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GIFTS OF THE DARK GODS

When rolling for your Chaotic Reward as described in the Savage Age of Sigmar core rulebook, you may replace the two Hindrance results with Chaos Mutations. This involves rolling on the table below. GM's may grant a bonus to the player's roll from 0 to 4, depending on their performance since their last mutation. Players can attempt to re-roll their mutation result with a successful Spirit Test, however this incurs the same risks as all other Spirit tests for Chaos characters.

Dr2	Nurgle	Khorne	Slaanesh	Tzeentch
1	Spawndom			
2	Degenerate	Hulking Brute	Wandering Limb	Overgrowth
3	Beweaponed Extremity			
4	Acid Excretion	Bloodrage	Eye for Desire	Essence of Change
5	Centauroid			
6	Detachable Limbs	Magic Resistant	Alluring	Multiplication
7	Boneless	Vampirism	Hypnotic Gaze	Were
8	Zoological Mutation			
9	Swarm of Flies	Invigorating Blood	Draining Tongue	Absorb
10	Extra Limb			
11	Daemonic Appearance			
12	Bestial Appearance			
13	Foetid Touch	Weapon Master	Radiant Flesh	Magic-Infused
14	Absorbing Flesh	Iron-Hard Skin	Crystalline Perfection	Fate Guarded
15	Grandfather's Bloat	Vessel of Strength	Fleshly Extension	Majesty
16	Ascension			

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Spawndom

Your body spasms and convulses, then rips and twists apart, leaving you a gibbering mass of flesh and limbs.

Your character is killed, and in their place is a Chaos Spawn hostile to all.

Degenerate

The flesh about your bones melts and collapses from the weight of your grandfather's love. Charisma and Pace is reduced by 1 for each increment of this mutation.

Beweaponed Extremity

From one of your limbs (Use the Location table below) erupts a large bony spike or blade. When applied to arms or legs, you become unable to wield 2h weapons or your pace is reduced by 2" respectively. In all cases, you gain a Str+d6 melee weapon.

Acid Excretion

Your body begins to produce a strange foul liquid, burning to anything un-tainted it touches. Among other uses, Enemies that grapple you, or are the victim of a natural weapons attack from you must pass a Vigor test or suffer a wound.

Centauroid

The lower half of your body is transformed into that of an inhuman creature (roll on the Animal table below to determine which), while the GM and Player should come together to decide fun and appropriate abilities from this mutation, a Pace increase of 2" and Natural Weapons of Str+d6 is a good baseline.

Detachable Limbs

Nurgle has freed you from the inconvenience of connected limbs, and you can now remove and lose limbs while still retaining control of them. This mutation applies to all limbs save the head and body.

Boneless

Your body becomes like sludge in the shape of a person, only by your will do you keep from collapsing into a foul puddle. You gain +2 Toughness against blunt weapons, and may fit into any gap your mass will allow. However, your Strength is reduced by 2 die types.

Zoological Mutation

One of your body parts (Use the Location table below) takes on the form of a random bestial creature (Use the Animal Table below). While in most cases this results in a new Str+d4 weapon from your limb, the GM and player should come together to design unique abilities for this mutation (Like grabbing tentacles etc).

Swarm of Flies

Your body becomes the perfect hive for a friendly swarm of flies. You suffer -2 charisma as people find the swarm disturbing, but gain a +1 bonus to all intimidation tests. Furthermore, enemies suffer -1 to all melee attacks as the swarm emerges from you to defend its hive.

Extra Limb

For each iteration of this mutation you gain, roll for a limb in the location table below, you can a copy of this limb next to its originator, with all the benefits that brings. In future, you must toss a coin or roll a dice to differentiate each limb if the location is rolled again. Your body can only be duplicated if your head has been already.

Daemonic Appearance

One of your limbs (Use the Location table below) takes on the form of your god's chosen servants. Your eyes melt together into a single plague eye, your chest gains a large purple bosom, your head lengthens and protrudes. Now you feel so much closer to your master.

Bestial Appearance

Your whole body takes on some of the aspects of a random animal (see **Animal** table below), such as fur, a snout and bestial eyes. You gain the ability to make a Persuasion or Intimidate roll (Depending on the creature) to control these animals, you also gain +1 to all Intimidate tests as a result of your new form.

Foetid Touch

From your very fingers flows the infecting power of Nurgle, capable of dissolving armour and melting vitality. With an Agility test, you may attempt to infect an adjacent character with a wasting disease as an action. If the opponent has armour, it loses 1 Armour each round until they leave your vicinity. If contact with flesh is made, the opponent suffers -1 Pace and Toughness for a number of rounds equal to your Spirit trait.

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Absorbing Flesh

Your flesh becomes tough and capable enough to receive blows without injuring you. You gain +2 Toughness against blunt weapons, and may make a Natural Healing roll every hour instead of the usual time. Combine this with Boneless for the macemen's worst nightmare.

Grandfather's Bloat

The fell energies of the Plague God course through your veins, Your size is increased by 2 as your body swells and pulsates, however, you lost 1" of pace from the swelling in your legs. Furthermore, the maximum amount of wounds you can sustain is increased to 4.

Hulking Brute

Your mind and body degenerates into a more primitive form, with your walk becoming a stooped gait, your fists large and hairy, and your forehead large. Your Smarts traits is reduced by 2 die types, however, you may add 2 to all Spirit tests to avoid being shaken, and your Vigor and Strength is increased by 1 die type each.

Bloodrage

The sight of blood awakens an innate fury in your very soul, forcing you to do battle against whatever foe you can find lest madness take you. You may make a successful Spirit test at the sight of blood or lose control of your character for d4 rounds/minutes, as you lash out frothing in all directions looking for a fight. During a bout of bloodrage, you gain +2 to all Fighting rolls made, and do not suffer from being Shaken.

Magic Resistance

There are few things Khorne hates more than the servants of Tzeentch and their cowardly use of magic. To help combat this scourge, he fills you with the power to ward off harmful magics. You gain +1 to all tests to avoid or resist magic, and damaging spells suffer -2 damage against you.

Vampirism

Food is worthless to you now, all that matters is the sweet richness of blood and gore. You no longer need to eat or drink, and need only sustain yourself on drinking the blood of recently fallen enemies. Only foes slain yourself can suffice.

Invigorating Blood

Khorne has gifted you the ability to absorb the blood of foes you've slain into your own body, the rush of power clotting your wounds and draining fatigue. For every round spent consuming the blood of your foes, you may either heal 1 wound or recover 1 fatigue. Having the Vampirism mutation allows you to do both.

Weapon Master

Weapons are the tools of bloody battle, and you are the servant of both blood and battle incarnate. If it causes blood to flow, you know it like the back of your hand. The die type of your two weakest combat skills is increased by 1 die type up to the max of your highest combat skill (This increases with each iteration of this gift gained). Furthermore, you may now draw weapons as a free Action.

Iron-Hard Skin

Khorne does not care from where the blood flows, though he'd prefer if you stayed alive to maintain the slaughter. Your skin becomes as hard as hell-forged iron, with a smell of brass and sulphur. You gain +2 armour in all locations, susceptible to all the same armour piercing qualities as regular armour.

Vessel of Strength

As powerful as a typhoon of blood, your inner rage has broken free. Your size increases by 2 as your muscles grow and your limbs stretch to accommodate your fury. Furthermore, you may now wield Two-Handed weapons as if they were One-Handed., this reduces your parry by 2 however.

Wandering Limb

One of your limbs gains a mind of its own, groping and dancing at most inopportune times. This distraction adds +1 to taunt tests made by you in combat, but you suffer -2 from tests that require usage of the effected limb (Use the location table below to decide which). Rolling the head effects your tongue instead.

Eye for Desire

You gain the ability to see the innate desires and wants of any you look upon. You may case the Mind Reading power once per session without cost. Depending on the desires read and how they are used, you may gain bonuses to your Taunt, Intimidate or Persuasion tests, With creative use.

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Alluring

Something about you is just... engaging. People just seem to like looking at you, no matter your appearance. You gain +1 to your Charisma. Furthermore, double the number of followers join you when you take the Followers edge.

Hypnotic Gaze

The powers of the Lost Prince glow in the centres of your irises, bringing the weak-willed to follow your commands and the strong-willed to pause for the strike. You may cast the Puppet spell using your Spirit for free once per session. Against foes with a Spirit of less than d8, characters with a Spirit higher are instead Shaken rather than put under your control.

Draining Tongue

Like the proboscis of a mosquito, you may insert your tongue into the body of another individual (willing or unwilling) to drain the energy from them. For every round you are able to grapple a character for, you may drain a point of fatigue from the character instead of damaging after the opposed Str/Agility test. This heals any fatigue sustained by your character if present.

Radiant Flesh

Your skin shines with blinding energy, like a corrupted form of the fires of Azyr. Your character gains a +1 bonus made to all intimidate tests, and may cast the Blind power for free once per session.

Crystalline Perfection

Your inner need for perfection is now reflected on the outside, as your body takes on a shimmering form of

dancing violet, barely noticeable until it shatters its form. Your natural weapon attacks now deal +1 AP damage, and any wound you sustain forces all characters within 3" to make a successful Agility test suffer d6 damage from the shards of shattered crystal.

Fleshly Extension

Slaanesh is the God(ess) of excess among other things, and you know that better than most. Every limb you have stretches and lengthens, leaving you a taller spindly specimen of fleshly excess. Your size is increased by 2, and the unnatural contortion of your limbs grants you the Fear(o) trait.

Overgrowth

One of your limbs (Use the table below to determine which) grows disproportionately to the rest of your body. This has the result of being far heavier than usual, imposing an extra 4 weight on you. However, You gain +1 Toughness in this area.

Essence of Change

All bodily manipulation is Tzeentch's domain. Roll again on the Gifts of the Dark Gods table, rolling a d4 to determine which god's result to choose from (left to right). You gain this mutation instead. Mutations shared across god always apply to Tzeentch.

Multiplication

You have now gained the ability to split yourself into two exact copies, save their size is reduced by 2 and all skills and traits are halved (rounding up). These clones may also divide themselves and so forth for as many

times as possible until their toughness reaches 0. You retain control of all clones unless Tzeentch decides it more interesting otherwise.

Were

You now have the ability to transform yourself entirely into a creature of the realms, while maintaining your own mental capacities in the process. This creature is random (determined with animal table below) unless an animal-themed mutation is already gained. For a number of hours equal to your Spirit Trait, you may become this creature with all strengths and weaknesses that entails.

Absorb

You may meld yourself with organic matter to temporarily increase your size. This process requires 1 round to meld and biomass equal to your current size. Every meld increases your size by 2 for a number of hours equal to 10 – your new size. Each size increase is less stable than the stage before, and requires a Spirit test with a cumulative penalty (starting at -0) to be able to successfully meld with the biomass. The more respectable Tzeentchians with this mutation tend not to use it however, due to how uncivilised and messy it can be.

Magic-Infused

You find much invigoration and joy from having magic wash over you. All support spells casted on you gain a +1 bonus and are treated as if they succeeded on a raise. Alongside this, these spells also remove a point of fatigue when you are effected by one.

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Fate Guarded

It seems as if every enemy strike against you goes awry, ever arrow originally borne for your heart passes safely above your shoulder, like you are being protected by an entity capable of twisting fate to your benefit. All non-magical attacks suffer a -2 penalty to hit you.

can be negated for a round with the use of a successful Dispel Power.

Majesty

You are the very avatar of mortal change, and your physical abilities reflect such. With a successful Vigor test, you may modify your size to any level you deem appropriate, adding a penalty of 1 to the roll for every level above or below your original size you want to change. Failing this is roll forces you to make a successful Spirit test or be turned into a Chaos Spawn.

Ascension

Your master has seen fit to elevate you above your mortal form, to bring you into his realm and reshape you into a Greater Daemon, a Prince of Chaos. While it is generally recommended that a player loses control of their character permanently once they have become a Daemon prince (What possible goal is there after that?), Replacing their traits with those listed under Greater Daemon in the Savage

Age of Sigmar core rulebook while retaining all of their skills, Edges and Hindrances would allow for a suitable transition between characters' numbers-wise. I just gave you the rules, I'm not going to tell you how to use them.

| D20 | Animal | D20 | Animal |
|-----|--------|-----|-------------------------------------|
| 1 | Ant | 11 | Owl |
| 2 | Bat | 12 | Rabbit |
| 3 | Bear | 13 | Spider |
| 4 | Boar | 14 | Tiger |
| 5 | Deer | 15 | Warthog |
| 6 | Goat | 16 | Elephant |
| 7 | Cat | 17 | Scorpion |
| 8 | Dragon | 18 | Bull |
| 9 | Horse | 19 | Slug Canine Serpent Bird |
| 10 | Lion | 20 | Toad Ape Cephalopod Reroll |



| D8 | Limb |
|----|-----------|
| 1 | Head |
| 2 | Body |
| 3 | Left Arm |
| 4 | Right Arm |
| 5 | Left Leg |
| 6 | Right Leg |
| 7 | Tail |
| 8 | Wings |

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