



## LORE OF CHANGE

**I**n the Warhammer world, the daemon god Tzeentch represents deceit, mutation, and the twisting of reality, and there is an entire school of spells devoted to his magic. While many existing D&D spells can represent Tzeentch's magic, the following new spells provide even more ways of bringing his reality-bending style of sorcery into your campaigns.

### BOLT OF CHANGE

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M, (A caterpillar cocoon)

**Duration:** 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You launch a bolt of pure chaos at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes  $4d10$  force damage and must make a Charisma saving throw. On a failed save, the target suffers one of the random mutations described in the Mutation Table below. The target repeats the saving throw at the end of each of its turns, ending all mutations affecting it on a success. A creature can't suffer from two instances of the same mutation at once.

### MUTATION TABLE

#### d6 Mutation

#### Creature Effect

1 Wild Spasms	The target is incapacitated as its body jerks erratically in random directions.
2 Degeneration	The target's form becomes unstable. The first time it takes damage each turn, it takes an extra $1d10$ force damage.
3 Twisted Arms	The target can no longer wield weapons or cast spells with somatic components.
4 Inverted Eyes	The target is blinded and has blindsight with a radius of 5 feet.
5 Gelatinous Legs	The target falls prone as its legs can no longer support its weight. At the start of each of its turns, its legs give out again, causing it to fall prone again.
6 Regeneration	The target regains 10 hit points at the start of its turn. The target only dies if it starts its turn with 0 hit points and doesn't regenerate any hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by  $1d10$  for each slot level above 4th.

## CHAOS STORM

9th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (A bit of demon ichor)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You open a gateway to a realm of pure chaos and untold destruction. A 30-foot-radius sphere of chaotic shifting colors appears centered on a point within range that lasts for the spell's duration. This sphere is filled with indescribable noises that can be heard up to 100 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded and deafened. A creature moving through this area must spend 2 feet of movement for every 1 foot it moves.

Any creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. It takes 10d12 force damage on a failed save or half as much damage on a successful one. Any nonmagical object that is not bearing worn or carried in the area takes 10d12 force damage at the start of your turn. A creature or object reduced to 0 hit points by this damage is disintegrated and sucked into the chaotic rift. A creature killed this way can be brought back to life only by means of a *true resurrection* or a *wish* spell.

On each of your turns, until the spell ends, you can use your action to open another gateway, targeting point within 100 feet of the original gate. A creature in the area of more than one gateway is only affected once. You can also close a gateway as a bonus action or as a reaction to a creature entering its area.

If you drop concentration on the spell early, make a DC 20 ability check using your spellcasting ability. On a failure, you open another gate centered on yourself, and the spell continues for its full duration outside of your control. During this time, you can no longer open additional gateways or close existing ones, and the radius of each existing gateway expands by 10 feet at the start of each of your turns.

## GLEAN MAGIC

3rd-level divination

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You reach deep into the mind of a spell caster you can see in range and attempt to steal their magic. The target must make an Intelligence saving throw which it can choose to fail. On a failed save, you can attempt to steal a spell of 3rd level or lower the target knows.

Name the spell you wish to steal from the creature. If the creature does not know that spell, the DM chooses a spell the creature knows at random of the same level. If the creature knows no other spells of the same level, the DM chooses a spell at random of one level lower. Repeat this process until a spell is stolen or there are no possible spells to steal, in which case the spell fails.

If a spell is successfully stolen, the target loses a spell slot of the spell's level and the ability to cast that spell for 1 hour. If the target prepares spells at the beginning of the day or can cast the spell a certain number of times per day innately, the target loses one use of the spell.

After stealing a spell, you gain the ability to cast it once as though it were from the same class spell list you used to cast this spell. When you cast it this way, it does not expend a spell slot, and you cast it at the same spell level at which it was stolen. You must still supply the stolen spell's required components (including verbal, somatic, and material). You lose the stolen spell after completing a long rest.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can attempt to steal a spell if its level is less than or equal to the level of the spell slot you used to cast this spell.

## ART CREDIT

- A Sorcerer Of The Thousand Sons - Games Workshop
- Lord Of Change - Crista Lombre



## **0.0.0 CHANGES**

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- First version

## **0.0.1 CHANGES**

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- Removed footer from second page