

# CHAMPIONS OF CHAOS

Written by Andrew R Fawcett for [www.criticalhit.co.uk](http://www.criticalhit.co.uk)

*Heironymus had been on the town council for many years now and it was election time again. He was so used to winning that the elections were a formality. But not this time. Someone had spread rumours of a defamatory nature that could threaten his position. Heironymus had seen the aides of his opponent desperately trying to dig up the dirt and this time they might have succeeded; the visions of a Kemperbad wench raced embarrassingly through his mind. Now there was everything to play for. Heironymus's seat on the council was in the balance. But he had got used to the power and influence it gave him; he never had to pay for his drinks; he never had to pay for his five-course meals, these were all provided for him by his benefactors. Money and powerful friends were the perks of the council. Now he was certain that it was going to come to an end. He would lose everything. But...Heironymus thought to himself as he twiddled his immaculate moustache...there maybe another way. He immediately thought of the tattered tome he kept locked in a compartment under his desk. It was something that was mysteriously delivered to his house just before the elections began; what was in its leaves made him hide it and keep it secret, at least until he could find a way of getting rid of it. It was the personal diary of a Tzeentchian sorcerer. Tzeentch! The word seemed to play with his tongue as Heironymus whispered it and for seconds afterwards the whispered word echoed around the chamber. With some trepidation, Heironymus took the tome from the compartment and gently rested it on his desk. The s-shaped rune of Tzeentch was emblazoned on the book cover and it seemed to Heironymus that it shifted position ever so slightly. Suddenly the tome opened by itself and the leaves flicked through at speed until they stopped somewhere in the middle. Heironymus sat down and began to read. An s-shaped rune rippled across Heironymus's forehead when he was done. "I know what to do," he said at last.*

## PROLOGUE

The prospect of player character Champions of Chaos has only be briefly touched upon in the out of print Realm of Chaos: Slaves to Darkness sourcebook. The original text, only several (short) paragraphs long, decreed that PC Champions of Chaos can no longer follow careers, as their life experiences begin to ebb away, but gain only Rewards, Gifts, and Attributes instead. Furthermore, after gaining any one of the said gifts of Chaos it causes the character to lose D6 skills, such is the life of servitude a Champion of Chaos leads to gain the favour of his god. Nothing more is given other than the fact that PC Champions, especially those of Khorne, are totally unsuited to game play and that few normal characters would ever interact with them with the possible exception of Daemonologists and Necromancers.

But it isn't this fact that PC Champions are unplayable, it is the WFB system of Rewards and Chaos Attributes that makes the *possibility* of PC Champions a no go. It goes without saying that the Attributes, while numerous and detailed, are far too powerful to be employed in the role-play environment and the Rewards are more or less the same; WFB-orientated with Chaos Hounds, Daemon Weapon, Chaos Spawn to name but a few. But then as Realm of Chaos is largely a WFB supplement why should Games Workshop have bothered with extra detail for the role-play game?

While PC Champions of Chaos maybe unsuited to normal role-play adventures, especially those of Khorne who can only attain favour through the spilling of blood, the following system can just as easily be used for NPC Champions. However, it would not be inconceivable to have a player character Champion of Tzeentch, or any Champion (Tzeentchian would be the obvious choice), undertake the *Doomstones* campaign. Victory in such a quest would grant them much favour in the eyes of their god although the campaign would have to be altered a bit and this wouldn't be a difficult thing for a good GM to do.

## THE NATURE OF THE CHAOS GODS

The Chaos Gods exist in the Realm of Chaos, a place without planets, stars, or any features one could recognise; it coexists with our own reality and neither one can exist without the other. The Realm of Chaos is a sea formed of pure energy and it is where the souls of all living creatures reside and where wizards gain their magic powers from. Within the Realm of Chaos lies vortices and eddies of magical energy born of emotion and the souls of the living. Some are inconsequential and are not powerful enough to exist for long although they may re-birth into something entirely new, given time. However, some of these vortices and eddies are extremely powerful and

enduring, being formed of strong emotions, usually human emotions (the temperamental species that they are) such as: insanity, law, violence, charity, ambition, fellowship, greed, honour, jealousy, to name but a few. Chaos Powers are not wholly good or evil because no human is either one. Just as Khorne typifies bloodlust and violence, he also inherits the warrior's sense of honour and martial virtue. Nurgle may typify decay and disease, but he also embodies the human hope and energy that defies the inevitable. Some of these vortices and whirlpools of magic are so powerful that they are conscious; Khorne, Tzeentch, Slaanesh, and Nurgle are such conscious entities. They are formed of the most powerful emotions and souls, emotions that are not weak enough to be dispersed into the general flow of the Realm of Chaos.

Such is the nature of Chaos they are almost completely unpredictable and unfathomable. For example, the siege of Praag saw Chaos warbands siding with the human defenders against the onslaught of the Chaos attackers. Such collaboration was met with trepidation and mistrust by the humans but they welcomed the help that Chaos could lend them. One who doesn't understand the nature of Chaos will, not doubt, find this unlikely alliance unbelievable and disgusting. Nevertheless it is due to the perverse nature of Chaos that things like this can and often happen. For example, a Slaaneshi warband attacks a village somewhere in the Empire only to be thwarted by a Tzeentchian warband who saves the people from slaughter. Such is the bizarreness of Chaos that something like this tickles whatever sense of humour a Chaos God possesses who then rewards the Chaos Champion for his initiative. But due to the religious structures of human society, Chaos is seen as a repulsive threat that must be destroyed wherever it can be found. This alone makes it difficult, nigh on impossible, for normal adventurers to associate themselves with Champions of Chaos; their ideals are rigidly set in stone and any relationship with Chaos is contemptuous.

## THE PATH OF DAMNATION

*The inside of the monolith was like that of a tomb. Dust and cobwebs were the only decor and spiders the only residents. Barthelm cut and slashed at the cobwebs with his broadsword and Lukas followed, huddled behind the big warrior. Their path took them to a sarcophagus in the centre of a spacious chamber. "A warrior's tomb," Lukas announced as he illuminated the chamber with his lantern. Barthelm nodded in agreement. "I think we should leave," Lukas added. "We shouldn't disturb the dead." But Barthelm was already prizing the lid of the sarcophagus with a dagger. "Help me shift this Lukas! Do not tarry!"*

*Lukas shrugged his shoulders and together they eased the lid off. Plumes of dust gently rose into the air as the lid moved, then there was an almighty crash as the lid fell onto the floor; the noise echoed around the chamber for a full minute. Both Lukas and Barthelm stood silent as the last echo disappeared. Inside the sarcophagus were the remains of a knight clad in plate armour and clutching a sword against its breast. "Have you ever seen armour like that?" gasped Lukas. Barthelm shook his head and gazed down at the sarcophagus in awe. "This I must have," he said and grabbed the knight's sword.*

*"Don't!" warned Lukas. But Barthelm had already taken it and began to measure its weight by cutting great arcing movements. "This is magic Lukas."*

*"We should go," Lukas said nervously as he backed away towards the corridor.*

*"No," Barthelm said casually. The knight's blade mesmerised him, filling him with visions of conquest and domination. He was now only dimly aware of his friend called Lukas. To him he was nothing but a victim or slave. In one swift movement Barthelm cut across Lukas's chest, opening a clean wound. Lukas screamed as he fell to the floor clutching his bloody chest. Still Barthelm advanced. To him Lukas was now vermin. Barthelm plunged his blade through Lukas's chest. Excitement filled him as he did so. He had never, ever felt like this before as his blood pumped through his arteries with vigour. When Lukas's body slid off the blade, Barthelm regained his senses; he saw his friend dead on the floor. "What have I done?" he sobbed as he knelt down by the body. "By Khorne I shall avenge your death! What foul sorcery did this?" Barthelm turned his attention to the remains of the armoured warrior in the sarcophagus. "By Khorne he shall be avenged!"*

The ultimate goal of a Chaos Champion is daemonhood and a place at the side of their Master as an immortal daemon. However, very, very few achieve this goal and instead are slain, their remains lie lost on some forgotten battlefield; become mindless mutants because of a Chaos Mutation; or are reduced in status to a Chaos Spawn because their patron has judged the Champion unworthy of any more favour. The end of the path almost always lies in death or damnation. A Champion aspiring to daemonhood must not only be mighty or cunning, but lucky

too. Either way a Champion is damned whether he attains daemonic status (beginning a lifetime of servitude dedicated to his Chaos God) or that of a lowly Chaos Spawn.

Why does an individual turn to such a path? There are many reasons why and sometimes it is purely by accident. An individual may have in his possession a Chaos artifact and gradually, unwittingly turns to Chaos; he may not even notice this at first until the people who used to be his friends shun him, then he turns to the path of Chaos to try and find a way out when there never is. There are always mutant births in the Old World, which are supposedly on the increase, and this inevitably leads to the mutant offspring turning to the Powers of Chaos for protection. People find different ways to make their voices heard to the Chaos Gods. Emotions are powerful things and it is from emotion that the Chaos Gods grow strong; they are their food and drink. When someone invokes a strong emotion it may bring the attention of a Chaos God rather than the benevolent spirit that may have hoped for; a prayer to the gods to relieve a plague-stricken village from its suffering may just as easily bring the hand of Nurgle than the hand of Shallya. Then there are the lore seekers; wizards who travel to the Chaos Wastes in search of tomes of magic. Inevitably they never find them and few return, except as Chaos Sorcerers.

When a Chaos Champion dedicates himself to his Chaos God, his spirit, or shadow-self, merges with this entity making it stronger in the process. The more the Chaos Champion does to please his Chaos God the more powerful the entity becomes and the more the Champion is rewarded. However, the more the Champion strays or displeases the entity, the more he is punished; until he is killed or driven to madness as a result of becoming a Chaos Spawn through extreme mutation.

## BECOMING A CHAMPION OF CHAOS

The reasons one may turn to Chaos have been explained above. Here we shall focus purely on the Champion of Chaos in WFRP. Generating a player character Champion of Chaos from scratch is more straightforward a route to take than to convert an existing PC into a Champion of Chaos (an existing player would have to have a damn good reason why his character should go down that road). Below are several steps for generating a PC Champion of Chaos:

- Generate a character as normal (preferably Human.)
- Award the character several hundred, or one thousand, experience points.
- Spend the experience points as appropriate on advances, skills and career changes.
- Compose as complex a background as possible for the character, culminating in the events which led him to the path of damnation.
- The character then gains the Mark of Chaos and becomes a Champion of Chaos.

## CHAOS CHAMPIONS, CAREERS & EXPERIENCE

Chaos Champions do not follow careers. They still gain experience points exactly the same as other characters do but their advancement is totally different. Where normal characters can expect to spend experience points on advances, skills and career changes, Champions of Chaos earn *Chaos Rewards* (which may culminate in a Chaos Mutation or a Chaos Gift) instead. For each Reward, Mutation, or Gift a Chaos Champion gains he *loses* 1 skill (to be chosen by the player.) This represents the character's life gradually being diminished as he gains favour with his Chaos God.

## GAINING REWARDS

A Chaos Champion never receives experience points for advances or career changes. If he does something to please his God he is given a blessing or a Reward. But Rewards aren't always what they seem. The fickle nature of a Chaos God may result in one of his favoured Champions receiving a worthless mutation or a mental disorder. However, a Champion could just as easily be granted a Gift, a true blessing from his Chaos God. For 200 experience points, a PC Chaos Champion may roll on the Chaos Reward table. The GM should then apply any penalties or bonuses as he sees fit. For example, did the Champion do much to warrant extra favour? Or did he perform wretchedly? The maximum bonus the GM can give should really be no higher than +10 - penalties can be of any magnitude! For each Reward/Gift/Attribute the Chaos Champion receives he *loses* 1 skill.

## THE MARK OF THE CHAOS GODS

As soon as a character becomes a Chaos Champion he is then marked by his chosen Chaos Patron.

### THE MARK OF KHORNE

The Chaos Champion readily embraces the martial nature of Khorne and gains +10 *Weapon Skill*. Furthermore, the Champion is rewarded with a random Chaos Mutation.

### THE MARK OF NURGLE

A Chaos Champion of Nurgle grows in girth and becomes impressively robust. As a result the Champion gains +1 *Toughness* and is also given a random Chaos Mutation.

### THE MARK OF SLAANESH

The Chaos Champion becomes more self-assured and determined. His *Will Power* is increased by +10 and he is also rewarded with a random Chaos Mutation.

### THE MARK OF TZEENTCH

The Chaos Champion of Tzeentch is given increased intellect, +10 to *Intelligence*, and a reward of D3 random Chaos Mutations.

### THE MARK OF UNDIVIDED CHAOS

Not all Chaos Champions owe fealty to a single, almighty entity. A Chaos Champion may choose to worship Chaos in its undivided glory instead. If this road is chosen then the Chaos Champion receives a random Reward from the *Chaos Rewards Table* (re-roll a 01-15 result as the Champion must be rewarded). He also receives a random Chaos Mutation.

## CHAOS REWARD TABLE

#### 01-15 NO REWARD

The Chaos God isn't sufficiently moved to grant the Chaos Champion anything. The God may have been impressed but has since changed his mind. This roll has no effect when calculating the Eye of God result, because this Reward never happened! If the Chaos Champion has a negative dice roll (a result less than 01 for example), if he did something to displease his God, then he may be punished instead. What this is can be left to the imagination of the GM. How would a Chaos God punish one of his followers without turning him into a Chaos Spawn? The GM could rule that until the Chaos Champion gains another Reward he suffers a -10/-1 penalty to all dice rolls. Note that this is a reminder rather than a major punishment.

#### 16-55 CHAOS MUTATION

The Chaos Champion is rewarded with a *Chaos Mutation*. To determine the nature of the Mutation consult the Chaos Mutation table.

#### 56-60 CHARACTERISTIC GAIN

The Champion's God imbues him with the power of the Realm of Chaos. The Chaos Champion gains a bonus to one of his characteristics to be determined on the chart below. Subsequent *Characteristic Gains* are cumulative.

D100 Roll	Result
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01-15	WS +5
16-30	BS +5
31-40	I +5
41-50	Dex +5
51-60	Ld +5
61-70	Int +5
71-80	Cl +5
81-90	WP +5
91-00	Fel +5

## 61-65 **DISORDER**

For whatever reason, the Chaos God has decided to reward his Champion with a randomly determined mental disorder. Roll on the Disorder table on page 83 of the WFRP rulebook. Subsequent disorder Rewards can result in the Champion gaining several disorders.

## 66-70 **VITALITY**

The Chaos Champion is invigorated with the raw power of Chaos. The Champion may take a +1 bonus to his *Strength* or *Toughness* or a bonus of +2 to his *Wounds* total. Subsequent Vitality Rewards are cumulative.

## 71-75 **MAGICAL DISABILITY**

The Chaos Champion is rewarded with a magical disability. The nature of the disability is determined on page 138 of the WFRP rulebook and the *Magical Disability Table*. Treat the Chaos Champion as an Evil/Chaotic Wizard.

## 76-80 **DAEMONIC STEED**

The Chaos Champion has been gifted with a Daemonic Steed. This has the same profile and traits as the one given on page 257 of the WFRP rulebook. Although a PC Chaos Champion could have the Daemonic Steed if his chosen deity it is preferred that they have the standard entity of its type, i.e. a great big horse. The GM could rule that only after gaining this Reward twice does the Chaos God grant his Champion with his very own Daemonic creature, such as a Steed of Slaanesh for example, because a follower would have to be greatly favoured in order to receive a God's creature.

## 81-00 **GIFT OF THE GODS**

The Chaos Champion has pleased his patron, assuming he has one, enough to be rewarded with a Gift. If the Champion has no patron then re-roll this result - if *Gift of the Gods* is rolled for a second time then the Champion is rewarded with a Chaos Mutation instead.

## 101+ **THE EYE OF GOD**

The Chaos God turns his attention on the Chaos Champion, weighing his deeds against his usefulness, and decides what his fate will be.

- If the Chaos Champion has 6 or more Rewards/Gifts his patron decides whether to immortalise him with daemonhood. The chances of a Chaos Champion attaining daemonic status is equal to the number of Rewards/Gift multiplied by two per cent. The Champion must roll equal to or below this number on a D100 in order to achieve daemonhood and a place at the side of his patron in the Realm of Chaos. For example, a Chaos Champion with 6 Rewards/Gifts has a 12% chance of attaining daemonhood. Even if the Champion fails on this count to attain daemonhood he will still be rewarded (see below.)

- If the Chaos Champion has 6 or more Chaos Mutations then his patron maybe moved to reduce him in status to a Chaos Spawn. The chances of a Chaos Champion becoming a Chaos Spawn is equal to the number of Chaos Mutations multiplied by five per cent. For example, a Chaos Champion with 6 Chaos Mutations has a 30% chance of becoming a Chaos Spawn. A Champion who does not become a Chaos Spawn is not given the Eye of God reward (see below.)

A Chaos Champion who has failed to achieve daemonhood or has less than 6 Rewards/Gifts or Chaos Mutations is given the following rewards instead.

- The Chaos Champion immediately gains 1 fate point.
- The Chaos Champion, other than a Champion of Khorne, gains the powers of a level 1 wizard and 4D4 magic points, with knowledge of D6 random level 1 spells from a randomly determined spell deck: Battle, Daemonic, Illusionist, Elementalist or Necromantic. If the Champion already has a magic level then this is increased by 1 (with 4D4 magic points and D6 extra spells to a maximum of level 4.) A Champion of Khorne gains WS, BS and I +10, and +1 Attacks instead.

If a Chaos Champion attains daemonhood then his adventuring life is over and his character is permanently retired. However, such a character could prove a useful NPC for further adventures.

## CHAOS ARMOUR

Chaos Armour is a suit of strangely worked and unnatural metal and is generally accepted as a mark of a Chaos God's favour. It is usually made as a complete suit of plate mail, wrought from some alien and unearthly material, and is only made in Chaos-saturated areas, such as the Chaos Wastes. It is rarely of some simple, honest steel or iron, but has a lustre all of its own, reflecting in its colours the allegiance of its wearer. Chaos Armour often includes a closed helmet, which completely hides the face of its wearer and, in many cases, a shield of the same material. The symbol of the wearer's Chaos god forms a repeated motif across the surface of the armour, or is worked into an elaborate helmet crest.

Chaos Armour has many strange properties, but all suits have the following.

- Chaos Armour is extraordinarily light and is half the weight of normal armour of its type (always plate).
- Chaos Armour grants 2 armour points on all locations and includes: vambraces, greaves, gauntlets, breastplate and backplate, and knight's helm.
- Chaos Armour can warp and morph itself to accommodate any disfiguring mutations.
- Chaos Armour does not inhibit spellcasting abilities whatsoever.
- Chaos Armour functions as normal plate if worn by a non-Chaos-aligned character.

## GIFTS OF SLAANESH

### 01 FACE OF A KEEPER OF SECRETS

The Champion's face subtly alters to that of a Keeper of Secrets, a Greater Daemon of Slaanesh. While not actually being that of the Greater Daemon it is nevertheless disturbing to any non-Slaanesh cultist who sees the Champion's face and must pass a *fear* test as a result (effects living creatures under 10' tall only.) To Slaaneshi worshippers the Champion gains a +30 bonus to Fellowship tests. Additionally, two horns sprout from the Champion's head allowing him to make a single *gore* attack each round instead of making a weapon attack.

### 02-06 FACE OF A DAEMONETTE

The Champion's face subtly alters to that of a Daemonette, Slaanesh's Lesser Daemon. His eyes become more rounded, so that they become saucer-like, and his skin becomes pale and white. Any dealings with Slaanesh cultists are made with a +15 bonus to Fellowship, but -20 to anyone else unless the Champion's face is hidden.

### 07-10 ENSNARING TONGUE

The Champion's tongue can become very long and sinewy and may be used to attack, among other things. The tongue maybe used in this way against any opponent within 3 yards and the Champion rolls to hit as normal (using WS). If successful, the opponent will become ensnared by the sticky unless he can pass an Initiative test. If the opponent passes, then the tongue lashes out just missing him. Once ensnared the victim may do nothing except dodge. In each subsequent round the opponent may try to cut the tongue in order to break free (T 4). If any damage is done then the Champion must recoil his tongue immediately. If additional damage is scored then the tongue is sliced off. If this happens then the tongue will grow back in a number of days equal to the amount of damage sustained.

### **11-15 CROSSBREED**

The Champion becomes half snake. His head subtly transforms so that fangs appear in his mouth together with a long forked tongue. His eyes become like a cat's and hard scales begin to emerge across his face, as indeed they do over his entire body. The Champion's nose also changes so that it becomes flatter so that only two small nostrils remain. His voice also changes so that every word is hissed and he can no longer shout as loud as he probably could before.

The resulting crossbreed reduces the Champion's Fellowship by -20, except when dealing with other followers of Slaanesh. Additionally there is a 25% chance that the Champion possesses a poisonous bite exactly like a snake's. If so then the Champion may make a bite attack instead of a weapon (counts as improvised). If this attack successfully hits, then the adversary must pass a Poison test or become *drowsy*. Subsequent Crossbreed gifts will increase the potency of this poison so that *drowsy* becomes *unconscious*, and then *paralysed*, and then *death*.

### **16-30 HERMAPHRODITE**

The Champion becomes an hermaphrodite; half male and half female. The Champion also has a single breast which marks all daemonic followers of Slaanesh.

### **31-45 SENSUAL SKIN**

The Champion's skin becomes smooth and unblemished and any scars that were there before simply vanish. The Champion gains +10 Fellowship as a result. Champions with this gift are particularly favoured in the depraved cult meetings of this deity.

### **46-50 HORNS**

The Champion sprouts two beautiful horns on his head, similar to Slaanesh's own. They may be used to gore an opponent in hand-to-hand combat instead of a weapon attack. The *gore* attack has +1 Strength when working out damage. Subsequent rewards of this kind are wasted, unless the Champion has a favoured follower he wishes to give it to. Needless to say, this gift means that the Champion can no longer wear normal head armour. He will have to have it specially made.

### **51-60 CAPTIVATING VOICE**

The Champion's voice is both captivating and sensual at the same time. As a result of this gift the Champion gains the skills *Charm* and *Seduction*. Subsequent gifts of this type increase the effectiveness of said skills by +10.

### **61-65 TAIL**

The Champion grows a smooth, fleshy tail. This gift is one of appearance only although it is popular amongst followers of Slaanesh.

### **66-75 BEAUTY**

The Champion becomes enchantingly beautiful. Any disfiguring mutations, rewards, or gifts, are lost as a result of this gift (they may return if the Champion is rewarded with them again) as the Champion becomes a perfect specimen of what he was before, i.e. a handsome stallion of a man or an amazingly attractive woman. The Champion gains +20 to his Fellowship characteristic.

## **76-80 MUSK**

At all times the Champion exudes a musky perfume, which is attractive to all intelligent creatures. The effects of this gift are only apparent when the Champion enters combat, when the musk becomes even sweeter smelling. Any hand-to-hand combat opponent engaged with the Champion must pass a Will Power test or suffer -10 to hit and -10 Initiative for as long as the combat lasts.

Subsequent rewards of *Musk* increases its potency and strength of the scent. The penalty to the to hit modifiers and Initiative are increased by a further -5 for each *Musk* reward.

## **81-87 RAPTUROUS SENSITIVITY**

Agony and pain are great sensations to the Champion now. The Champion is still effected by wounds and critical injuries but the pain becomes pleasure. Any critical results which means that the Champion suffers penalties due to pain are ignored, though the injury still effects him in the normal way.

## **88-93 MARK OF SLAANESH**

Slaanesh's rune-symbol is branded somewhere on the Champion's body, the forehead is the most typical place, a reminder of the Champion of the nature of his true master.

## **94-99 TRUE NAME**

The Champion is rewarded with a True Name, a name which identifies the Champion as a devout disciple of Slaanesh. A True Name maybe added to the Champion's own. Here are a few examples: The Depraved One, The Debauched One, Seeker of Decadence, Giver of Indescribable Delight, The Unholy One, Feaster of Pain, Despoiler of Flesh.

## **00 CHAOS MUTATION**

For whatever reason, Slaanesh does not give the intended reward to the Champion after all. Roll for a Chaos Mutation instead.

## **GIFTS OF KHORNE**

### **01 FACE OF A BLOODTHIRSTER**

The Chaos Champion's face contorts, as if in a fit of rage, so that it becomes snarling and bestial just like the Bloodthirster's, the Greater Daemon of Khorne. While not actually being that of the Greater Daemon it is nevertheless disturbing to any non-Khornite cultist who sees the Champion's face and must pass a *fear* test as a result (effects living creatures under 10' tall only.) To Khorne worshippers the Champion gains a +30 bonus to Leadership and Fellowship tests.

### **02-06 FACE OF A BLOODLETTER**

The Champion's face alters to that resembling a Bloodletter's. His teeth become jagged and razor-sharp, his skin reddens and his eyes become milky white. The Chaos Champion suffers a penalty of -40 to any Fellowship tests involving non-Khorne worshippers (if his face is visible) but to followers of Khorne he gains a +15 bonus to Leadership and Fellowship tests.



Additionally, the Champion gains a poisonous bite and can spit poison up to a distance of 10 yards. The poisonous bite may replace any weapon attack in hand-to-hand combat and counts as *improvised*. If an opponent is hit and wounded he must pass a Toughness test or suffer a further D3 wounds. The Chaos Champion may spit poison instead and roll to hit using his BS. If successful, then the target must pass a Toughness test (+10 if wearing glasses and similar eye protection, +40 if wearing an all-enclosing helmet) or be unable to do anything for 1 round as he is temporarily blinded.

#### **07-11 SKIN OF KHORNE**

The Champion's skin gradually changes colour as follows: D6 1-3 Red, 4-5 Black, 6 Brass.

The Champion has a penalty of -20 to all Fellowship tests as a result of this gift, unless dealing with followers of Khorne. If the Champion has brass skin then his Toughness is increased by 1, and is lost if the Champion's skin changes colour again.

#### **12 COLLAR OF KHORNE**

One of the Champion's possessions morphs into a studded collar, a Collar of Khorne, one of the greatest gifts Khorne can bestow upon a follower and grants the wearer a Will Power of 90. The collar is made of interlinked and stained iron and brass. When worn, the Collar of Khorne can never be removed.

#### **13-15 REGENERATION**

The Chaos Champion is granted the ability to regenerate damage exactly as a Troll (see WFRP page 229). Subsequent gifts of this type confer no extra benefits.

#### **16-18 HAND OF KHORNE**

One of the Chaos Champion's hands (claw or tentacle) turns bright red. The Champion may replace one weapon attack in hand-to-hand combat with his Hand of Khorne, rolling to hit as an improvised weapon (-10). An opponent successfully hit suffers D4 extra wounds. Second and subsequent gifts of this type increase the Wounds caused by +1 (eg D4+1, D4+2 etc.)

#### **19-40 WEAPONS MASTER**

The Chaos Champion is imbued with the knowledge of D3 *Specialist Weapon* skills. Second and subsequent gifts of this type increase the number of *Specialist Weapon* skills known by a further D3.

#### **41-55 AGGRESSION BONUS**

The Chaos Champion immediately gains +5 *Weapon Skill* and *Ballistic Skill* and +1 *Strength*. Second and subsequent gifts are cumulative.

#### **56-70 PERSONALITY LOSS**

The Champion loses -10 *Intelligence*, *Cool* and *Will Power*. Second and subsequent gifts are cumulative.

#### **71-81 FRENZY**

The Champion becomes subject to *frenzy*. Second and subsequent gifts of this type reduce the Champion's *Cool* by 10.

#### **82-87 LEADER**

The Champion gains a +10 bonus to his *Leadership* characteristic. Second and subsequent gifts are cumulative.

## **88-94 MARK OF KHORNE**

Khorne's skull-rune is branded somewhere on the Champion's body, the forehead is the most typical place, a reminder of the Champion of the nature of his true master.

## **95-98 TRUE NAME**

The Champion is rewarded with a True Name, a name which identifies the Champion as a devout disciple of Khorne. A True Name maybe added to the Champion's own. Here are a few examples: Lord of Skulls, The Blooded One, Taker of Skulls, The Flesh-Render, The Inevitable One, The Hunter of Blood, The Soul Taker.

## **99-00 CHAOS MUTATION**

For whatever reason, Khorne does not give the intended reward to the Champion after all. Roll for a Chaos Mutation instead.

## **GIFTS OF TZEENTCH**

### **01 FACE OF A LORD OF CHANGE**

The Champion develops a long evil-looking hooked beak and grows an impressive crest of feathers on top of his head like a Lord of Change. As a result of this beak the Champion may replace one weapon attack in hand-to-hand combat with a *bite*. While not actually being that of the Greater Daemon it is nevertheless disturbing to any non-Tzeentchian cultist who sees the Champion's face and must pass a *fear* test as a result (effects living creatures under 10' tall only.) To Tzeentchian worshippers the Champion gains a +30 bonus to Fellowship tests.

### **02-06 FACE OF A HORROR**

The Champion's head turns pink or blue, or a combination of both colours, and his face changes so that it resembles a Lesser Daemon of Tzeentch with a massive broad grin like a Pink Horror or a snarling frown and knobbly topped head like a Blue Horror.

### **07-12 THE GIFT OF MAGIC**

The Champion is granted the ability to cast spells and gains a magic level of 1 along with 4D4 magic points. He gains D6 randomly determined spells from any magic lore, i.e. Petty, Battle, Illusionist, Elementalist, Necromantic, Daemonic and Druidic.

If the Champion is already a wizard then his magic level is increased by 1, he gains an extra 4D4 magic points and an extra D6 randomly determined spells.

### **13-15 HAND OF TZEENTCH**

One of the Champion's hands changes and develops three long multi-jointed fingers which end in tiny suckers. They maybe concealed by the appropriate handwear, such as gauntlets or gloves for example. Once per round, and not in combat, the Champion may shoot multi-coloured fire from his suckered hand. The fire has a range of 12 yards and has a Strength of 3. If there are several targets within this range then D6 will be hit. Non-magical armour does not protect against this attack.

### **16-19 WINGS**

The Champion is gifted with feathered wings like those of the Greater Daemon of Tzeentch, the Lord of Change. The Champion is able to fly as a *lander*. Second and subsequent gifts of this type will make the Champion a more competent flyer, so *lander* will become *hoverer*, and *hoverer* will become *swooper*.

### **20-25 RECKONING OF TZEENTCH**

The Champion's deeds are measured up by Tzeentch himself who makes judgements upon them. Roll a D6 for each of the Champion's characteristics in turn. On a roll of a 1,2 or 3 the Champion loses 1/10 from the characteristic (D3 if Wounds); on the roll of 4,5 or 6 the Champion gains 1/10 on that characteristic (+D3 if Wounds.) If Strength, Toughness or Wounds are reduced to 0 then the Champion dies; Tzeentch judged the Champion unworthy of his blessings. If Movement is reduced to 0 then the Champion can no longer walk and must use other means, such as a horse, cart, to get around. If Intelligence is reduced to 0 then the Champion becomes a Chaos Spawn and gains D6 mutations as a result.

## **26-45 SKILLS**

The Champion is granted the knowledge of D6 randomly generated skills from a random *Skill Chart*.

## **46-50 ENHANCED INTELLECT**

The Champion is granted more capacity to learn and solve problems and gains +10 to his *Intelligence* characteristic.

## **51-58 CHANGING OF THE WAYS**

Tzeentch decides that it is time for his servant to assume an entirely different appearance. All current mutations are replaced by the same number of new ones. Any profile modifications gained from the old mutations are lost, and new changes made for the effects of new mutations.

## **59-62 MAGICAL SENSITIVITY**

The Champion gains the skills *Magic Sense*, *Magic Awareness*, and *Identify Magical Artefact*. Second and subsequent gifts of this type increase their effectiveness by +5%.

## **63-65 MAGIC OF TZEENTCH**

One of the Champion's possessions, a sword, a dagger, a piece of armour, boots, rope, an item of jewellery, becomes enchanted - the GM should choose or randomly determine which of the Champion's possessions becomes enchanted. Once this is done roll on the appropriate magical item chart to determine what properties the item now has.

## **66-75 TONGUE OF TZEENTCH**

The Champion is granted the knowledge of D3 languages so that he can now both read and speak them. The nature of these languages should be randomly determined.

## **76-82 ARCANES KNOWLEDGE**

The Champion gains one of the following *Arcane Language* skills: Magick, Necromantic, Daemonic, Illusion, Elemental, Druidic, Dwarf, Elf, Slann.

## **83-90 RUNE OF TZEENTCH**

The twisting S-shaped rune of Tzeentch is branded onto the Champion's body. Runes of this kind are often brightly coloured or take other interesting forms. Roll a D6 to determine the form of the rune.

1. The Rune glows either blue or pink.
2. The Rune writhes over the Champion's skin as if it were alive.
3. The Rune moves about the Champion's body - sometimes on his head, at other times moving to his arms, legs etc.

4. The Rune is duplicated thousands of times over the Champion's skin forming a complex interlocking pattern.
5. A horn, shaped like the Rune of Tzeentch, sprouts from the Champion's forehead.
6. Two of above. Reroll to determine the forms the Runes take.

### **91-95 TRUE NAME**

Tzeentch honours the Champion by giving him a special name, a True Name. Second and subsequent gifts make the name longer and more impressive. A few examples are given here: The Unraveller, The Watcher, The Transformer, The Everchanging One, The All-Knowing One.

### **96-00 CHAOS MUTATION**

Tzeentch awards his Champion not with a conventional gift but with D3 Chaos Mutations. This reward only counts as mutations when determining an Eye of God result.

## **GIFTS OF NURGLE**

### **01 FACE OF A GREAT UNCLEAN ONE**

The Champion's face changes so that he now resembles a Great Unclean One. His flesh becomes swollen and green, his eyes become distended, and his skin turns leprous and slimy. He acquires a long lolloping tongue tipped with a tiny face. While not actually being that of the Greater Daemon it is nevertheless disturbing to any non-Nurgle cultist who sees the Champion's face and must pass a *fear* test as a result (effects living creatures under 10' tall only.) To Nurgle worshippers the Champion gains a +30 bonus to Fellowship tests.

### **02-06 FACE OF A PLAGUEBEARER**

The Champion's face changes so that it resembles that of a Plaguebearer, a Lesser Daemon of Nurgle. His skin turns green and putrid, his eyes merge into a single orb (Halve Ballistic skill), and a horn sprouts from his forehead.

### **07-15 BITING TONGUE**

The Champion's tongue grows so that it is long, thick and cylindrical, and its tip develops a ring of snapping teeth. This confers an additional *bite* attack in hand-to-hand combat. Roll to hit as normal and the bite has a Strength of 3. The bite has a 35% chance of causing *infected wounds*.

### **16-18 NURGLE'S ROT**

The Champion is blessed with Nurgle's most terrible disease: Nurgle's Rot. The Champion himself is not affected by it, but he is a carrier and may infect others with it. The effects of this disease can be found on page 318 of the WFRP rulebook.

### **19-28 IMMENSITY**

The Champion becomes huge and bloated. This new obese shape gives the Champion T+1 and W +D4. However, it also reduces the Champion's Movement by -1 and Initiative by -10.

### **29-33 PLAGUE BEARER**

The Champion can never suffer from disease (other than those given to him as a reward), rather he carries them. Should the Champion be exposed to a disease and fails his Disease roll he does not suffer the effects, but instead carries it. The Champion can only carry one disease at a time.

### **34-39 PLAGUE**

The Champion's body is consumed by disease. He gains one of the diseases as shown on pages 82-83 of the WFRP rulebook. Unlike Nurgle's Rot, the Champion is effected by the disease.

### **40-50 HIDE OF NURGLE**

The Champion's skin becomes green, necrous and leathery. Numerous sores open all over his body. Tears or wounds remain raw and tattered and do not heal. Despite this disgusting appearance the Champion gains a +10 bonus to Disease tests. Second and subsequent rewards of this type increase this bonus by +5.

### **51-60 CLOUD OF FLIES**

The Champion is suddenly accompanied by a large mass of flies which buzz about his head and follow him wherever he goes. The flies affect the skin in such a way that the flesh becomes loose and putrescent. The Champion is permanently surrounded by a great swirling mass of flies which live off its disgusting hide. The flies not only feed from the semi-liquid mess, but lay their eggs upon it and maggots can be seen wriggling beneath the skin. The flies do give one advantage however; any hand-to-hand opponent will be so disoriented that he suffers a -10 'to-hit' penalty as flies gather around his mouth, crawl around his eyes and fly up his nose.

### **61-66 TRAIL OF SLIME**

The Champion leaves a trail of slime wherever he goes. The slime drips off his body or bubbles incontinently from him. Anyone walking in the slime has a 20% chance of catching the Black Plague, or Nurgle's Rot if the Champion is afflicted by this disease.

### **67-72 HORNS OF NURGLE**

The Champion grows a pair of spreading horns such as those of the Great Unclean Ones. These horns cannot be used in hand-to-hand combat and serve only to alter the Champion's appearance.

### **73-77 NURGLING INFESTATION**

The Champion becomes the home for a small group of Nurglings. They live in the recesses of his armour and clothes, snuggling into his armpits and nestling in his hair. They will at all times remain with the Champion and are tied to him as much as a ghost is tied to its place of death. However, they will react violently should the Champion be attacked in hand-to-hand combat. They confer an extra Attack at Strength 2 per round and always by *surprise*.

### **78-86 FOETID SPIT**

The Champion is blessed with the ability to spit a disgusting green globule of putrid slime at anyone within 10 yards. Roll to hit using BS. The slime has a Strength of 2 and any damage inflicted has a 40% chance of causing *infected wounds*. The Champion may not use this attack in hand-to-hand combat.

### **87-93 RUNE OF NURGLE**

The fly rune of Nurgle appears on the Champion's forehead or some other prominent part of his body. The rune bursts forth like an inflammation and develops into a fly-shaped mass of boils or sores.

### **94-97 TRUE NAME**

Nurgle awards his Champion a True Name, a mark real honour. Second and subsequent gifts make the name longer and more impressive. A few examples are given here: The Plague Master, The Rotting One, The Foul One, The Maggot Lord, The Putrid One, The Giver of Pestilence, The Vile Lord.

## **98-00 CHAOS MUTATION**

Nurgle awards his Champion not with a conventional gift but with one Chaos Mutation. This reward only counts as mutations when determining an Eye of God result.