come to their senses after [1d10] rounds.
163-164	09	The Living Chaos: [2d10] trees nearby uproot themselves, animated with a warped evil that hungers for flesh. Use Treemen statistics (Old World Bestiary, page 110), but add a Chaos Mutation to each.
165-166	09	The Eyes: One of your hands erupts into several small boils that eventually open up into eyes. These are the sensory organs of a chaos entity, which look in on the material world for the first time. Unfortunately, it finds humanity so hideously ugly that it cannot bear the sight of them and it will call down lightning to 'cleanse' any that it sees. It can produce one Lightning Storm every minute centred on you (though you are immune to its effects yourself). Destroying the eyes merely results in them growing back on another body location. The GM is free to decide when the chaos entity has seen enough and leaves. This stops the lightning and the re-growth of eyes, but they don't vanish by themselves.
167-169	08	Chaotic Focus: Above you, a small whirlwind of dark smoke forms for one hour that follows you wherever you go. While a nuisance, at least it provides you with a +1 increase to your Magic score.
170-171	09	The Corn: (Note to GM: Treat this result as "Kin Accursed" until the real results become known.) Unbeknownst to the player and the character, a daemon of chaos materializes near a local village (preferably in a corn field!). This is not a physically powerful daemon, so it will draw the children of the village into worshipping it, and then attempt to coax them into sacrificing all the adults of the village and beyond. It won't stop until it gets the player characters...
172-173	10	Iron Tomb: The earth splits asunder, a great iron coffin emerging from the depths. The caster is thrown inside, and with a sombre toll of an unseen bell, the lid is shut close, its rivets fused. Your grave will attract Beastmen and other servants of chaos, even if moved. At the GM's option, you remain alive inside, kept in suspended animation, possibly forever.
174-176	09	The dam is broken open: Aethyric energies course through your being, filling you with power that you cannot control. For the next [2d10] rounds, each round you're not casting a spell you gain 1 Insanity Point. During this time you gain a +1 to your Magic score, and additionally you must roll two extra d10s when casting a spell. These do not add into your Casting Roll, but does count for the purposes of Tzeentch's Curse.
177-178	08	Tentacle!: (Note to GM: Treat this result as "Kin Accursed" until the real results become known.) The very next person the caster shake hands with will see his or her arm wither and fall off during the next week. In its place a green-grey tentacle quickly grows. While very dexterous, it is not to everyone's liking.
179-180	08	Engulfed: A wide crack opens up under the nearest building, which tumbles [1d10] yards. Good luck to anyone inside!
181-182	08	Power Drain: Your spell completes with a loud swooshing sound that's abruptly cut off. Most (if not all) spellcasters within a radius of [1d10] miles lose their ability to cast spells for [1d10] days (GM's call or roll a die). Treat them as having Magic 0 for the duration of the effect.
183-184	10	Merman: You are horrified to realize that your spellcasting has made you grow gills! The only place you will be able to breathe or speak is underwater. You have only a few minutes until you must find somewhere to dive under, or the rules for suffocation will start to apply.
185-186	10	Disspirited!: Too much magical energy is uncontrollably canalised through your body, ripping free your soul. You become a Wraith (Old World Bestiary, p120), but retain your statistics and free will. At sunrise the following morning you may try to reverse the effect by making a Will Power Test. If you fail the change is permanent. If you succeed, you may re-enter your body but gain 2 Insanity Points. At any time after this event, you can spend 100 xp and gain the Dark Lore (Necromancy) talent.
187-188	09	Chaos is Forever!: You're cursed for the rest of your (short?) life. Roll again on this Table (deduct 50% of your penalty with a minimum of 0). You permanently suffer that effect (if the effect occurs instantly, it will instead repeat infinitely every [1d10] minutes).
189-190	08	Aethyric Aurora: The sky is filled with beautiful but haunting bands of chaotic colours. All arcane spellcasters within a hundred miles must roll an extra d10 when casting a spell. This does not add into your Casting Roll, but does count for the purposes of Tzeentch's Curse. The phenomenon lasts [1d10] days.
191-193	11	Medusa: Your hair turns into poisonous snakes! As if that wasn't enough, anyone looking at you must each round make two Tests, one Toughness and one Will Power: if both fail, that creature turns to stone!
194-196	09	Storm of Chaos: Roll again on this table (Deduct 30% of the penalty you have, with a minimum of 0%): Expanded Minor Chaos Manifestations. Every creature within [1d10] yards (= [divided by 2] squares), suffer that effect.
197-198	09	Pool of Chaos: Roll twice more on this table. The first roll is what happens now. The second roll (which the GM should make in secret) defines what will happen the next time you cast a spell, in addition to any other effects Tzeentch's Curse will bring if you roll doubles, triples, quadruples, quintuples or sextuples.
199-200	12	Doomed!: Roll again on this table only add +50 to your penalty
201-202	09	Head Falls Off: The caster's head falls off. He or she may be surprised to still be alive and well in all respects. From now on (until a magical cure is found) the caster's head is not attached to his body. The head will have to be kept in place to avoid embarrassment in public, but any Critical Hits to the head additionally result in the caster's head flying [1d10] yards in a random direction.
203-205	10	Awwooraaah!: A randy Jabberwock (Realms of Chaos, p118) is summoned before the caster - and it is in love! It gets a +20% bonus to its Intelligence not to get distracted...

Roll	Sev.	Result
206-207	09	Planar Loophole: Any time you successfully cast a spell within the next week, you also cause a Chaos Manifestation. A daemon Imp (WFRP p 229) appears from the Aethyr, roll [1d10] (1-4: it attacks you, 5-7: it attacks someone randomly within 20y from you (if there is no one it will be you); 8-10 it follows your command)
208-210	10	Dark Blessing: You become permanently infused with Daemonic essence. You gain two Chaos Mutations as well as become subject to the Instability special rule. If I were you, I'd rather burn out than fade away.
211-212	11	Island in the Sky: The ground you are standing on and surrounding area (up to 1/2 mile radius) suddenly shoots [1d10]0 yards up into the air, forming an Island in the Sky. The island might stay there forever (GMs call).
213-215	09	Horrible Conversion: The flesh falls off [1d10]0 inhabitants that are the same race as you are in the nearest settlement(s). The victims continue with their lives unaware they have become undead, but may be troubled by local authorities.
216-217	09	At the Mouths of Madness: 99 boils form across your body and no form of healing will cure them. After [1d10] days the boils rupture, each forming a gibbering mouth that all simultaneously begins to scream various names of Daemons from the Chaos Wastes. Each mouth must be fed a pint of human blood to be silenced (and disappear) but remains otherwise. Until all mouths are silenced you gain the Terrifying talent and will have a hard time making yourself heard above the screaming.
218-219	09	Accidental Invitation: You summon a Daemonic Prince. As punishment, it will eat, not you, but one of your blood relatives before disappearing again. This will be embarrassing; it could take a while.
220-222	11	A Flutter of Wings: A butterfly spontaneously flutters its wings deep in the jungles of Lustria. The tatters of chaotic energy created by this random act spread across the globe, causing tidal waves and hurricanes. A major city in the Old World is battered by raging winds, causing major destruction. You are brought a vision of this destruction in a dream together with the utter realization: you are the cause! Make a Will Power Test or gain 2 Insanity Points.
223-224	11	Cursed Earthquake: One square mile of inhabited lands in your vicinity experience a major earthquake with geysers of blood erupting, calling out your name. Survivors gain [1d10/2] Insanity Points each, and you cause Fear to them permanently.
225-226	09	Aethyric Freeze: A layer of ice two inches thick starts to cover the ground at your position, spreading half a mile each day for [1d10] days. The ice is sometimes black as night, sometimes red as blood. The ice melts normally, but while it lasts it inhibits the flow of magic: all spellcasters take a penalty to each casting die — depending on how much ice is nearby, this penalty is either -1 or -2.
227-228	10	A new Light in the Sky: A bright pinpoint of light appears in the sky above you. As you look towards it, it appears to begin growing visibly brighter and bigger and closer... You realize this is a comet headed directly towards the spot where you cast the spell. The amount of time it will take to reach the spot and the magnitude of destruction are left up to the GM. When it strikes it might even leave a demonic hitchhiker.
229-230	11	Blightbeing: Any plant life in your vicinity (5 yards radius) blackens and dies before your eyes. This effect lasts until the next time you cause a Major Chaos Manifestation (or worse).
231-233	09	Black Road: A road paved with dark stones visible only to Witchsight suddenly appears, starting in front of the caster. Travel along the road is greatly accelerated; reducing travel time to one eighth. If followed to the other end it leads to a far-flung location of chaos (a nexus of energy, a burial mound of a chaos warrior, etc.) - but not necessarily the same one twice!
234-235	11	Drowning Mist: The water in the nearest pond or small lake starts to churn, emanating a warm mist that drifts with the wind. Each night, a sentient being inside the mist will disappear (victims are chosen in order of lowest WP first), turning up as a drowned corpse back at the lake. The activity of the lake is tied to the appearance of the moon Morrslieb, and will perhaps never return to normal.
236-237	11	Tzeentch's Revenge: (Note to GM: Treat this result as "Kin Visited" until the real results become known.) You unknowingly start the Dread Plague, transmitted by voice. Everyone that hears you talk and understand your words must make a Will Power Test or (also unknowingly) start to spread the plague. Initially there are no ill effects, but after each period of [1d10] hours will a plague bearer be subject to a spontaneous chaos manifestation: roll on Table 7-2 Minor Chaos Manifestation or Table 6-24 Expanded Minor Chaos Manifestation. For some unfathomable reason, the only cure is actually provided by certain Manifestations: for example, anyone who hears the ghostly voices of the "Haunted" Minor Manifestation is instantly cured.
238-239	12	If you don't come to the Void, the Void has to come to you: Everything within 100 yards of you is sucked into the Realm of Chaos and is forever lost. Unless you have a whole lot of Fate Points, it's time to roll up a new party.
240-241	12	Chaos Portal: You open a permanent gate to the Chaos Wastes. The first few days only a dozen Chaos Furies and perhaps a stray Chaos Warrior will emerge; but if not closed whole armies will follow.
242-243	12	Winds of Ashes: A dark dry wind swoops down from the sky and all living beings except the wizard within a radius of [1d10] miles that doesn't escape within one hour withers and dies. Then the soil dries up and blows away leaving nothing but featureless sand and stone. These grounds are left barren forever. Spellcasting inside the affected area will automatically cause Tzeentch's Curse as if all dice rolled came up with the same number. You gain [1d10] Insanity Points.
244-246	11	Storm of Chaos: Roll again on this table (Deduct 30% of the penalty you have, with a minimum of 0%): Expanded Minor Chaos Manifestations. Every creature within [1d10] yards (= [divided by 2] squares), suffer that effect.
247-250	11	Motherlode of Chaos: Roll twice more on this table. The first roll is what happens now. The second roll (which the GM should make in secret) defines what will happen the next time you cast a spell, in addition to any other effects Tzeentch's Curse will bring if you roll doubles, triples, quadruples, quintuples or sextuples.
251+	20	The End Days: The Old World ruptures. This ends your GM's current campaign abruptly and permanently. You must solemnly declare you will not play WFRP for a year and a day.