

# Warhammer Fantasy Role-Play Expanded Chaos Manifestations

## Both Cataclysmic & Apocalyptic

If you have ever played a Wizard Lord character you might have realized that with a Familiar, a few magical items, a suitably haunted Laboratory, and perhaps a smidge of help from the Ruinous Powers, it is quite easy to acquire the ability to roll more Casting Dice than merely four. In fact, it is quite possible to envision scenarios where a spell-caster could roll six or eight or even more dice.

If this is something you recognize, then what you need is *Expanded Chaos Manifestations – Both Cataclysmic & Apocalyptic!*

The following two sheets will explore the true depths of what is sometimes lightly called “Tzeentch’s Curse”. Once you have experienced one of these results, you will never again scoff at curdling milk or cold winds, for you and you alone know how close you came to the brink!

Enjoy,  
CapnZapp

**To use these tables:** If you roll quintuples, roll percentile dice and consult the *Expanded Cataclysmic Chaos Manifestations Table*. If you roll sextuples, roll percentile dice and consult the *Expanded Apocalyptic Chaos Manifestations Table*.

If you use *Table 7-4 Catastrophic Chaos Manifestation* of the main rulebook, replace the end of that table with the following:  
91-95 **Dark Inspiration:** As per Table 7-4.  
96-00 **Seriously Unlucky!:** Roll on the *Cataclysmic Chaos Manifestation* table instead.

If you instead use *Table 6-26 Expanded Catastrophic Chaos Manifestation of Realms of Sorcery*, replace the end of that table with the following:  
81-82 **Mutating Wind:** As per Table 6-26.  
83-84 **Called to the Void:** As per Table 6-26.  
85-87 **Kin Afflicted:** As per Table 6-26.  
88-90 **Vortex of Chaos:** As per Table 6-26.  
91-92 **Hoard of Chaos:** As per Table 6-26.  
93-97 **Dark Inspiration:** As per Table 6-26.  
98-00 **Seriously Unlucky!:** Roll on the *Cataclysmic Chaos Manifestation* table instead.

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**Additional Thanks:** Jadrax, Lukelighting.

**Revision Date:** 9 February 2008

## EXPANDED CATAclysmic CHAOS MANIFESTATION TABLE

01-05 **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.

06-10 **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.

11-15 **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.

16-20 **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!

21-25 **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...

26-30 **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.

31-35 **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.

36-40 **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.

41-45 **Engulfed:** A wide crack opens up under the nearest building, which tumbles 1d10 yards. Good luck to anyone inside!

46-50 **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 1-10 days (GM's call or roll a die). Treat them as having *Magic* 0 for the duration of the effect.

## EXPANDED CATAclysmic CHAOS MANIFESTATION TABLE CONT'D

51-55 **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.

56-60 **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.

61-65 **Chaos is Forever!:** You're cursed for the rest of your (short?) life. Roll on Table 7-2 *Minor Chaos Manifestation* or Table 6-24 *Expanded Minor Chaos Manifestation*. You permanently suffer that effect (if the effect occurs instantly, it will instead repeat infinitely every 1d10 minutes).

66 **Awwooraah!:** 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...

67-70 **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).

71-75 **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.

76-80 **Planar Loophole:** Any time you successfully cast a spell within the next week, you also cause the "Craven Familiar" *Major Chaos Manifestation*.

81-84 **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.

85-87 **Kin Accursed:** Roll again on this table. Your closest living relative (an offspring, sibling, or parent, considered in that order, "closeness" being defined by proximity to you in age) suffers the resulting effect, regardless of how far away he is.

88-90 **Cyclone of Chaos:** Roll on Table 7-4 *Catastrophic Chaos Manifestation* or Table 6-26 *Expanded Catastrophic Chaos Manifestation*. Every creature within 1d10 yards (1d10/2 squares) suffers that effect.

91-92 **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.

93-97 **Darker Inspiration:** The GM can choose any result from this chart or make up a comparable cataclysmic effect.

98-00 **Doomed:** Roll on the *Apocalyptic Chaos Manifestation* table instead.

## EXPANDED APOCALYPTIC CHAOS MANIFESTATION TABLE

01-05 **Island in the Sky:** The ground you are standing on and surrounding area (up to 1/2 mile radius) suddenly shoots 1d100 yards up into the air, forming an Island in the Sky. The island might stay there forever (GMs call).

06-10 **Horrible Conversion:** The flesh falls off 1d100 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.

11-15 **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.

16-20 **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.

21-39 **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*.

41-45 **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.

46-50 **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.

51-55 **A new Light in the Sky:** A bright pinprick 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.

56-60 **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!

## EXPANDED APOCALYPTIC CHAOS MANIFESTATION TABLE CONT'D

61-65 **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.

66 **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.

67-70 **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.

71-75 **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.

76-80 **Accidental Invitation:** You summon a *Daemon 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.

81-84 **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*.

85-87 **Kin Visited:** Roll again on this table. Your closest living relative (an offspring, sibling, or parent, considered in that order, "closeness" being defined by proximity to you in age) suffers the resulting effect, regardless of how far away he is.

88-90 **Maelstrom of Chaos:** Roll on the *Cataclysmic Chaos Manifestation Table*. Every creature within 1d10 yards (1d10/2 squares) suffers that effect.

91-92 **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.

93-97 **Darkest Inspiration:** The GM can choose any result from this chart or make up a comparable apocalyptic effect.

98-00 **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.