

THE DARK
DUNGEON TO DEITY

Players Pack

THE
DARK
DUNGEON



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WARBAND CREATION

For the Realm Ov Chaos - Dungeon To Deity event, each player's warband is created with random rolls using the following tables. Players will then create and paint appropriate minis and fight for the glory of the Gods and the chance for your Champion to ascend to Daemonhood.

For your warband you will create:

- a Champion to lead your warband, gifted with Rewards and Mutations from their God
- 3 groups of followers, with their own Rewards and Mutations
- A monolith/shrine dedicated to your God
- If you are particularly eager, it is recommended to create additional models to represent your Champion as a Daemon Prince and as a Chaos Spawn

Miniatures Guide

This event is completely miniatures agnostic. Use any minis from any range you want. Kitbashes, conversions and sculpts are highly encouraged but not necessary. WYSIWYG is not being pedantically enforced, but try to use miniatures that convey the right vibe to the other players. Miniatures may be mounted on any bases you feel are appropriate. Feel free to use these base sizes as a guide (or ignore them):

Human-sized models on foot - 25mm squares or rounds

Cavalry / mounted models - 25x50mm rectangles, 40mm squares or rounds

Ogre-sized models / monsters - 40mm squares or rounds

Monolith/shrine 40mm square or round

Warband Creation

Realm Ov Chaos - Dungeon To Deity uses the following random rolls to create your warband. Some rolls will have options for equipment, players are free to choose based on what the best feel fits the vibe for their warband. Embrace the random nature of the process and trust the dice.

There are no stats or profiles provided in this document pack. The GMs will provide detailed warband sheets to all players after their warbands are rolled up.

The steps for warband creations are:

- 1 Roll for your warband's Patron God
- 2 Roll for your starting Champion
- 3 Roll your Champion's rewards and/or mutations
- 4 Determine if your Champion has become a Daemon Prince or Chaos Spawn
- 5 Name your Champion
- 6 Roll for your Champion's followers
- 7 Roll for your Follower's rewards and/or mutations

Beseech The Gods

Players may appeal to the GMs during warband creation to change a roll or select a result by sacrificing a Reward or Follower roll. Please contact Matt @thetestofreason or Moz @crestfallen_crom OR ask in the Realm Ov Chaos warbands thread on the DUE discord.

Step 1 -

Roll 1D4 for your warband's Patron God, you have been chosen! do not turn to another god in your panick!

- 1 Khorne
 - 2 Slaanesh
 - 3 Nurgle
 - 4 Tzeentch
- Undivided Players may instead choose to dedicate themselves to the Gods Undivided, this can be done before or after rolling.
beware! it is not an easy path!

Step 2 -

Roll 1D8 for your starting Champion and choose their equipment
Players may choose the default of Chaos Warrior. Khorne champions are never wizards, use the appropriate Champion option. Champions are equipped with Chaos Armour, and a choice of a hand weapon & shield OR 2 hand weapons OR a great weapon. Wizards are equipped with Chaos Armour and a hand weapon.

D8

- 1 Dark Elf Champion
- 2 Dark Elf Sorcerer
- 3 Chaos Dwarf Champion
- 4 Chaos Dwarf Sorcerer
- 5 Chaos Champion
- 6 Chaos Sorcerer
- 7/8 Other - roll 1D10 and see below

D10

- 1 Beastman Champion
- 2 Beastman Shaman
- 3 Minotaur Champion
- 4 Centaur Champion
- 5 Goblin Champion
- 6 Goblin Shaman
- 7 Orc Champion
- 8 Orc Shaman
- 9 Skaven Champion
- 10 Skaven Sorcerer

Step 3 -

Roll 1D100 for your Champion's Chaos Rewards - roll 3 times

A player may choose to roll on their God's Reward Table instead of the Chaos Rewards table

- | | |
|---------|--|
| 01 - 40 | Chaos Mutation. Roll on the Chaos Mutations table. |
| 41 - 00 | Chaos Reward. See below. You may choose to roll on your God's Rewards Table instead but you must keep the result. |
| 41 - 43 | Frenzy for Champion and all of the warband. |
| 44 - 48 | Daemon Weapon |
| 49 - 53 | Magic Item roll randomly on God's or random Magic Item tables |
| 54 - 58 | Daemonic Steed Chaos steed or steed of their god - Juggernaut of Khorne, Steed of Slaaensh, Disc of Tzeentch or Palanquin of Nurgle. Multiples of this reward can be given to followers or combined to pull a chariot for your champion. |
| 59 - 63 | Chaos Spawn D6 Chaos Spawn followers. |
| 64 - 69 | Strength +3S |
| 70 - 85 | Gift of the Gods Roll on your God's reward table. Cannot be refused. Re-roll if Undivided, or if the 2nd roll is a mutation |
| 86 - 90 | Daemonic Creatures D6 Chaos Hounds OR 1 of the God's creatures - Flesh Hound of Khorne, Fiend of Slaanesh, Beast of Nurgle or Flamer of Tzeentch. |
| 91 - 00 | Eye Of The Gods Cannot be refused. |

If your champion already has 6 gifts or more AND less than 6 mutations they are transformed into a Daemon Prince. Create a model for the Daemon Prince so that they can lead your warband.

If your champion already has less than 6 gifts AND 6 or more mutations, they are transformed into a Chaos Spawn. Create a model for the Chaos Spawn so to join your warband, then choose a follower model to promote to your new Champion.

If your Champion has less than 6 rewards AND less than 6 mutations, they gain a Daemon Weapon, and get stat bonuses.

REWARDS

Rewards of Khorne:

01 - 03	Face of Khorne
04 - 06	Face of Bloodthirster
07 - 10	Face of Bloodletter
11 - 15	Face of Flesh Hound
16 - 20	Face of Juggernaut
21 - 25	Skin of Khorne
26 - 28	Collar of Khorne
29 - 31	Hand of Khorne
32 -	Mark of Khorne
33 - 36	Technology Roll 1D100 + 8D6 on the Technology table
37 - 40	Poisonous Bite
41 - 45	Regeneration
46 - 55	Frenzy
56 - 70	Gift of the Blood God roll on the Khorne Magic Items table.
71 - 80	Personality Loss
81 - 90	Aggression
91 - 97	Weapon Hand
98 - 99	Daemonic Name
00	Chaos Mutation roll on the Chaos Mutations table

Rewards of Slaanesh:

01 - 03	Face of Slaanesh
04 - 08	Face of Keeper
09 - 14	Face of Darmonette
15 - 20	Face of Fiend
21 - 25	Face of Steed
26 - 35	Crab Claw
36 - 50	Androgynous
51 - 55	Ensnaring Tongue
56 - 66	Characteristic Increase
66 - 73	Familiar
74 - 81	Gift of the Price of Pleasure roll on the Slaanesh Magic Items table.
82 - 86	Horns of Slaanesh
87 - 91	Musk
92 - 96	Razor Tail
97	Mark of Slaanesh
98	Daemonic Name
99 - 00	Chaos Mutation roll on the Chaos Mutations table

REWARDS

Rewards of Nurgle:

01 - 06 -	Face of Nurgle
07 - 15 -	Biting Tongue
16 - 20 -	Face of Plaguebearer
21 - 24 -	Face of a Beast
25 - 30 -	Immensity
31 - 38 -	Nurgle's Rot
39 - 44 -	Horns of Nurgle
45 - 49 -	Disease
50 - 57 -	Cloud of Flies
58 - 63 -	Gift of the Grandfather roll on the Nurgle Magic Items table.
64 - 71 -	Nurgling Infestation
72 - 78 -	Familiar
79 - 84 -	Trail of Slime
85 - 93 -	Mark of Nurgle
94 - 97 -	Daemonic Name
98 - 00 -	Chaos Attribute roll on the Chaos Mutations table

Rewards of Tzeentch:

01 - 06	Face of Tzeentch
07 - 15	Face of Lord Of Change
16 - 22	Face of Horror
23 - 27	Ecstatic Duplication
28 - 33	Hand Of Tzeentch
34 - 39	Flaming Arm
40 - 44	Gift Of Magic
45 - 50	Reckoning Of Tzeentch
51 - 54	Crossbreed with Flamer
55 - 58	Gift of the Changer of Ways roll on the Tzeentch Magic Items table.
59 - 62	Familiar
63 - 69	Wings
70 - 77	Changing of the Ways - Reroll starting Champion
78 - 84	Withering Gaze
85 - 93	Mark of Tzeentch
94 - 97	Daemonic Name
98 - 00	Chaos Mutation 1D3 rolls on the Chaos Mutations table

CHAOS MUTATIONS

001 - 005	Acid Excretion
006 - 010	Additional Eye
011 - 015	Agility
016 - 020	Albino
021 - 025	Alcoholism
025 - 030	Atrophy Roll 1D3 for affected body part:
031 - 040	Beaked
041 - 175	Bestial Face
176 - 180	Beweaponed Extremities
181 - 185	Big Ears
186 - 190	Bird Feet
191 - 195	Daemonic Skin
196 - 200	Blood Rage
201 - 210	Blood Substitution Roll 1D3 for type:
211 - 215	Breathes Fire
216 - 220	Brightly Patterned Skin
221 - 225	Bulging Eyes
226 - 230	Burning Body
231 - 240	Chaos Lord +2 rolls for Followers, gain a Daemon Weapon and stat bonuses
241 - 250	Chaos Spawn Instantly transformed. Roll extra D6 times for mutations
251 - 260	Chaos Were Roll for creature type
261 - 270	Cloud of Flies
271 - 280	Cloven Hooves
281 - 285	Cowardice
286 - 290	Crest
291 - 305	Crossbreed
306 - 315	Crown of Flesh
316 - 320	Crystalline Body
321 - 325	Dimensional Instability
326 - 330	Duplication
331 - 335	Elastic Limbs
336 - 340	Enormously Fat
341 - 345	Enormous Noise
346 - 355	Evil Eye
356 - 365	Extra Joints
366 - 370	Extremely Thin
371 - 380	Eyestalks
381 - 290	Fangs
391 - 395	Fast
396 - 400	Fear Of Blood
401 - 405	Feathered Hide
406 - 410	Featureless Face
411 - 415	Fits
416 - 420	Flaming Skull Face
421 - 425	Furry
426 - 440	GM's Choice or Reroll
441 - 450	Growth
451 - 455	Headless
456 - 460	Hideous Appearance
461 - 465	Hopper
466 - 475	Horns
476 - 480	Horrible Stench
481 - 485	Huge Head
486 - 495	Hunchback
496 - 500	Hypnotic Gaze
501 - 505	Illusion of Normality
506 - 510	Invisibility

Roll a D1000
(000 = 1000)

1 Head
2 Arm
3 Leg

1 Leeches / Maggots
2 Acid / Slime
3 Molten Metal / Fire

1 Wolf
2 Bear
3 Bird

you'll need a d10
and two decaders
of different colours

TECH WEAPONS

An arm or tentacle is replaced with a tech weapon. Select your god then roll a d10 to determine what to roll.

Khorne 1-8 D100+8D6 / 9-0 D100
 Slaanesh 1-8 D100-6D6 / 9-0 D100
 Tzeentch 1-8 D100+9D6 / 9-0 D100
 Nurgle D100
 Undivided D100

-35 or less Force Sword
 -34 to -32 Force Rod
 -31 to -30 Needler
 -29 to -28 Lasgun
 -27 to -26 Flamer
 -25 to -24 Heavy Webber (-2 M)
 -23 to -18 Neuro Disruptor
 -17 to -16 Webber
 -15 to -14 Antique Pistol
 -13 to -10 Laspistol
 -9 to -5 Needle Pistol
 -4 to -3 Musket
 -2 to Zero Needler
 01 to 05 Autopistol
 06 to 07 Sawn-off Shotgun
 08 to 12 Shotgun
 13 to 15 Stub Gun
 16 to 19 Autogun
 20 to 25 Lasgun
 26 to 32 Bolt Pistol
 33 to 35 Graviton Gun
 36 to 40 Hand Flamer
 41 to 43 Plasma Pistol

44 to 69 Bolter
 70 to 73 Flamer
 74 to 77 Shuriken Pistol
 78 to 81 Shuriken Catapult
 82 to 86 Chainsword
 87 to 88 Power Axe
 89 to 90 Melta Gun
 91 to 92 Power Sword
 93 to 94 Heavy Stub Gun
 95 to 96 Plasma Gun
 97 to 98 Power Glove
 99 to 100 Heavy Bolter
 101 to 109 Missile Launcher
 110 to 118 Autocannon
 119 to 121 Multi Laser
 122 to 124 D-Cannon
 125 to 130 Beamer
 131 to 133 Lasgun
 134 to 136 Needler
 137 to 139 Flamer
 140 to 143 Multi Melta
 144 to 146 Heavy Plasma Gun
 147+ Lascannon

ZOOLOGICAL MUTATIONS:

D100 for body part affected

01-07 Head
 08-10 Torso & Arms
 11-13 Torso & Head
 14-16 Torso, Head & Arms
 17-23 Face
 24-26 Lower Body & Legs
 27-29 Pair of Legs
 30-36 One Leg
 37-43 Foot
 44-46 Toe
 47-49 Pair of Arms
 50-56 One Arm
 57-63 Hand
 64-66 Finger
 67-73 Mouth
 74-76 Nose
 77-83 Eye
 84-90 Pair of Eyes
 91-93 Ear
 94-00 Tail

D100 for animal

01 Ant
 02-05 Ape
 06-10 Bat
 11-15 Bear
 16 Beetle
 17-20 Boar
 21-25 Bull
 26-27 Deer
 28-35 Dog/Wolf
 36-37 Dragon
 38-40 Eagle
 41-42 Frog
 43-50 Horse
 51-55 Lion
 56-57 Lizard
 58-59 Octopus
 60-61 Owl
 62-65 Rabbit
 66-75 Rat
 76-77 Raven
 78 Scorpion
 79-90 Sheep/Goat
 91 Snake
 92 Spider
 93-97 Tiger
 98 Toad
 99 Warthog
 00 Weasel

MAGIC ITEMS

Khorne D6

- 01 Roll for random item
- 02 Axe Of Khorne
- 03 Collar Of Khorne
- 04 Spelleater Shield
- 05 Bloodstone
- 06 Banner of Rage

Magic banners can be carried by the champion / passed to a follower. Champions are assumed to have an appropriate back banner or tentacle and suffer no penalties for carrying a banner.

Slaanesh D6

- 01 Roll for random item
- 02 Whip of Pleasure
- 03 Beguiling Gem
- 04 Rapier of Ecstasy
- 05 Sceptre of Domination
- 06 Rapturous Standard

Nurgle D6

- 01 Roll for random item
- 02 Staff of Nurgle
- 03 Death Head of Nurgle
- 04 Plague Flail
- 05 Rod Of Corruption
- 06 Plague Banner

Tzeentch D6

- 01 Random item
- 02 Globe of Change
- 03 Golden Eye Of Tzeentch
- 04 Warpstone Charm
- 05 Rod of Tzeentch
- 06 Blasted Standard

Random Magic Items D6

- 01 Scroll of Magic Re-roll for Khorne
- 02 Chaos Runesword
- 03 Sword of Change
- 04 Magic Weapon roll a d6
 - 01 Frostblade
 - 02 Ogre Blade
 - 03 Giant Blade
 - 04 Blade of Leaping Gold
 - 05 Hellfire Sword
 - 06 Biting Blade
- 05 Magic Armour roll a d6
 - 01 Helm of Many Eyes
 - 02 Spell Shield
 - 03 Armour of Fortune
 - 04 Armour of Protection
 - 05 Warpstone Armour
 - 06 Armour of Brilliance
- 06 Magic Standard roll a d6
 - 01 Battle Banner
 - 02 Dread Banner
 - 03 Standard of Shielding
 - 04 Banner of Arcane Warding
 - 05 Banner of Might
 - 06 Banner of Courage

Step 4 -

Determine if your Champion has become a Daemon Prince or a Chaos Spawn

If your champion now has 6 or more Rewards AND less than 6 Mutations they are transformed into a Daemon Prince. Create a model for the Daemon Prince so that they can lead your warband.

If your champion now has less than 6 Rewards AND 6 or more Mutations, they are transformed into a Chaos Spawn. Create a model for the Chaos Spawn to join your warband, then choose a follower model to promote to your new Champion, they receive your Patron God's Mark of Chaos and roll once on the Rewards Table.

Chaos Spawn:

Loses all weapons, magic items, equipment etc

Gains extra D6 Mutations

Promote a new follower to be a Champion - pick starting equipment and roll a Reward

Daemon Prince:

Retains all equipment items rewards and attributes

May choose to have any or all of the following - Horns, Wings, Tails

Step 5 -

Name your Champion - Roll a D10 then a D20

Repeat this process 3 times and then choose two elements rolled to create a suitable name for your Champion. Feel free to add suffixes as you see fit. e.g. eat spasm could be Spasm Eater or Spasming Eater etc.

Second Die Roll (D20)	First Die Roll (D10)									
	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	milddew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver
11	maim	moulder	pinch	scratch	slobber	spew	stare	wart	wobble	blood
12	doom	foul	grin	loose	putrid	slob	sting	wither	axe	black
13	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
14	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
15	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
16	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
17	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
18	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
19	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
20	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

Step 6 -

Roll for followers. D100 x 3 rolls

- 01-20 2D6 Beastmen - shields, hand weapon
- 21-30 2D6 Marked Beastmen - shields, hand weapon, Mark of Chaos
- 31-35 2D4 Chaos Dwarfs - heavy armour, hand weapon & shield or great weapon
- 36-38 1 Chaos Sorcerer* - chaos armour, hand weapon, Mark of Chaos
- 39-41 D4 Chaos Warriors - Heavy armour, hand weapon & shield or 2x weapons, Mark of Chaos
- 42-46 D6 Dark Elves - hand weapon & shield or 2x weapons, roll 4+ for crossbows
- 47-51 D6 Chaos Goblins - hand weapon & shield or 2 hand weapons, roll 4+ for bows
- 52-53 D4 Harpies
- 54-60 2D6 Chaos Thugs - hand weapon and shield or 2 hand weapons / great weapons
- 61-65 D8 Lesser Daemons up to the Patron's sacred number, Undivided may choose any.
- 66-71 D6 Daemon Beasts Nurgle players may choose Beasts or Nurglings
- 72-73 2D6 Chaos Hounds
- 74-75 D4 Centaurs - light armour, hand weapon and spear, roll 4+ for bows
- 76-77 1 Dragon Ogre - light armour, hand weapon or great weapon
- 78-79 D4 Minotaurs - light armour, hand weapon or great weapon
- 80-81 D4 Ogres - heavy armour, hand weapon or great weapon
- 82-86 D6 Orcs - light armour, hand weapon & shield, roll 5+ for bows
- 87-91 2D4 Skaven - light armour hand weapon & shield
- 92-93 1 Troll
- 94-00 Other - Roll a D4 followed by D10

1	2	3	4
1 Giant Bat	1 Giant Frog	1 Hydra	1 Giant Snail
1 Giant Bear	D6 Ghouls	1 Jabberwock	D6 Snotling bases
1 Wizard	1 Giant	1 Giant Leech	1 Giant Wolf
1 Chimera	D6 Gnomes	1 Liche	1 Vampire
D4 Cultists	1 Gorgon	D4 Boar Centaurs	D6 Warhounds
D6 Ghosts	1 Griffon	1 Manticore	1 Wyvern
1 Dragon	D6 Halflings	1 Giant Rat	1 Chaos Chariot
D4 Swarms	1 War Altar*	D6 Skeletons	1 Giant Scorpion
1 Fomorian	1 Hippogriff	2D4 Mercenaries	1 Chaos Dreadnought*
1 Giant Snake	D4 Chaos Androids*	1 Giant Spider	D6 Zombies

*Khorne players re-roll any wizards. A Chariot may carry a Champion. Cult Magus receives a Mark of Chaos. Chaos Dreadnoughts have chaos armour, a power glove & heavy plasma, Chaos Androids have chaos armour, autoguns, & hand weapons. Mercenaries and skeletons have light armour, hand weapons & shields. All other units have hand weapons and no armour.

Step 7 -

Roll for rewards for followers. D100 x 2 rolls.

*Rewards can be assigned to individual models or to whole units.

01-80	Chaos Mutation Roll below
81-85	Characteristic Increase
86-90	Chaos Spawn
91-95	Multiple Rewards roll on this table D4 times
96-00	Special Reward roll on the Chaos Rewards table

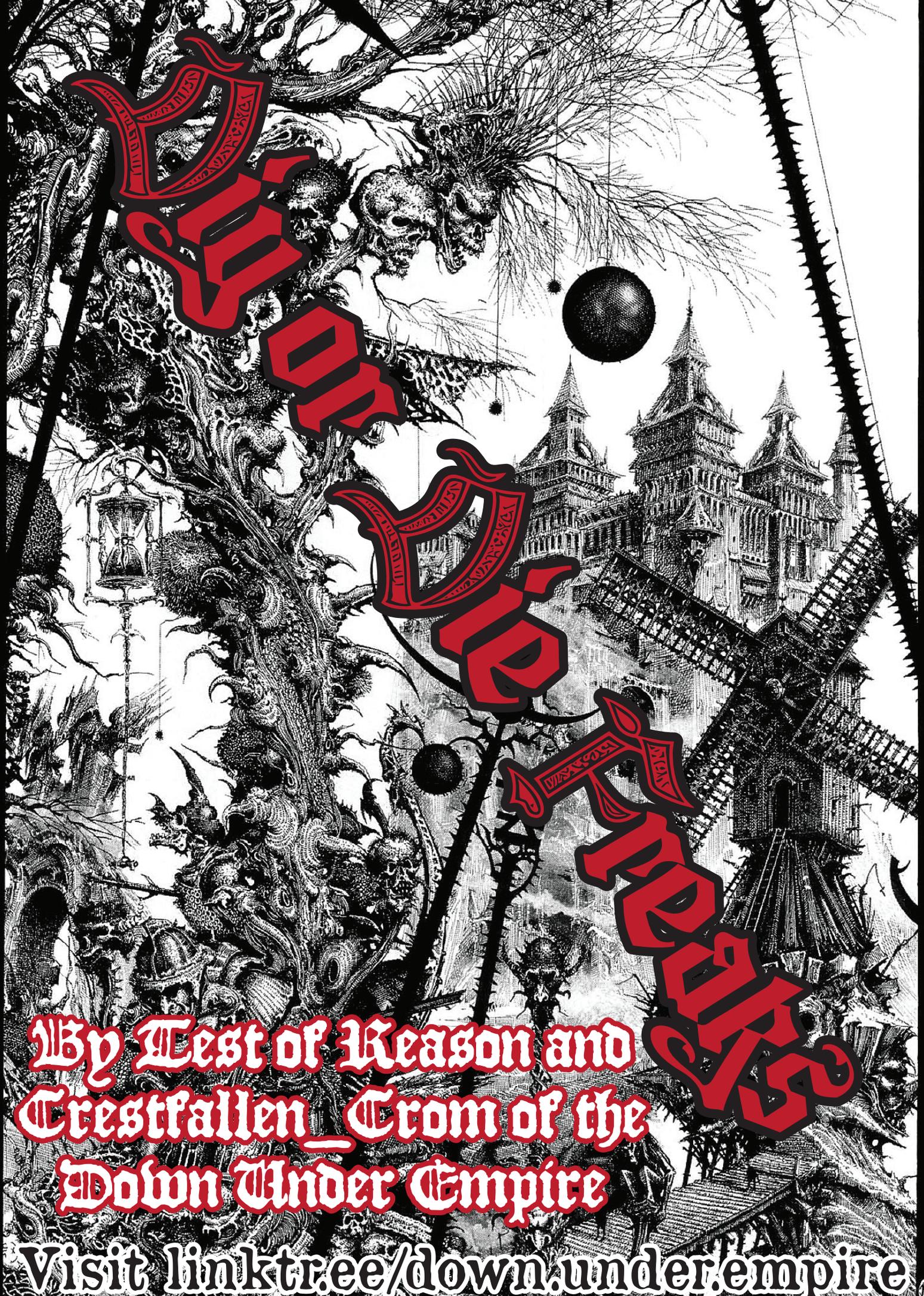
D1000 - Follower Mutations

001 - 015	Agility	501 - 515	Mechanical
016 - 030	Atrophy	516 - 530	Mercreature
031 - 045	Beaked	531 - 545	Metal Body
046 - 060	Bestial Face	546 - 560	Mindless
061 - 075	Beweaponed Extremities	561 - 575	Multiple Arms
076 - 090	Blood Rage	576 - 590	One Eye
091 - 105	Brightly Patterned Skin	591 - 605	Pinhead
106 - 120	Burning Body	606 - 620	Poisonous Bite
121 - 135	Chaos Spawn	621 - 635	Powerful Legs
136 - 150	Cloud of Flies	636 - 650	Prehensile Tail
151 - 165	Cowardice	651 - 665	Pseudo-daemonhood
166 - 180	Enormous Noise	666 - 680	Puny
181 - 195	Enormously Fat	681 - 695	Rapid Regeneration
196 - 210	Extra Joints	696 - 710	Razor-Sharp Claws
211 - 225	Extremely Thin	711 - 725	Regeneration
226 - 240	Fangs	726 - 740	Resilient
241 - 255	Fast	741 - 755	Rotting Flesh
256 - 290	GM's Choice or Reroll	756 - 770	Scaly Skin
291 - 305	Hideous Appearance	771 - 785	Scorpion Tail
306 - 320	Hopper	786 - 800	Short Legs
321 - 335	Horns	801 - 815	Silly Walk
336 - 350	Horrible Stench	816 - 830	Snake Tail
351 - 365	Illusion of Normality	831 - 845	Spits Acid
366 - 380	Iron Hard Skin	846 - 860	Strong
381 - 395	Irrational Fear	861 - 875	Stupid
396 - 410	Irrational Hatred	876 - 890	Suckers
411 - 425	Limb Loss D6	891 - 905	Tentacles
	1 Both / all arms	906 - 920	Warp Frenzy
	2 Both / all legs	921 - 935	Warty Skin
	3 - 4 1 arm	936 - 950	Weapon Master
	5 - 6 1 leg	951 - 965	Wings
426 - 440	Long Legs		1-3 small wings
441 - 455	Long Spines		4-6 large wings
456 - 470	Mace Tail	966 - 000	Invent Your Own or Re-roll
471 - 485	Magic Resistance		
486 - 500	Manic Fighter		

GO FORTH AND DIE FOR YOUR GOD



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