

# Supplement AOS Grand Alliance Of Chaos : The Beastman Army 1.0

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<b>Introduction:</b>	<b>4</b>
<b>Chaos Blessing:</b>	<b>5</b>
<b>Army List:</b>	<b>9</b>
<b>Heroes:</b>	<b>9</b>
Beastlord	10
Bestigor Champione	11
Great Bray-Shaman	12
Doombull	13
<b>Infantry:</b>	<b>14</b>
Ungor	14
Ungor Raider	15
Gor	16
Bestigor	17
Tigerman	18
Skin Wolf	19
Lakemen	20
Bullgor Warrior	21
<b>Cavalry:</b>	<b>22</b>
Centigor	22
Tuskgor Chariot	23
Razorgor Chariots	24
<b>Monsters:</b>	<b>25</b>
Harpies	25
Razorgor	26
Cockatrice	27
Chimera	28
Preyton	29
Chaos Gargant	30
Gigantic Chaos Spawn	31
Curs'd Ettin	32
Jabberslythe	33
Cygor	34
Ghorgon	35
<b>Scenarios:</b>	<b>36</b>
<b>Chaos Gifts:</b>	<b>41</b>
Heroes only :	41
Wizards only :	44
Infantry only :	47
Cavalry only :	50

Monster only :	53
Khorne Units only :	55
Tzeentch Units only :	57
Nurgle Units only :	60
Slaanesh Units only :	63
Malice Units only :	65
Chaos Undivided Units only :	68
<b>Accession to Daemon Prince/Princess of Chaos</b>	<b>69</b>
<b>Drawbacks:</b>	<b>73</b>
<b>Notes:</b>	<b>74</b>

## Introduction:

As you move from world to world, you have gained the attention of the Ruiners, powers of chaos, as they have seen you recklessly abandon, destroy, and pillage everything in your wake. The reason for destruction was not clear and had no meaning, which is why these gods have decided to make a deal with you in this world.

They will summon forth their most useful pawns to you: the Beastmen. They are very similar to you, as they have only one reason for existing - to destroy and pillage everything that reeks of civilization. Normally, they will only follow their own kind with the biggest horns or someone who has been given the mark of the dark gods. You will be given one: The Mark of Chaos Undivided. This mark, an eight-pointed star, has been branded onto your back. This mark has no other abilities besides marking you as the champion of chaos for the Beastmen to follow.

Now, there is still a price for you to pay to gain this army. On the first world you obtained this army, you will need to either destroy and pillage that world and destroy at least 20% of the human population with your army, or the most populous sentient species of that world. Alternatively, erect huge Headstones across the lands and spread the corruption of the chaos gods across the lands. This will cover around 45% of the total landmass of that world. whichever is harder to do. And you can't leave the world until payment has been fulfilled.

This supplement can be used in any jump of your choosing, So take this 100 favor and make your army as you see fit.



## **Chaos Blessing:**

Before we start building your army here are a few Blessings that the Chaos gods have bestowed upon you and possible Heroes in your army.

### **Beastman Body[Free]:**

For the Beastmen, a weak body is considered a sin, as evidenced by the Brays who are strong enough to butcher and smash their way through human ranks - and this strength is cultivated from birth. That's why your physical strength and endurance are seen as blessings of the Four, flowing through your blood and bones, allowing you to tear down the walls of order with little effort.

### **The Way Of The Woods[Free]:**

Now armed with the knowledge of the Beastpaths that exist in this world, you possess a potent advantage. These ancient, hidden trails wind through the wilderness, concealed from all but the eyes of the Beastmen and their kin. Infused with the essence of primal chaos, these paths grant those who tread upon them the ability to move swiftly and unseen through the thickest forests. Serving as the lifeblood of the Beastmen, these pathways allow them to traverse vast distances effortlessly and to strike at their enemies with sudden and devastating force, catching them unaware.

### **The Bare Minimum [Free]:**

It's true that Beastman equipment may not boast the grandeur or intricacy of the gifts bestowed upon other worshippers of chaos. However, simplicity can often conceal strength. The humble fur armor you wear may lack the ornate adornments of plate mail or the enchantments of magical robes, but it offers rugged protection, blending seamlessly with the natural environment. And your weapon, though unassuming in appearance, possesses an inherent resilience and durability that transcends the need for maintenance.

## **Mark Of The Gods [1 Favor]:**

Rarely do the Chaos Gods bestow favors upon the Beastmen, often deeming them unworthy of their attention. Yet here, within your army, you have the authority to grant any unit a mark of chaos below, blessing them with favor in the eyes of Chaos. Which are:

- **Mark Of Khorne**

Upon their bodies, the mark of the Blood God throbs with dark power, infusing this unit with strength beyond measure. Fear of battle no longer holds sway over them as they stride into the fray, their souls ablaze with the relentless fury of Khorne. With every charge, they unleash a torrent of unstoppable violence, making them the most deadly force in your army, leaving nothing but devastation in their wake.

- **Mark Of Tzeentch**

The mark of the Windlord has been etched into the very fabric of this unit's soul. With this mark, the intellect of the Beastman has ascended to the level of genius, enabling them to tackle massive and intricate problems with ease. Combined with their powerful physique, they become a terror on the battlefield, wielding not only physical prowess but also strategic cunning and tactical brilliance.

- **Mark Of Nurgle**

Manifesting as a physical mark, corroded and festering with pus etched into their flesh as a symbol of death and decay, this unit is blessed with resounding resilience. They possess the extraordinary ability to continue walking and fighting even if their innards were spilled out and they were missing half their body mass. This grotesque display of endurance and determination instills fear in their enemies, as they witness the unit pressing forward relentlessly despite seemingly mortal wounds.

- **Mark Of Slaanesh**

The mark of the God of Excess now adorns the skin of this unit. As She Who Thirsts demands, they are driven to be the first to cleave through the enemy on the battlefield. Their speed has been significantly increased, allowing them to move with unparalleled swiftness and agility, darting across the battlefield like a whirlwind of destruction.

- **Mark Of Malice**

The Renegade God has bestowed his mark upon this unit, branding them with a black and white skull upon their skin. They may now be the most outcast among outcasts in your army, but they are gifted with advantages against units or buildings tainted by chaos or blessed by order. This unique blessing grants them insight into exploiting weaknesses in the fabric of reality, enabling them to strike with precision against those touched by either chaos or order.

- **Mark Of Chaos Undivided**

This mark is truly exceptional, for it contains the blessings of Khorne, Tzeentch, Nurgle, and Slaanesh, all encapsulated within the form of an eight-pointed star. With this mark, this unit becomes a harbinger of corruption and chaos, spreading their malevolent influence with their mere presence. Wherever they tread, the land becomes tainted, buildings decay, and mortals are twisted by the dark energies emanating from them. Their very existence becomes a catalyst for the spread of chaos, as they sow seeds of discord and upheaval wherever they go. This unit becomes an embodiment of the chaotic forces, a living conduit through which the powers of the Ruinous Powers flow, bringing ruination and despair to all who oppose them.

### **Lores Of The Beastman [1 Favor Each]:**

as a Beastman, you are bestowed with a wealth of magical knowledge by the Chaos Gods, for you are beings crafted for their entertainment and service. This magical lore is not merely a tool, but a manifestation of the chaotic energies that course through your veins. From primal curses to dark blessings, from twisted summonings to unholy rituals, the magical arts at your disposal are as varied and potent as the chaos that births them. Choose one from the list below

#### **1. Lore of Beasts**

This lore channels the primal ferocity and savagery of the wild, allowing its users to summon beasts, enhance physical attributes, and unleash devastating attacks inspired by the animal kingdom. It is favored by shamans and those who embrace the untamed aspects of nature.

#### **2. Lore of Shadow**

The Lore of Shadow manipulates darkness and deception, allowing its users to cloak themselves in shadows, confound enemies with illusions, and manipulate the perceptions of others. It is favored by assassins, spies, and those who thrive in the shadows.

#### **3. Lore of Death**

This lore harnesses the power of entropy and decay, allowing its users to drain the life force from their enemies, raise the dead, and unleash curses and diseases upon their foes. It is favored by necromancers, liches, and those who seek to wield power over mortality itself.

#### **4. Lore of the Wild**

The Lore of the Wild encompasses ancient knowledge passed down among Beastmen, focusing on communion with the primal forces of nature. It grants mastery over beasts, manipulation of vegetation, and the ability to channel the untamed energies of the wilderness to devastating effect. This lore allows Beastmen to harness the raw power of the wild, shaping it to their will and unleashing its fury upon their enemies.



## Army List:

Before we proceed with recruitment, you will receive one Hero at base points for free. It's worth noting that units with higher favor values and fewer numbers are generally more powerful.

Each unit in the list has the potential to be upgraded based on the provided list of possible upgrades, and equipment which will be detailed in the Gifts of Chaos section of this supplement.

## Heroes:

These units represent the elite of your Warherd, blessed by the Chaos Gods themselves. As great champions of your Army, they stand by your side, ensuring order and cohesion within your forces. And bestow buffs that amplify the destructive potential of your forces, ensuring greater carnage and devastation upon your enemies. But their buffs are optimal when leading 12 units.



## Beastlord [3 Favor]:



Beastlords rise from the ranks of the Gors. While the weakest among them succumb to the horrors of the chaos-infested wilderness, the strongest assert their dominance as fearsome predators. With each rival they conquer, their power grows, muscles bulging and horns sharpening to the size of swords. Their heightened intelligence enables them to lead successful raids on enemy territories, acquiring vast spoils to offer to their Herdstone. They also gather raw materials to craft superior armor and weapons for themselves and their kin. Leading their herds with cunning strategy, they stalk and encircle their prey, instilling terror and confusion among the enemy ranks. In their relentless pursuit, they leave no refuge for their foes, ensuring nowhere to run from the wrath of Chaos.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Plate Armor***
- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## Bestigor Champione [3 Favor]:



Bestigor Champions are the pinnacle of strength and ferocity among the Bestigors, bestowed with positions of immense power and honor within the Warherd. When they lead the Bestigors into battle, they command their ranks to form a formidable, armored wedge that drives deep into the heart of the enemy's forces. With their unmatched prowess and leadership, they inspire their fellow warriors to unleash their full fury upon the foe, delivering devastating blows and shattering enemy formations with ruthless efficiency.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Plate Armor***
- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## Great Bray-Shaman [4 Favor]:



The Bray-Shamans are so saturated with Chaos energy that they emit a visible warping aura, a manifestation of their connection to the chaotic forces of the universe. Wherever they tread, the very fabric of reality seems to twist and contort, as if unable to contain the sheer potency of their presence. Beneath their hooves, the ground churns with emerging worms that coil and consume themselves in an endless cycle of destruction. Weeds wither and mutate in their wake, sprouting tooth-like thorns or uprooting themselves entirely as if driven by some unseen malevolent force. Light itself warps around the Bray-Shamans, bending backward to create halos of writhing shadows around their horns, a sinister testament to their mastery over the forces of chaos.

### ***Possible Upgrades***

- ***Mark Of The Gods (Excluding Khorne)***
- ***Lores Of The Beastman***

### ***Equipment***

- ***Staff Of Chaos***
- ***Robe Fur***
- ***Lore of Beasts***

## Doombull [5 Favor]:



Doombulls reign as the apex predators among the Minotours of the Warherds. These massive beasts, with their bull-like heads and cloven hooves, are driven by an insatiable Bloodgreed that consumes them utterly. They charge ahead of their kin with reckless abandon, plunging into the midst of their prey in a frenzied orgy of slaughter, their ferocity unbridled and their savagery unmatched. It is through this brutal behavior that they lead by example, instilling fear and awe in their fellow beasts and inspiring them to follow suit. With a feral roar, they can alert the Warherd to the scent of flesh on the wind, triggering a primal instinct within the herd that sends them all into a frenzied attacking frenzy, unleashing a torrent of chaos and destruction upon anything unfortunate enough to cross their path.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Plate Armor***
- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***



## Infantry:

### 800 Ungor [1 Favor]:



As the smallest among the Gor-Kin, they often find themselves at the bottom of the hierarchy, subjected to bullying and mistreatment by their larger brethren. This constant oppression fuels their bitterness and resentment, shaping them into vicious, spiteful, and cowardly beings. They harbor a deep-seated hatred towards the civilized races, viewing them as symbols of the oppression they themselves endure. Driven by their malicious nature, these creatures live to inflict pain and suffering upon others. Their sole purpose is to murder and despoil all that is wholesome, reveling in the chaos and destruction they sow.

#### Possible Upgrades

- **Mark Of The Gods**

#### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## 800 Ungor Raider [1 Favor]:



Despite their lack of physical strength, Ungor Raiders compensate with cunning and cruelty. Led by Halfhorns and supported by a musician with a Brayhorn and a Banner Bearer, they excel at ranged warfare and guerrilla tactics. These raiders operate ahead of the main beasterd, utilizing their stealth and agility to eliminate enemy sentries and set up sudden ambushes. During battle, while the main force of the herd engages the enemy head-on, Ungors take up strategic positions on the fringes, unleashing volleys of arrows into unprotected flanks or descending upon isolated targets. They thrive on exploiting vulnerabilities and inflicting casualties without exposing themselves to undue risk.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Bows Or Javelins***

## 500 Gor [2 Favor]:



Gors constitute the formidable bulk of the warherds, embodying the primal essence of the Beastmen. Their appearances may vary, but they all blend bestial features with humanoid forms. Most Gors possess the head and legs of a goat, coupled with the upper torso of a man, albeit one that is notably hairy and foul-smelling. Their muscular and robust bodies, though often plagued by fleas, are well-adapted to fulfill their primal urges for destruction and savagery on the battlefield.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***



## 500 Bestigor [3 Favor]:



Bestigors stand as the epitome of strength and ferocity among the Beastmen who comprise the warherds, far surpassing humans in both physical might and resilience. They are renowned for their unmatched prowess in battle and their relentless pursuit of the destruction of civilization, reveling in acts of brutal overkill. It is not uncommon for their victims to be swiftly dispatched with a single swing of their axes, their bodies then trampled into dust beneath the weight of heavy hooves.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***
- ***ChainMail***

## 400 Tigerman [3 Favor]:



These Beastmen are viewed mixture of reverence and fear, viewing them as noble yet fickle beings whose actions are unpredictable. These creatures are seldom encountered, and their motives remain shrouded in mystery, leading to cautionary tales being told. Despite their unpredictable nature, the Beastmen are sometimes seen as guardians, capable of defending villages from attackers as readily as they are of razing them to the ground. This duality only adds to the mystique surrounding these enigmatic beings, leaving the people of the region unsure whether to seek their protection or to avoid them at all costs. Regardless, their actions serving as a constant reminder of the wild and untamed forces that dwell beyond the borders of civilization.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***
- ***ChainMail***

## 400 Skin Wolf [3 Favor]:



Skin Wolves are monstrous embodiments of nightmare, twisted by the corrupting influence of Chaos into forms of incomparable malice and fury. Draped in the tattered remains of their human skin, these wolf-like beings exude an aura of terror wherever they roam. With frightening speed and agility, they unleash their long-clawed fingers and fang-studded canine snouts upon their hapless victims. The bloodlust that courses through their veins, fueled by malice, fury, and a primal predatory instinct bestowed upon them by the taint of Chaos, amplifies their power to unimaginable levels.

### **Possible Upgrades**

- **Mark Of The Gods**

### **Equipment**

- *Claws and Teeth*

## 400 Lakemen [3 Favor]:



Lakemen possess a distinctly amphibian appearance, with features often resembling frogs, including faces with wide mouths and bulging eyes. Some may have pincers in place of hands, and gills allow them to breathe underwater. However, their mutations vary widely, with each Lakeman exhibiting at least one additional abnormality. Preferring to launch their attacks from the water, Lakemen capitalize on the element of surprise that aquatic ambushes afford them. Despite their amphibious nature, they are not inherently better swimmers than other skilled individuals.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***None***



## 100 Bullgor Warrior [5 Favor]:



With an arrogance befitting their massive stature, Bullgor warriors charge into combat with reckless abandon, smashing through barricades and shield walls to engage their most formidable adversaries in close quarters. Their grotesquely muscled arms wield massive axes, relentlessly raining down blows upon their prey in a frenzy of rage. As they disembowel and dismember their foes, the Bullgors snap their fanged jaws to catch chunks of still-quivering flesh out of the air, adding a gruesome flourish to their onslaught. Such terrifying behavior draws the full force of their enemies' killing power, as they unleash volleys of arrows and musket shots and send forth heavy cavalry to drive the beasts back.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***
- ***PlateMail***

## Cavalry:

### 400 Centigor [4 Favor]:



Centigors are a savage breed of drunken Beastmen who roam the wilds as part of the Monsters of Chaos and Brayherds. They fight with wild abandon, trampling and gouging their foes in frenzied stampedes fueled by Blood-Mead and the scent of carnage. Their muscular torsos resemble those of men, but their lower bodies are those of four-legged beasts, ending in clawed hooves. Their cruel-looking heads are adorned with large, ribbed horns that protrude menacingly. In battle, Centigors charge recklessly into the fray, their senses dulled by intoxication as they unleash chaos upon all who dare to stand in their way.

#### Possible Upgrades

- **Mark Of The Gods**

#### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## 40 Tuskgor Chariot [4 Favor]:



Tuskgor Chariots are makeshift vehicles employed by the Brayherds, constructed from heavy lumber and scavenged iron salvaged from the ruins of desolated cities. Held together by tattered leather straps or sinews of slain monstrosities and reinforced with crudely hewn crossbeams, these ramshackle contraptions are latched to Tuskhors, multi-horned beasts native to the Chaos-infested wastelands. Despite being viewed as oddities among their kin, Tuskgor Chariot riders command respect. The carnage they unleash from atop their war machines serves as a testament to their unyielding savagery, demonstrating that they have not forsaken their primal natures.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## 40 Razorgor Chariots[5 Favor]:



Razorgor Chariots are terrifying war machines utilized by the Beastmen in their relentless campaigns of destruction. These chariots are constructed from crude yet sturdy materials, incorporating heavy lumber, iron fittings salvaged from ruined settlements, and bound with tattered leather straps or sinews of fallen monstrosities. Atop each chariot is a platform harnessed to a pair of Razorgors, fearsome beasts resembling monstrous boars. In battle, Razorgor Chariots charge into the fray with reckless abandon, driven by the primal instincts of both their Beastmen handlers and their ferocious mounts..

### **Possible Upgrades**

- **Mark Of The Gods**

### **Equipment**

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***



## Monsters:

### 400 Harpies [3 Favor]:



Harpies, sinister progeny of Chaos, are winged abominations bearing a grotesque resemblance to human women. From a distance, they may appear deceptively graceful and alluring, but as they draw near, their true, monstrous nature becomes unmistakable. The visage of a Harpy is a twisted mockery of humanity, devoid of intelligence or empathy, with eyes that gleam with instinctive cruelty. Their lips, far from those of a woman, are contorted into a leering grin, revealing needle-like teeth dripping with blood and saliva. Beneath their wings, their limbs are not soft and delicate, but hardened and sinewy, akin to steel cables, granting them preternatural speed and agility. In flight, they swoop down upon their prey with unmatched swiftness, striking terror into the hearts of those unfortunate enough to encounter them.

#### Possible Upgrades

- **Mark Of The Gods**

#### Equipment

- ***Claws and Teeth***

## 200 Razorgor[3 Favor]:



Razorgors are savage creatures hailing from the Monsters of Chaos, often found marching alongside Beastherds into battle. These monstrous swine charge headlong into enemy formations, plowing through phalanxes with reckless abandon. Their frenzied onslaught leaves a trail of gouged and gored corpses in its wake, as Razorgors toss aside their victims with brutal force. Only when the chaos of battle subsides do they pause to feast upon the remains of their fallen foes, their insatiable appetite and rapid metabolism allowing them to consume even heavily armored knights and their steeds in a matter of seconds.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***

## 10 Cockatrice[4 Favor]:



Cockatrices are elusive flying Monsters of Chaos renowned for their ability to petrify victims with a single gaze, transforming them into cursed statues. Unlike many other chaotic creatures, Cockatrices are exceedingly reclusive, typically only emerging from their solitary hollows when driven by the urge for fresh meat. They shadow Beastherds into the realms of civilized lands, lurking on the outskirts of battles, biding their time for the opportune moment to strike. When they finally descend upon their prey, Cockatrices unleash a berserk frenzy, their eyes aglow with warping energy. Those who meet their gaze are immediately transfixed and turned to stone, forever trapped in their cursed state. Those who avert their eyes are not spared, as they are savagely attacked by the Cockatrice's sword-like talons and vicious beak, capable of rending through armor and bone with ease. The screams of the victims and the creature's piercing screeches echo in the minds of those petrified, heightening the horror of the encounter.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***

## 10 Chimera [5 Favor]:



Chimeras stand as some of the most formidable and fearsome Monsters of Chaos, embodying a savage and unpredictable nature that extends from their bodies to their minds. These flying monstrosities are comprised of a terrifying amalgamation of monstrous parts, bound together by the raw energies of Chaos, which imbue them with a ferocity surpassing that of any natural creature. Their origins are so warped and varied that their true nature remains shrouded in mystery. The most distinctive feature of Chimeras is their three heads, each representing a different ferocious beast. Typically, these heads resemble those of a dragon, a lion, and a predatory bird. The draconic head possesses the ability to unleash scorching flames, while the leonine head grips its enemies with brutal incisors, thrashing them until their bodies lie in tatters. The avian head, with its hooked beak, is capable of puncturing even the heaviest armor. Despite their independence, each head is prone to violent disagreements, yet they can fight together with terrifying coordination. At the end of their fiendish tails, Chimeras sport yet another mouth, and upon their backs sprout wings that grant them the gift of flight. Their claws are imbued with a poisonous venom, adding to the deadly arsenal of these monstrous creatures. the encounter.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***

## 5 Preyton[5 Favor]:



Preytons are twisted and malevolent beasts among the Monsters of Chaos, possessing both flight and a cunning intellect that makes them adept at ambush strategies. When they charge into battle, they utilize their blackened and serrated antlers as deadly weapons, crashing into their foes with violent swings of their heads to shred flesh and cause maximum damage. After the initial assault, they gleefully devour any fleeing enemies, reveling in the carnage they sow.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***



## 1 Chaos Gargant [6 Favor]:



These creatures enter into battle consumed by an unthinking fury, driven by primal instincts and a thirst for carnage. Leaders of Beastherds may intentionally wound them to stoke their berserk rage further, unleashing their full destructive potential upon the enemy. Often inebriated before battle, these gargants pose a threat not only to their foes but also to their allies, as their erratic behavior knows no bounds. Notorious for their insatiable appetite, gargants are known to capture hapless warriors and stuff them into their bags for later consumption, adding to the terror they instill on the battlefield. When a gargant meets its demise, its colossal body collapses, crushing anything unfortunate enough to be beneath its massive bulk, leaving destruction in its wake

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***

## 1 Gigantic Chaos Spawn[6 Favor]:



Gigantic Chaos Spawn are monstrous aberrations, grotesque manifestations of nightmares given flesh. Towering in size and twisted in form, they are the epitome of the chaotic forces that birthed them. Endowed with immense strength and stamina by the Dark Gods, their blessings are as unstable as they are volatile, fluctuating between moments of heightened power and agonizing torment. Driven by an insatiable urge for carnage and slaughter, Gigantic Chaos Spawn unleash their fury upon their foes with slaving maws and grotesque mutations. Their attacks are relentless and unpredictable, fueled by an unquenchable thirst for destruction.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***

## 1 Curs'd Ettin[6 Favor]:



These mutated siblings are a cacophony of bickering and gibbering, their discordant voices echoing with the madness of Chaos. Merely hearing their arguments is enough to drive others to the brink of insanity, a testament to the twisted power they wield. Despite their constant squabbling, they share a singular desire for fresh meat, a craving that fuels their ferocity on the battlefield. Promises of meat and death often lure these chaotic siblings into battle, their strange physiology allowing them to grow stronger and heal themselves with each feast upon their fallen foes. They crush their enemies with savage brutality, wielding their club-like arms with devastating force or stomping upon them with monstrous strength.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or two Weapons***



## 1 Jabberslythe[7 Favor]:



!

Jabberslythes are repugnant Monsters of Chaos, vile amalgamations of toad, sludge-drake, and insect, twisted into grotesque forms that embody the darkest aspects of nature. These abominable creatures magnify the repulsiveness of their component parts a hundredfold, creating visages so twisted and grotesque that even the clearest pools of water refuse to reflect their image. To gaze upon a Jabberslythe is to invite madness, as its aura of insanity seeps into the minds of all who dare to behold it, driving them into a state of irreversible lunacy. Even seasoned warriors are not immune to its corrupting influence.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***Claws and Teeth***

## 1 Cygor [7 Favor]:



Unlike their Bullgor brethren, Cygors do not hunger for flesh; rather, they crave magic, with the flesh of wizards being their favored prey. Despite their single cyclopean eye being blind to physical matter, Cygors possess a "ghostsight" that allows them to perceive the flow of magic, sorcery, and the magic-infused souls of wizards as bright as wildfire amidst perpetual darkness. This supernatural vision enables them to discern their prey among the huddled masses, singling out wizards for their arcane feast. In addition to their uncanny ability to detect magic, Cygors possess the unique ability to feed off the swirling winds of magic itself. This allows them to consume spells with unprecedented efficiency, devouring two spells simultaneously and even extracting a portion of the caster's soul that fueled the incantation.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***1 Great Weapons or 1 Weapon and Shield or Bolder***

## 1 Ghorgon [7 Favor]:



Ghorgons are colossal, four-armed monstrosities emanating a stench of spoiled blood and foul sweat. As cousins of the Bullgors, they rank among the largest members of the Warherds. These towering beasts are driven to violent acts of savagery by their insatiable Bloodgreed, a curse that compels them to devour and destroy anything within reach. The urge to consume is so overpowering in Ghorgons that they often select their prey based on the perceived delectability of their flesh. With their massive, cavernous maws capable of swallowing a man whole, they grab their victims and shove them into their gaping jaws, indulging in a frenzied feast of carnage. Standing upon two bovine feet and boasting enormous muscular bodies adorned with many limbs, Ghorgons are formidable adversaries on the battlefield.

### Possible Upgrades

- **Mark Of The Gods**

### Equipment

- ***4 blade Weapons***

## Scenarios:

At times, you may feel compelled to offer further tribute to the Chaos Gods, seeking to increase your standing in his eyes and earn additional Favor. Now, through the completion of these Scenarios below and yes you can take multiple, not only can you augment your Favor, but you may also receive additional rewards deemed worthy by the Ruinous Powers .

### ***1.Glorious Corruption***

The Ruinous Powers demand endless destruction from their children, a relentless pursuit of chaos and corruption across the realms. To please these malevolent deities, one must leave a trail of ruin and devastation in their wake. As a follower of Chaos, for every 5% of a world tainted with the corruption of Chaos at the end of every conquest, you earn 1 favor from the Ruinous Powers. Additionally, a unit gains a chaos gift, bestowed upon them as a mark of favor from the dark gods.

### ***2. In the Shadow of the Herdstone***

Herdstone serve as sacred temples for the Beastmen, symbols of their devotion to the dark gods and focal points for their rituals of ruin. As a follower of Chaos, you possess the ability to raise a Herdstone in a chosen area. However, maintaining this Herdstone requires dedication and sacrifice. To complete the Ritual of Ruin and harness the power of the Herdstone, you must sustain it for at least a 5 years. During this time, you must either sacrifice at least 100,000 individuals on the altar of the Herdstone or engage in battle with 10 armies in the vicinity. Upon the successful completion of the Ritual of Ruin, you gain 40 favor from the dark gods, signifying their approval of your dedication and devotion. Additionally, 8 units under your command receive a chaos gift, bestowed upon them as a mark of their participation in the ritual. Though you are currently limited to raising one Herdstone, your potential for increasing their number may expand in the future, allowing you to spread the influence of Chaos even further across the realms. And if you do you can't build two Herdstone within 35 km from each other.

### **3. *Bestial Wrath***

This scenario is only applicable in worlds where humans are the dominant species. In worlds where humans reign supreme, the Beastmen seethe with anger at the prosperity of mankind, a stark reminder of their past subjugation and exploitation. As a champion of Chaos, you harness this fury to fuel your quest for destruction and chaos. Your objective is clear: reduce the technology of the humans on that world back to the stone age. This act of regression serves as a symbol of defiance against the dominance of mankind and a testament to the power of Chaos. Upon achieving this goal, you will receive 50 favor from the dark gods, recognizing your efforts in unleashing destruction upon the forces of order. Furthermore, 7 units under your command will receive a chaos gift, imbuing them with greater strength and ferocity to further advance the cause of Chaos. With each successful completion of this Scenario, you will gain the ability to raise another Herdstone.

### **4. *Rampaging Beastherd Of the Forest***

This scenario is only applicable in worlds where their elves' culture live in tune with nature. The Beastmen view them as adversaries who obstruct the spread of chaos. The forests, sacred to both the elves and the Beastmen, become battlegrounds in this eternal conflict. Your task is clear: embark on a rampage against the elven population dwelling in the forest, ensuring that at least 60% of their numbers are annihilated. The feast of these ancient souls serves as a dark offering to the dark gods, earning you 40 favor in their eyes at the end of the jump. Additionally, 7 units under your command will receive a chaos gift, empowering them to further wreak havoc upon your enemies. For those units bearing the mark of Slaanesh, the reward is even greater, as they receive 2 chaos gifts at once, enhancing their abilities and dedication to the cause of Chaos. With every successful completions of this Scenario, you will gain the ability to raise another Herdstone, further solidifying your hold over the corrupted lands and expanding the influence of Chaos in the realms inhabited by the elves.

## **5. Reduced to Savagery**

As your army marches across the world, leaving trails of destruction in its wake, the corruption of Chaos spreads like a malignant tide, consuming all in its path. This scenario is particularly effective in spreading the influence of Khorne, the Blood God, across the land. For every 8% of the population corrupted by the mark of Khorne, or 14% corrupted by the mark of Chaos Undivided, you will be rewarded with 10 favor from the dark gods. Additionally, a unit under your command will receive a chaos gift, empowering them with greater strength and ferocity to further fuel the rampage of destruction. Units bearing both the mark of Khorne or Chaos Undivided will receive double the reward, with 2 chaos gifts bestowed upon them, enhancing their abilities and dedication to the cause of Khorne's relentless slaughter. And with each successful completion of this Scenario, you will gain the ability to raise another Herdstone.

## **6. Trampled to Mulch**

In the twisted and cyclical nature of Chaos, destruction is but one facet of the dark tapestry woven by the Beastmen. Nurgle, the Plague God, revels in decay and the cycle of life and death. While he delights in the devastation brought forth by your army, he also demands the renewal that follows, the blooming of pestilence and the birth of decay. Those marked by Nurgle possess the knowledge to cultivate life in the most grotesque and foul of forms, crafting imitations of his twisted garden amidst the ruins of civilization. At the culmination of each journey, for every 7% of the land tainted by the mutating creatures of Nurgle, you shall be rewarded with 10 favor from the dark gods. Additionally, 7 units under your command will be gifted by Chaos, their abilities enhanced by the blessings of Nurgle. However, for those units bearing the mark of Nurgle, their dedication shall be doubly rewarded, as they shall receive 2 gifts of chaos, their bodies and minds infused with the blessings of decay and rebirth. As the cycle of destruction and renewal continues unabated, the influence of Nurgle spreads like a virulent plague, consuming all in its path and nurturing new life from the festering remains of the old. And with each successful completion of this Scenario, you will gain the ability to raise another Herdstone.

## **7. Aid of the Winds Of Magic**

Change is the essence of existence, a truth that resonates deeply within the realms of mortals. The Raven Lord, Tzeentch, the Architect of Fate, seeks to wield this power of transformation upon the mortal planes. Those marked by Tzeentch are imbued with the arcane knowledge to manipulate the ley lines of the world, bending them to their will and opening portals to the ever-shifting realm of Chaos. For every 9 gates opened in the world, at the culmination of each journey, you shall reap the rewards of Tzeentch's favor. Roll a 1d10 and add 5 to determine the number of favors granted. Additionally, roll a 1d3 and add 5 to determine the number of units gifted by Chaos. Those blessed with the mark of Tzeentch shall receive double the blessings, their minds and bodies infused with the ever-changing essence of the Changer of Ways. As the warp rifts tear through the fabric of reality, ushering in chaos and upheaval, the influence of Tzeentch spreads like wildfire, reshaping the destiny of worlds and mortals alike in its inexorable path. And with each successful completion of this Scenario, you will gain the ability to raise another Herdstone.

## **8. Age of the Beast**

In a world teeming with factions devoted to various gods and powers, none of which acknowledge the rightful dominion of the Beastmen, your fury knows no bounds. Determined to reclaim what is rightfully yours, you embark on a campaign of annihilation, seeking to crush every faction that dares to oppose the will of Chaos. As you lay waste to these non-Beastmen factions, your wrath fuels the favor of the Ruinous Powers. Upon the completion of your conquest, if every non-Beastmen faction has been eradicated from the world, you shall be rewarded with 90 favor from the dark gods. Furthermore, 11 units under your command shall each receive a gift of Chaos, a testament to your relentless dedication to chaos and destruction. Additionally, the renegade god Malice, pleased with your ruthless actions, bestows his favor upon those marked with his sigil. Units bearing the mark of Malice shall receive double the gifts of chaos, a boon granted by the dark deity in recognition of your loyalty and ferocity. And with each successful completion of this Scenario, you will gain the ability to raise another Herdstone.



## **9. Raze the Temples**

This scenario is only applicable worlds where the divine play an active role in mortal lives, such as in High School DxD. You see nothing but blasphemy and weakness. To cleanse such heresy from existence, you embark on a crusade to destroy the holy sites and temples dedicated to these false deities. With each temple you topple and each holy site you desecrate, the favor of the Ruinous Powers flows ever stronger towards you. For every 12 temples laid to ruin, you shall gain 10 favor from the dark gods. Additionally, one unit under your command shall receive a gift of chaos as a reward for your zealous destruction. However, if the chosen unit bears the mark of chaos undivided, it shall be doubly blessed, receiving two gifts of chaos instead of one. This is a testament to your unwavering devotion to the cause of chaos and your relentless pursuit of destruction.

## **10. The Great Game**

As part of the Great Game, this world has become a battleground for the Chaos Gods. Khorne, Tzeentch, Nurgle, and Slaanesh have all sent their champions to corrupt and conquer this realm. You are tasked with leading The Beastman in this conflict, fighting against the champions of the other Chaos Gods. You will remain in this realm for 100 years as the battle for dominance unfolds. At the end of the jump, for every champion you defeat who worships the other Chaos Gods, you will gain 100 Favors. And for every Beastman Campione you defeat and kill you will gain their army as part of your own. As Be warned, these champions are formidable adversaries, possessing strength and abilities that rival your own.



## Chaos Gifts:

Certain scenarios offer rewards known as Chaos Gifts, which serve as power-ups to augment both your personal abilities and those of your armies on the battlefield. For the purpose of this supplement, you are regarded as a Hero. Both Heroes can receive a maximum of 8 Chaos Gifts, while other units can receive up to 4 Chaos Gifts. Also one unit can only receive one Nurgle Gifts per scenario per world you have visited. Unless stated in the rewards of the scenario.

When you choose to bestow a Chaos Gifts, upon a unit, refer to the list below and roll a dice in that category below to determine the enhancement they receive. And if they roll and hit the same upgrade again, reroll the dice.

### Heroes only :

Roll 1d10

#### 1. Bestial Cunning

When this unit leads a group of Beastmen, their intellect in setting up ambushes is unparalleled. They possess a keen strategic mind that allows them to maximize the effectiveness of their attacks, resulting in a higher casualty rate among enemy forces. With their cunning and tactical prowess, they ensure that each ambush is meticulously planned and executed, catching their foes off guard and inflicting devastating losses upon them.

#### 2. Propagator of Ruin

The Chaos Gods are delighted by the havoc and destruction wrought by this unit, and as a reward, they enhance its corrupting influence. If this unit does not already have a Mark of the Gods, it receives one automatically. Depending on the Mark it receives, its ability to spread the corrupting influence of that particular god is amplified, allowing it to taint the land and enemies more efficiently and in a shorter amount of time. With the blessings of the Chaos Gods upon it, this unit becomes an even more formidable force of chaos and destruction.

### **3. Skullfray Gorehorn**

The ferocity of the Beastmen following this unit has been amplified. In battle, their attacks have become more ferocious due to increased discipline and greater use of strategy, mimicking the hero they revere. With their leader setting a powerful example, these Beastmen fight with heightened intensity, striking fear into the hearts of their enemies and bolstering the ranks of chaos with their savage onslaught.

### **4. Slakefray Reveller**

The leadership of this unit ensures that the Beastmen under their command march with purpose and cohesion. Despite the Beastmen's tendency to wander off or get lost in the wilds, when led by this unit, they arrive punctually on the battlefield, ready for action. Moreover, once engaged in battle, their charging speed remains unhindered by the terrain, allowing them to swiftly close in on their foes and unleash their ferocious assault without delay or obstacle.

### **5. Shadowpelt**

The fur of this unit has undergone a dark transformation, becoming a deep black that absorbs all forms of light. As a result, enemies find it increasingly difficult to track and target them, as visual cues fail to guide their aim accurately. This ability grants the unit enhanced evasion, allowing them to evade attacks more effectively and move with stealth and agility on the battlefield.

### **6. Malevolent Despoiler**

When this hero leads units into a siege, their presence becomes a beacon of destruction to the enemy. Buildings, terrain, and any form of cover used by the enemy begin to deteriorate and fail, rendering them less effective for defense. It's as if the very existence of civilization is meant to be burned to the ground in their wake. This ability disrupts the enemy's defensive strategies, leaving them vulnerable to the onslaught of the Beastman forces.

### **7. Eater of Heroes**

This unit has grown accustomed to consuming the flesh of the mightiest foes within the enemy ranks. As a result, they have developed a heightened sense of finding and hunting them down on and off the battlefield. Additionally, each time this unit defeats a significantly stronger opponent, they will gain some of the opponent's stats and abilities, incorporating them into their own prowess. This

ability allows the unit to adapt and become more formidable as they face increasingly powerful adversaries, making them a force to be reckoned with on the battlefield.

### **8.Adamantine Scales**

On this unit's body, crimson rainbow scales now cover the entire body. These scales are as hard as diamonds, rendering them incredibly difficult to pierce with both conventional weapons and magical attacks.

### **9.Gouge-tusks**

This beastman's tusks or horns, having been used to kill many foes on the battlefield, have become tainted with their blood. This tainted aspect gives them an edge in battle, as whenever their horns and tusks injure an opponent, the wounds inflicted are harder to heal and more challenging to guard against, thanks to their supernatural sharpness.

### **10.Tempestuous Gift**

This hero has been blessed by the winds of magic and has become a very proficient wizard. They now gain access to any lore in the chaos blessing section of this supplement. Additionally, if that unit already has the ability to use magic, besides gaining another lore from this supplement, it gains the ability to double cast two spells at once. This is represented by a second head popping up to chant the additional spell.

## **Wizards only :**

This includes units that gained the ***Tempestuous Gift and The Eye of the Gods*** Chaos Gift.

Roll 1d6.

### **1.Twistfray Cursebeast**

This wizard continuously chants dark omens, seeking the attention of the ruinous powers. This practice proves effective on the battlefield, where as long as he continues to fight, continuously invoking the names of the dark gods, the longer the battle lasts, the more efficient his spellcasting and spell nullifying become.

### **2.Bleating Gnarlstaff**

This unit has gained a staff crafted from trees contaminated by chaos in the chaos wasteland. As spells are continuously channeled through this wand, it emits a wretched sound that animates every object within a certain radius that the user can see. These animated objects attack anything nearby with the ferocity of wild animals, showing no discrimination between friend and foe.

### **3.Blackened Talisman of Chaos**

This talisman, blessed by the corrupting powers of Chaos, possesses a special property. Whenever this unit is targeted by any spells originating from the enemy side, it has the ability to immediately nullify those spells 12 times a day. This mystical artifact acts as a barrier against the forces of magic, disrupting the incantations of enemy spellcasters and rendering their magical attacks ineffective. With this talisman in their possession, the unit becomes immune to the ravages of enemy magic, allowing them to march fearlessly into battle knowing that they are shielded from the sorceries of their foes.

### **4.Oracle of the Dark Tongue**

This wizard continuously speaks cryptic messages of dark omens from the dark gods. These messages can only be understood by those who follow the will of the dark gods, as they contain information about future events with a good amount of accuracy. However, the messages are often random and may not seem significant until later.

## **5.Ancient Beyond Knowing**

This unit has acquired the wisdom and experience gained from countless battles fought across the mortal realms for eons. Though the phenomenon remains shrouded in mystery, the unit bears the visible signs of age, appearing weathered and marked by centuries of conflict. With this age comes a profound understanding of warfare, granting the unit the knowledge to effectively combat any fantasy race that exists in the world. This heightened expertise not only enhances their combat prowess but also increases the blood spilled in the name of the dark gods, furthering their favor among the chaotic forces.

## **6.Father of the Storm**

This unit has ascended to the esteemed rank of arcane sorcerer within the ranks of the beastmen. This elevation has significantly enhanced the power of their spells and sharpened their mental faculties, granting them the ability to disrupt enemy spells with their own incantations. Additionally, as a master of the arcane, they possess the knowledge and skill to summon one of three potent permanent Eternal Spells of the Beast onto the battlefield. These mystical manifestations wield formidable power and serve as potent assets in the chaos-infused conflict.

The three Eternal Spells that can be summoned are :

### **1. *Doomblast Dirgehorn***

Forged from the swirling Chaos energies of the warp, the Doomblast Dirgehorn unleashes a ceaseless, mournful wail that consumes all coherent thought. Its haunting lamentation erodes the sanity of those within earshot, leaving even the most seasoned warriors bewildered and vulnerable. Amidst the dreadful cacophony, echoes of primal growls and bestial roars resonate, emanating from the depths of a thousand beasterds. With each blast of the Dirgehorn, this disorienting symphony grows in intensity, spreading unease and discord across the entire battlefield.

### **2. *Wildfire Taurus***

Summoned forth from the blazing infernos of the largest herdstones, Wildfire Tauruses manifest as colossal, fiery bulls, their forms wreathed in flames that dance and flicker with malevolent energy. With thunderous hooves pounding the earth, they charge relentlessly through densely

packed formations of armored warriors, leaving destruction in their wake. As they trample forward, their searing heat engulfs all in their path, igniting flesh and armor alike in a relentless blaze. Warriors are hurled aside, their bodies consumed by fire or crushed beneath the unstoppable force of the Wildfire Taurus's charge.

### **3. *Ravening Direflock***

The spectral crows of a Ravening Direflock serve as ominous portents of impending doom, instilling fear and dread in the minds of all who hear their piercing caws. As they circle over the battlefield, their haunting cries torment those who attempt to escape the carnage below. Those unfortunate enough to hear the ominous cawing experience terrifying visions of their own demise, their minds clouded by the specter of impending destruction. The shadow cast by the Ravening Direflock looms over the battlefield, spreading panic and despair among those unfortunate enough to find themselves beneath its ominous presence.





## **Infantry only :**

This includes Heroes and Harpies. Roll 1d10.

### **1. Bloodthirsty Charge**

Infused with the primal thrill of battle, Beastmen revel in the chaos of combat, finding ecstasy in the tumult of the charge. When this unit successfully engages the enemy in a thunderous charge, their bloodlust surges to new heights, fueling their ferocity and driving them to greater feats of carnage. In the frenzied moments following a successful charge, this unit channels this heightened aggression into devastating strikes, inflicting additional damage upon their foes with each savage blow.

### **2. Thicken Hide**

As Beastmen endure the trials of battle, their bodies become adorned with scars and trophies, testament to their resilience and prowess on the battlefield. Over time, these scars not only serve as marks of honor but also confer practical benefits. The thickened hide that forms over these scars acts as a natural armor, providing an additional layer of protection against the blows of their enemies. With each new scar, the Beastmen become more resilient, their hides toughening to withstand even the most brutal assaults, ensuring their survival and continued dominance on the battlefield.

### **3. Frenzied battle**

In prolonged battles, fatigue can weigh heavily on Beastmen, slowing their movements and diminishing the impact of their attacks. However, this particular unit has developed a remarkable resilience to the effects of exhaustion. As long as they remain engaged in the heat of battle, relentlessly chasing down enemies and launching ferocious attacks without pause, they are able to stave off the debilitating effects of fatigue. Their relentless determination and unwavering focus on the enemy allow them to maintain their speed and strength throughout the duration of the battle, ensuring that they remain a formidable force on the battlefield until the very end.

#### **4. Corrupting Aura**

The unit is surrounded by a swirling aura of crackling energy, a manifestation of raw destructive power. This aura exudes the chaotic energies of destruction, causing enemies in close proximity to the unit to suffer periodic damage over time. The corrupting influence of Chaos permeates the air, searing the flesh of those unfortunate enough to be caught within its grasp. As long as the unit remains on the battlefield, this relentless onslaught of destructive energy serves as a constant reminder of the dark powers that fuel their relentless advance.

#### **5. Dark Blessing**

The Ruinous Powers have bestowed their blessings upon this unit, impressed by its relentless destruction on the battlefield. As a result, the unit now possesses a passive increase in resistance against magic and other supernatural effects. Spells and mystical attacks that would normally pose a threat are now met with heightened resilience, as the unit's connection to the dark forces of Chaos grants it protection against the arcane and otherworldly. With this newfound resistance, the unit stands as a formidable force against the powers of light and order, its dark purpose strengthened by the favor of the Ruinous Powers.

#### **6. Terrifying Horns**

The horns of this beastman unit have grown several times larger than those of their kin, a testament to their prowess and favor in the eyes of the dark gods. Even those who were previously without horns now find themselves sprouting formidable ones, a mark of their elevated status within the group. With this transformation comes a newfound respect and power, as they are now regarded as the elite of their kind. Their fighting prowess has been greatly enhanced, and they inspire fear and awe in both friend and foe alike. With their imposing horns as symbols of their strength and dominance, this unit stands ready to crush any who dare oppose the will of Chaos.

#### **7. The Bane of Mortals**

Whenever this unit traverses the land, leaving behind a trail of corruption in its wake, a peculiar side effect occurs: an increase in the birth rate of graves within a certain radius, as well as the emergence of mutations that spawn turnskins. This phenomenon leads to a greater number of potential recruits for your army, as those affected by the corruption are drawn to join your ranks. The graves serve

as a macabre symbol of the unit's influence, while the turnskins embody the chaotic energy that flows from the unit, twisting and mutating those in its vicinity. This unique ability ensures a steady influx of new followers, bolstering the ranks of your army and further spreading the influence of Chaos across the land.

### **8.Unusual Discipline**

Through a mysterious transformation, this unit of Beastmen has undergone a remarkable change in demeanor. Once known for their lack of discipline and wild, instinctual behavior, they now possess the discipline and tactical acumen of seasoned soldiers. This newfound discipline elevates their effectiveness in combat, allowing them to coordinate their attacks with precision and exploit their enemies' weaknesses with calculated strikes. No longer mere mindless beasts, this unit of Beastmen fights with a focused determination and strategic mindset, making them even deadlier adversaries on the battlefield.

### **9.Chaos Empowerment**

This unit has the ability to temporarily infuse their melee attacks with potent chaos energy. When activated, their strikes become empowered, dealing bonus damage to their foes or inflicting debilitating debuffs upon them. This surge of magical energy enhances the unit's offensive capabilities, allowing them to turn the tide of battle in their favor with devastating blows imbued with mystical power.

### **10.Fellblade Mastery**

This Beastman unit has learn the art of guiding their attacks to bypass a portion of the enemy's armor, increasing their effectiveness against heavily armored foes. When engaged in combat, there is a probability that the unit's strikes will penetrate the enemy's armor, allowing them to inflict more significant damage with each successful hit. This capability enables the unit to target and neutralize heavily armored opponents more effectively, giving them an advantage in battles where armor plays a crucial role in defense.

## **Cavalry only :**

Roll 1d10 to see what they get.

### **1.Stampede Charge**

Driven by the fervor of battle this unit now possesses increased damage and a knockback effect when charging into enemy formations. This heightened impact not only inflicts greater harm upon the enemy but also disrupts their formations, sowing chaos and confusion among their ranks. As these cavalry units thunder into battle with unstoppable force, they leave a trail of devastation in their wake, further advancing the cause of Chaos upon the mortal realms.

### **2.Rampaging Hooves**

This unit now has a chance to trample enemy infantry underfoot as they charge into battle. This devastating ability allows them to deal additional damage to their foes while instilling panic and fear among enemy ranks. As the thunderous hooves of the cavalry pound the ground, enemy soldiers are crushed beneath their relentless advance, further fueling the chaos and carnage of the battlefield.

### **3.Swift Maneuver**

This cavalry unit can now swiftly outmaneuver and encircle enemy forces on the battlefield. This increased agility grants them the ability to cover more ground in less time, allowing for more strategic positioning and facilitating devastating hit-and-run tactics against enemy formations. By leveraging their enhanced mobility, cavalry units can exploit weaknesses in enemy lines, launch surprise attacks from unexpected angles, and maintain constant pressure on their foes, ultimately gaining a decisive edge in battle.

### **4.Beastial Frenzy**

This unit has the ability to enter a frenzied state during prolonged combat engagements. As the battle rages on, the primal instincts of the cavalry are unleashed, driving them into a frenetic frenzy characterized by heightened aggression and ferocity. In this frenzied state, the cavalry units experience a significant increase in attack speed, allowing them to unleash rapid barrages of strikes upon their enemies with relentless intensity. Additionally, their damage output is amplified, enabling them to inflict greater harm with each blow delivered to the enemy ranks.

### **5.Aura of Dread**

A sense of dread and unease in enemies who find themselves within range of the cavalry unit. As the thunderous hooves of the beastmen cavalry echo across the battlefield, a palpable aura of fear emanates from their ranks, causing those nearby to falter in their resolve. The sheer ferocity and relentless onslaught of the charging cavalry sow seeds of doubt and apprehension in the hearts of their adversaries, weakening their morale and resolve.

### **6.Air Shield**

A dark sigils now glows on the fur of this unit. Granting them enhanced air resistance, allowing them to move more swiftly across the battlefield. As the beastmen charge into battle, the sigils crackle with dark energy, enveloping the units in a shroud of supernatural power. This energy alters the air resistance around them, reducing the force that opposes their movement and allowing them to accelerate to incredible speeds.

### **7.Sacrifice Seekers**

These Beastman have honed their instincts to seek out the most worthy sacrifices amidst the chaos of battle. With savage determination, they hunt down enemy champions, leaders, and other formidable foes, dragging them back to the waiting herdstone to be offered up in a gruesome ritual. Their relentless pursuit of worthy prey ensures that the dark gods are appeased and the power of the herdstone is sustained.

### **8.Savage Charge**

This upgrade grants cavalry units increased critical hit chance and damage on their initial charge, amplifying the devastation they wreak upon impact. As they thunder into battle with thunderous hoofbeats and savage roars, their ferocity and intensity are palpable, instilling fear and panic in those unfortunate enough to face them.

### **9. Fleet Footed**

The agility and dexterity of these beastman allowing them to move with increased speed and precision on the battlefield. Through rigorous training and discipline, the cavalry riders become more attuned to their mounts or with their own legs , forging a deeper connection that enables them to execute complex maneuvers with ease. As a result, they can swiftly navigate through challenging terrain, such

as dense forests or rocky terrain, without losing momentum or becoming bogged down. Additionally, their heightened agility makes them more responsive to commands, allowing them to adapt quickly to changing tactical situations and maintain optimal positioning during engagements.

### **10.Ride of Ruin**

An aura of chaos and destruction that lingers in their wake as they charge into combat. With each thunderous hoofbeat, the ground trembles and fractures beneath them, leaving behind a trail of desolation and ruin that taints the land with the corrupting influence of Chaos. The devastation wrought by their charge is so profound that it scars the earth for generations to come, rendering it barren and lifeless as the dark energies of Chaos seep into the very fabric of reality. Even after the battle has ended, the land remains scarred and blighted, a testament to the destructive power of the beastman cavalry and the malevolent forces they serve.



## **Monster only :**

This includes ***Doombull and Bullgor***. Roll 1d10 to see what they get.

### **1.Monstrous Resilience**

This monster now possesses enhanced health regeneration, enabling it to recover from injuries with remarkable speed both during and after combat. The regenerative ability allows the beast to rapidly heal wounds, ensuring it remains a formidable presence on the battlefield and can quickly return to peak condition after a skirmish.

### **2.Savage Mauling**

This unit excels at mauling its prey, significantly increasing its damage output in close combat. Monster units with this upgrade can tear through enemy infantry formations with brutal efficiency, making them even more formidable on the battlefield.

### **3.Raging Roar**

This monster's roar is now louder and more vicious compared to others of its kind. The roar causes damage to nearby enemy units and boosts the morale of fellow Beastmen, inspiring them to fight with increased ferocity.

### **4. Mutagenic Growth**

This monster is now twice as large as the norm, gaining enhanced strength and increased resistance to enemy attacks. Its imposing size and power make it a formidable presence on the battlefield, capable of withstanding and dealing significant damage.

### **5.Corrupted Hide**

This monster now has a thicker hide than usual, having been mutated by chaotic energies, granting it increased resistance to magical attacks. This makes it much more durable against spellcasters and magical creatures, enhancing its survivability on the battlefield.

### **6.Ferocious Eating**

The consumption of flesh is one of the few pleasures that Beastmen indulge in. Now, during battle, whenever these monsters consume meat, their wounds begin

to heal and their stamina is replenished. This regenerative ability makes them far more dangerous and resilient than before.

### **7.Toxic Venom**

These monster units exude a potent poisonous venom that coats their claws and fangs. When they strike an enemy, the venom seeps into the wounds, inflicting lingering damage over time. This toxic effect weakens their foes, causing continuous suffering and reducing their combat effectiveness long after the initial attack.

### **8.Regenerative Mutation**

This unit has the remarkable ability to regenerate lost limbs or heal grievous wounds over time. Even in the midst of battle, they can recover from severe injuries, allowing them to endure prolonged engagements and continue fighting with resilience and tenacity.

### **9.Terrifying Presence**

Monster are usually scary and now this unit is. As now it has an aura of terror, spreading fear and panic among nearby enemy units. The sheer presence of these monstrous beings instills dread in the hearts of their foes, causing them to flee in terror or become paralyzed with fear. This disruption to enemy formations and morale can turn the tide of battle in favor of the beastman forces, creating opportunities for devastating attacks and strategic maneuvers.

### **10.Apocalyptic Smash**

This monstrous unit possesses the ability to unleash a devastating area-of-effect attack, unleashing chaos and destruction upon enemy ranks. Once per day, it can unleash a powerful onslaught that crushes infantry and scatters formations with sheer brute force. The impact of this attack is widespread, causing havoc and devastation among enemy units caught within its radius. This ability can turn the tide of battle in favor of the beastman forces, breaking enemy lines and creating opportunities for decisive victories.

## **Khorne Units only :**

This only Involves units that have the **Mark Of Khorne**. Roll 1d8 to see what they get.

### **1.Blood-soaked Mantle**

Throughout their long journey, this mantle has absorbed the blood of countless warriors and monsters alike, developing a voracious appetite for it. Whenever this unit spill blood, this mantle will partially transfer the strength of the fallen enemies to them. Their power will steadily increase as long as they remain in battle, but it will revert back when the blood ceases to flow.

### **2.Armour Of Scorn**

This unit gains the plated armor of the Blood God. Forged within the Brass Citadel, it was imbued with the essence of the Blood God's contempt, granting it unparalleled resilience. Now, every physical attack against the wearer will inflict at least half damage, and there's a chance to nullify any damage from magical sources.

### **3.True Berserker**

This unit has been given the power of a berserker. As now their berserker rage has reached its pinnacle. When they enter the battlefield, Their fury ignites Their attacks with unparalleled intensity, and Their endurance is extraordinary. They can shrug off mortal wounds with ease, continuing to fight with unmatched ferocity

### **4.Unholy Flames**

The Blood God has bestows miracles upon his faithful followers. One such miracle grants this blessing of fiery fervor. As now, flames erupt from the weapons, enhancing their potency on the battlefield

### **5.Pack Slayers**

Even as the number of warriors falls or they sustain numerous wounds in battle, the strength and effectiveness of the unit have not diminished in the slightest, even when they are at death's door.

## **6.Skull-takers**

For every formidable warrior they vanquish on the battlefield, they will slowly grow in strength and continuously spread the corruption of madness to their enemies as long as they remain active on the battlefield.

## **7.Apex Predator**

Being a monster, having sheer strength and power is not always enough to win battles. No, they need to adapt. This unit now adapts to the environments it willingly fights in. Its adaptability is almost instantaneous. If they need to fight underwater, they will grow gills and be able to swim. If the area is completely dark, they will adapt with either echolocation or by glowing from their entire body.

## **8.Exalted of Khorne**

This unit has been blessed by the Blood God, Khorne, with the gift of resilience. Upon being wiped out in battle, Khorne will revive this unit once per jump, fully healed and equipped, ready to continue its relentless pursuit of skulls for the skull throne. This resurrection ability ensures that the bloodshed and carnage brought by this unit will never cease, as it returns to the battlefield with renewed vigor and determination to spill the blood of its enemies. And if this unit is a Hero it is upgraded into a General where they can lead their own warherds of 100 strong that still follow your every will. This new Warheard can only consist of units that have the mark of Khorne.

## **Tzeentch Units only :**

This only Involves units that have the ***Mark Of Tzeentch***. Roll 1d9 to see what they get.

### **1. The Eye of the Gods : Lore Of Tzeentch**

The Lore of Tzeentch, also known as Tzeentchian magic, is a school of arcane knowledge deeply intertwined with the essence and machinations of Tzeentch, the Chaos God of change, manipulation, and sorcery. This lore represents the ever-shifting and unpredictable nature of Tzeentch's influence, embodying the concepts of transformation, manipulation, and the manipulation of fate itself. And now this unit can cast this lore regardless of their origin as their minds are now cognitive enough to cast at minimal a simple spell.

### **2. Portal Keeper**

As a Portal Keeper, this unit now possess the ability to freely open portals to the realm of Tzeentch, allowing your armies to move seamlessly between realms. This grants you the advantage of creating ambushes by attacking your opponents from unexpected angles in the mortal plane, catching them off guard and exploiting their blind spots.

### **3. Locus of Conjunction**

This aura serves as a focal point for the manifestation of Tzeentchian sorceries, drawing upon the boundless energies of the Warp to weave spells into reality. Those within its vicinity of this aura find their own magical abilities heightened, enabling them to cast their incantations with greater potency and precision

### **4. Otherworldly Prescience**

This unit has unparalleled foresight and insight into the shifting tides of fate. When wielding a weapon endowed with Otherworldly Prescience, the bearer gains the ability to perceive glimpses of potential futures, allowing them to anticipate their enemies' movements with uncanny accuracy. This preternatural foresight enables them to evade attacks with preternatural grace and strike with precision, exploiting the slightest vulnerabilities in their opponents' defenses

## **5.Shatterselves**

When this unit is wiped out in battle, roll a 1d9. The result indicates the number of months before that unit is summoned back from the Realm of Chaos.

## **6.Extra Extra**

The number of soldiers within this unit has doubled, yet they retain their previous strength and prowess.

## **7.Invisibility**

This unit is now completely invisible to anyone they don't consider allies, and this invisibility can't be broken except by the most powerful of magic.

## **8. Chaos Boons**

Tzeentch gifts have manifested in a form of mutations. Roll a 1d9 to determine which mutation you receive, and keep in mind that multiple Chaos Boons can affect a single unit simultaneously.

### **1. Mindfire**

The individual's mind is aflame with chaotic energy, granting them enhanced psychic abilities but also driving them to bouts of madness.

### **2. Arcane Disruption**

The individual emits an aura of chaotic magic that disrupts spells and enchantments cast nearby by enemy units.

### **3. Warp Touch**

The individual's touch carries the taint of the warp, causing corruption and mutation in anything they come into contact with.

### **4. Arcane Insight**

The individual gains flashes of precognition, allowing them to foresee future events with eerie accuracy

### **5. Improved Sorcerous Shield**

The individual is surrounded by an enhanced shimmering shield of warp energy, protecting them from harm much more effectively .



## **6. Time Dilation**

The individual can manipulate the flow of time around them, slowing it down or speeding it up as they see fit.

## **7. Shifting Limbs**

The individual's limbs constantly change shape and size, granting them unparalleled flexibility and adaptability.

## **8. Astral Projection**

The individual can project their consciousness into the warp, allowing them to travel great distances instantaneously.

## **9. Soul Drain**

The individual can drain the life force of others, using it to replenish their own strength and vitality.

## **9.Exalted of Tzeentch**

The Raven Lord has been pleased by the changes this unit has wrought upon the fates of mortals, bestowing upon it two powerful gifts. Firstly, the unit now possesses a magical shield that absorbs a considerable amount of damage before breaking. This shield regenerates within a few seconds when the unit is not taking damage, providing consistent protection in the heat of battle. Secondly, the unit's body has undergone a mutation, imbuing it with raw energies of chaos. This mutation grants the bearer heightened resilience and otherworldly powers, suffusing them with chaotic energies that manifest as a shimmering aura crackling with arcane energy. This aura distorts reality around them, making the unit able to withstand tremendous amounts of punishment. The unit's enhanced durability and regeneration, combined with an almost limitless reserve of magic, make it a formidable force on the battlefield. If this unit is a Hero, it is upgraded into a General, capable of leading its own warherd of 100 strong, all bearing the mark of Tzeentch. This new warherd will follow your every command, spreading the influence of the Raven Lord across the battlefield.

## **Nurgle Units only :**

This only Involves units that have the ***Mark Of Nurgle***. Roll 1d7 to see what they get.

### **1.Shroud of Corruption**

As this unit moves around the battlefield, its corrupting effects intensify. Besides the normal plagues and decays it spreads, its mere presence wears down on the enemies' souls, bit by bit extinguishing their will to fight and resist.

### **2.Deadly Pathogens**

Nurgle, the Chaos God of decay and pestilence, has birthed numerous diseases to spread his influence throughout the mortal realms. While the diseases inflicted by the armies of Nurgle were once random, this unit now possess an aura that consistently decides which disease is actively being spread by the army. Roll a 1d7 to determine which disease will plague your enemies.

#### **1. Nurgle's Rot**

A highly contagious and debilitating disease that causes rapid decay and mutation in its victims, often resulting in grotesque and painful transformations.

#### **2. Bubonic Plague**

A classic epidemic disease characterized by fever, chills, and the formation of painful buboes (swollen lymph nodes) in the groin, armpits, and neck.

#### **3. Rotting Fever**

A virulent fever that causes the flesh of the afflicted to putrefy and slough off, spreading the infection to others through contact.

#### **4. Weeping Pox**

An insidious pox that manifests as oozing sores and blisters, releasing infectious fluids that contaminate everything they touch.

#### **5. Flesh-Eating Contagion**

A disease that causes rapid tissue necrosis, leading to the consumption of the victim's own flesh by voracious bacteria and fungi.

## **6. Nurgling Infestation**

A parasitic infestation by tiny daemoniac creatures known as Nurglings, which burrow into the flesh of the host, causing pain, discomfort, and further infection.

## **7. Miasmatic Meltdown**

A catastrophic disease that induces liquefaction of the victim's internal organs, resulting in a noxious miasma that spreads the contagion to those nearby.

## **3.Ticks**

Ticks have formed a symbiotic relationship with this unit. When this unit attacks an enemy at close range, the ticks leap off and attack, draining the enemy's blood until nothing remains. As these ticks grow to human size, they temporarily assist in fighting enemies until either the enemies are defeated or seven hours pass, after which they fully digest the blood and return to their original host.

## **4.Acidic Residue**

No matter what happens to these units, whenever they attack, move, touch something, or are attacked, acid will rain from their bodies, destroying and damaging everything around them.

## **5.Pestilent Miasma**

An aura of rot and decay now envelops this daemon, infecting and festering every wound that the enemy may have. The longer the enemy stays in this aura, the more damage they receive as their body decays.

## **6.Overflowing Fecundity**

The regeneration of this daemon has been heightened to its maximum. Any wounds inflicted upon it would heal almost instantly. Only by completely destroying the body of this daemon can it be banished.

## **7.Exalted of Nurgle**

The Lord of Decay is pleased with this unit's dedication to spreading his gifts and has granted it an even greater share of his love. Now, at will, whenever this unit kills an enemy, it can either convert them into a mindless poxwalker or turn them into instant fertilizer bombs. These bombs instantly create mini gardens of life,

where all manner of pests and diseases will sprout, corrupting the land. If this unit is a Hero, it is upgraded into a General, capable of leading its own warherd of 100 strong, all bearing the mark of Nurgle. This new warherd will follow your every command, spreading the influence of the Lord of Decay across the battlefield.



TONY ACKLAND

## **Slaanesh Units only :**

This only Involves units that have the ***Mark Of Slaanesh***. Roll 1d6 to see what they get.

### **1.Stimulated by Pain**

This unit thrives on the agony of battle. The more wounds it sustains, the more powerful it becomes. Each time the unit takes damage, its strength and combat prowess increase, allowing it to fight with greater ferocity and resilience. The sight of blood, whether their own or their enemies, only fuels their rage and determination.

### **2.Intoxicating Musk**

This unit exudes a potent, alluring musk that intoxicates and confuses its enemies. The musk affects all enemy units within a certain radius, causing them to become disoriented and less effective in combat. Their attacks become slower and less coordinated, making them easy prey for the Beastman. Allies, on the other hand, are invigorated by the scent, gaining increased morale and combat effectiveness.

### **3.Loathsome Grace**

Despite their brutish appearance, this unit moves with an eerie, almost unnatural grace. Their movements are fluid and unpredictable, making them difficult targets to hit. In battle, they dodge and weave through enemy attacks with ease, countering with deadly precision. This grace also extends to their strikes, allowing them to bypass enemy defenses and hit critical weak points with devastating effect.

### **4.Best of the Best**

This unit is recognized as the elite among the Beastmen, exhibiting superior skills and strength. They have enhanced combat abilities and leadership qualities, inspiring those around them to fight harder and more effectively.

### **5.Strongest Alone**

This unit excels when fighting independently. When not near allied units, their strength, speed, and resilience increase significantly, making them a deadly force capable of taking on multiple enemies single-handedly.



## 6.Exalted of Slaanesh

As the favored unit of the Dark Prince, this unit now possesses an unnaturally seductive charisma that can turn even the staunchest enemy into a willing servant, regardless of whether they find Beastmen attractive or not. Their allure is irresistible, bending the minds and wills of foes to join your side in battle. This power can be used strategically to weaken enemy formations and bolster your ranks with newfound allies. If this unit is a Hero, they are elevated to the esteemed rank of General. In this exalted position, they can lead a warherd of 100 strong, all marked by the symbol of Slaanesh. This warherd is exceptionally disciplined and fanatically loyal, moving with a grace and precision that is unnerving to their enemies. The seductive influence of Slaanesh permeates the warherd, making them a formidable force that spreads chaos and debauchery across the battlefield.





## **Malice Units only :**

**This only Involves units that have the *Mark Of Malice*. Roll 1d11 to see what they get.**

### **1.The Few Who Listen**

**This unit's numbers have been reduced drastically to around 10% of its original number, with a minimum of one. While such a culling would be seen as detrimental by most, this ruthless selection of only the most formidable warriors has significantly increased the unit's overall fighting potential. Each remaining member now embodies the ferocity and resilience of ten, making this unit one of the most dangerous forces in your army.**

### **2.Parasitic Nature**

**This unit now gains another advantage when fighting alongside other forces of Chaos. The stronger the other members of Chaos are, the stronger the Beastmen that fight alongside them become. This symbiotic relationship feeds on the raw power and ferocity of Chaos, empowering the Beastmen to greater feats of savagery and destruction.**

### **3.Forever Alone**

**Because of their allegiance to Malice, these Beastmen are considered outcasts even among the Chaos forces. As a result, when they enter the battlefield, any enemy aligned with a god of Chaos or Order will focus all their energy on destroying this unit. This singular focus disrupts the enemy ranks, sowing chaos and disorder among their disciplined formations.**

### **4.King Killer**

**As followers of the Hierarch of Anarchy and Terror, these Beastmen seek the complete destruction of law and order on the battlefield. When this unit kills a general, king, or any leader of a group, the remaining members of that group are driven to immediate infighting. They struggle to decide who will lead the group next, or the group splinters into smaller, weaker factions. This internal strife weakens the enemy forces, making them easier targets for your army to destroy.**

### **5.The Lost Ones**

**This herd of Beastmen stands as some of the oldest worshippers of Malice, holding forbidden knowledge of the dark gods. However, their deep connection to chaos has driven them to madness. Yet, in rare moments of lucidity, they share this forbidden lore, capable of converting even the most resistant to chaos into its most devout followers.**

### **6.Deny Slaanesh their pleasure and pain**

**This Beastman, empowered by the disdain for Slaanesh, possesses the ability to induce total sensory deprivation in followers of the Dark Prince with each strike. Their attacks create a void of sensation, negating the pleasure and ecstasy that Slaanesh seeks to impart, leaving their foes disoriented and vulnerable. Additionally, this Beastman is immune to the seductive and torturous influences of Slaanesh, allowing them to resist temptation and endure suffering without succumbing. This resistance fuels their focus and determination in battle, enabling them to fight with unyielding ferocity against Slaaneshi forces, undeterred by the allure of pleasure and pain.**

### **7. Deny Nurgle Their Flesh to Fester And Rot**

**This unit possesses the ability to deny Nurgle the satisfaction of decay and putrefaction. With each strike, their attacks disrupt the natural processes of decay, preventing flesh from festering and rotting as Nurgle desires. Their presence on the battlefield acts as a beacon of resistance against the spread of Nurgle's corruption, preserving the flesh of their allies and hindering the advance of the Plague God's influence. Through their defiance, they challenge the inevitability of decay and embody the spirit of resilience against Nurgle's foul blessings.**

### **8.Deny Khorne Their Blood And Skulls**

**This Beastman possesses the ability to deny Khorne the satisfaction of spilled blood and collected skulls. Through their sheer willpower and determination, they resist the urge to spill blood in Khorne's name, instead seeking alternative means to achieve victory on the battlefield. Their presence disrupts the flow of bloodlust and violence favored by Khorne, sowing confusion and hesitation among his followers. By refusing to contribute to Khorne's tally of skulls, they defy the Blood God's thirst for**

**carnage and challenge the notion that victory must be achieved through slaughter. In doing so, they stand as a testament to the power of self-control and discipline amidst the chaos of battle.**

#### **9.Deny Tzeentch Their Destinies And Fates**

**This Beastman possesses the rare ability to disrupt the intricate webs of fate woven by Tzeentch. Through their innate chaos and unpredictability, they introduce chaos into Tzeentch's carefully laid plans, causing them to unravel and falter. Their actions defy prediction and manipulation, leaving Tzeentch's minions bewildered and disoriented. By denying Tzeentch the certainty of predetermined destinies, they challenge the very essence of the Changer of Ways' power and thwart his attempts to control the outcome of events. In the midst of battle, their presence creates an aura of uncertainty and randomness, making it difficult for Tzeentch's followers to execute their schemes with precision.**

#### **10 .Champion of Purity**

**This unit is considered an exalted champion in the eyes of those who oppose Chaos, allowing them to command respect and loyalty from other anti-Chaos factions, which is ironic considering they still follow a Chaos god. Their presence can rally disparate forces into a united front against the Dark Gods, inspiring courage and determination in battle.**

#### **11.Exalted Of Malice**

**This Beastman unit has been imbued with an unyielding hatred for the Dark Gods, embodying the main tenets of a follower of the Renegade Gods. Fueled by this profound animosity, they gain the following abilities: they become resistant to the corrupting influence and debilitating effects of Chaos, reducing the impact of curses, plagues, and enchantments cast by Chaos sorcerers; their weapons are blessed by the energies opposing Chaos, granting them the ability to bypass magical defenses and deal true damage to their foes; and their presence disrupts the communication and coordination of Chaos forces, reducing their tactical efficiency and response times**

## Chaos Undivided Units only :

This only Involves units that have the ***Mark Of Chaos Undivided***. Roll 1d5 to see what they get.

### 1.Khorne Gifts

This unit now rolls on the Khorne Units Only section. Roll a 1d7 to determine which gift this unit receives. Multiple Khorne's gifts can be active on one unit at a time, enhancing their power and fury on the battlefield. The gifts of Khorne, the Blood God, bestow unparalleled martial prowess, relentless aggression, and brutal efficiency in combat, making the recipient a true avatar of destruction.

### 2.Tzeentch Gifts

This unit now rolls on the Tzeentch Units Only section. Roll a 1d8 to determine which gift this unit receives. Multiple Tzeentch's blessings can be active on one unit at a time, imbuing them with the ever-shifting energies of change and sorcery.

### 3.Nurgle Gifts

This unit now rolls on the Nurgle Units Only section. Roll a 1d6 to determine which gift this unit receives. Multiple Nurgle's blessings can be active on one unit at a time, infusing them with the putrid vitality of decay and disease.

### 4.Slaanesh Gifts

This unit now rolls on the Slaanesh Units Only section. Roll a 1d5 to determine which gift this unit receives. Multiple Slaanesh's blessings can be active on one unit at a time, imbuing them with irresistible allure and seductive power.

### 5.Malice Gifts

This unit now rolls on the Malice Units Only section. Roll a 1d10 to determine which gift this unit receives. Multiple blessings of Malice can be active on one unit at a time, imbuing them with unpredictable and chaotic powers.

## Accession to Daemon Prince/Princess of Chaos



***This is limited to mortal Generals and Heroes only.***

Daemonhood is considered the ultimate boon bestowed upon mortals of Chaos. It signifies ascension to a higher plane of existence, where one transcends the limitations of mortality and becomes a daemon, serving the dark gods for eternity. However, not all who seek this divine gift are deemed worthy by the ruinous powers. Some may instead face the gruesome fate of becoming a chaos spawn, twisted and mutated by the raw energies of chaos.

For those deemed worthy of ascension, the path to daemonhood is arduous and demanding. It does not bestow this blessing lightly, requiring those who seek it to prove their worth through deeds of unparalleled indulgence of extreme destruction and spreading the concept of chaos to create nations of depravity . Only those who are able to create many followers of chaos have a chance to transform.

To qualify for the opportunity of daemonhood, a mortal must demonstrate exceptional devotion to any of the dark gods of your choosing. Dark Princess by creating the ultimate addiction/ poison in his honor . This can be achieved by fulfilling at least two of the following criteria:

1. Create at least 100,000 beastman Followers for the god you have based on the mark of chaos you have. .And you need to do this by yourself; this includes the power of machines.
2. By accumulating a total of eight of Chaos's Gifts, bestowed upon you as tokens of his favor and recognition of your dedication to them
3. Destroy 12 civilizations and dedicate them to one of the chaos gods based on the mark they have.
4. Present the tormented soul of a divine being to The Gods. If you present a soul of an elven god and you are trying to be a daemon prince of Slaanesh . Than you will automatically become a daemon Prince as it counts as two.
5. Sacrifice a minimum of 12.000,000 souls on altar within a span of 10 years.
6. In each world they visit, each unit rolls 3d12. If all values of the dice are 12, then the unit has to fulfill one requirement to reach daemonhood. This option cannot substitute for options 1 to 5 and can only be used to fulfill one out of the two requirements for daemonhood.

Regardless of which requirements you or your followers have fulfilled, upon completion, the sky would turn green, and the earth would produce flames that will destroy everything in sight, imbuing the mortal flesh with warp energy.

Transforming them into a Daemon Prince. As a Daemon Prince of Chaos , they receive the following benefits:

1. The unit is now immortal, unaffected by the passage of time, always in optimal shape, and their memories remain unchanged, perfectly recalled.
2. Another effect of Daemonhood is that the body of the unit has grown by at least four times its previous size. Additionally, when slain, they are instead banished to the Pleasure Palace and will reappear in the mortal plane after one year has passed.
3. The form gained by the unit is usually either they could look extremely Demonic based on the mortals standards.or You could be one if the most horrifying things that a mortal could imagine.
4. Normally, a Daemon Prince is bound to the will of the gods whims and plans. However, in this case, this unit has retained its autonomy.
5. The gods powers runs deep within the very essence of the unit's being. As a result, any and all abilities granted by the greatly have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Greater daemon of chaos without any issue in terms of strength.
6. As Daemon Princes, they retain any Chaos Gifts they received while still mortal. However, they cannot roll again in the infantry section. In return, upon ascension, this unit receives four Chaos Gifts for free in any sections that it fits the criteria to. Additionally, their limit of Chaos gifts that they can receive has been increased to 16.
7. All possible equipment and mounts that this unit has access to have been upscaled to fit the new size of its body. For example, the Juggernaut that it was riding has now grown to the size of an elephant.
8. The unit's very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of chaos prove that immortality is within their grasp. Those who wish to attain such power will follow the will of Chaos without hesitation.



**Drawbacks:**

**+0 Supplement:**

This supplement can be utilized across multiple jumps. However, only on the first jump where this supplement is employed will you receive the 100 Favors of The Dark Gods for free, as you will need to either destroy and pillage that world and destroy at least 20% of the human population with your army, or the most populous sentient species of that world. Alternatively, erect huge Headstones across the lands and spread the corruption of the chaos gods across the lands. This will cover around 45% of the total landmass of that world. which ever is harder to do. And you can't leave the world until payment has been fulfilled this particular jump. Subsequent uses of this supplement will require fulfilling scenarios from previous or future worlds to acquire more units and potentially upgrade them through this supplement.

## Notes:

1. This is the fifth supplement of the chaos gods. I hope you enjoy it.
2. The Beastman units here are mostly effective in leading and being lead by any Chaos Worshipers of the same mark. So they can be included in the other army supplements either leading or following. But for Chaos Gifts they can only receive them from completing the scenarios from this supplement. And the gifts that they can receive can only be from this supplement as well.
3. If you use this supplement and had any other marks of the chaos gods. Than your mark is transformed into the mark of Chaos Undivided. And this mark has the combine abilities of all the chaos gods that you previous had plus Nurgle.
4. Changes:
  - Update the name of the supplement
  - Add a Daemon prince ascension section
5. You can import your army into one companion slot or break into multiple slots.