

New Chaos Spells

Tzeentch

Bestow the Mutator's Blessing

Spell Level: First- Chaos (Tzeentch)

Magic Points: 1D3+4

Range: Touch

Duration: 1D6 hours

Ingredients: Paste made from the bones and eyes of a mutant

This spell allows the Tzeentchian sorcerer-priest to temporarily cause a victim to gain a minor and inconvenient mutation for a day. The “minor” mutation could range from the creation of a third eye on the forehead to enlarged ears to extra fingers on a hand. The spell requires that the sorcerer-priest place a paste made from the bones and eyes of a mutant on a victim at the location where the mutation is to take place. The spell is usually cast when the sorcerer-priest needs a decoy to attract the attention of nearby witch-hunters or unruly mobs with pitchforks and torches.

Mutate Undead [Ritual]

Spell Level: First- Chaos (Tzeentch)

Magic Points: 1D2+3

Range: Touch

Duration: Until dawn on the following day

Ingredients: Heart of a mutant and a cup of ale or wine containing a bone from a skeleton ground into a powder

A little-known ritual, *Mutate Undead* requires the Tzeentchian sorcerer-priest to consume the heart of a mutant and drink a cup of ale or wine containing a bone from a skeleton ground into a powder. The ritual also costs one **Insanity Point**, but allows the caster to actually shape a mutation onto a targeted Undead creature (skeleton or zombie) which then comes under the control of the sorcerer-priest. Crazy necromancers with the ability who actually want to control a mutated Undead usually kill a mutant with the desired traits and then raise it from the dead.