

Chaos Warrior

By Andy Jones

Converted to 5E by Steve Fidler



Chaos Warrior

Chaos Warriors are thought of as inhuman, daemoniac killing machines. Men who have sold their souls for the pleasure of indiscriminate slaughter. Indeed, this is in some measure true, and there are those who are so blighted by chaos that they must fight eternally in the war host of their daemoniac masters.

There are many reasons why a man may turn to chaos, and many paths he may travel to serve the dark gods. Some are enlisted by sects in their hometown, following an inconspicuous trade by day and joining the coven by night; reveling in the dangerous pleasure of the forbidden. Others might be driven to follow the path of chaos through personal tragedy. Whatever the cause, desperation has often been known to drive otherwise upright individuals down the dark road to depravity and change.

Agent of Chaos

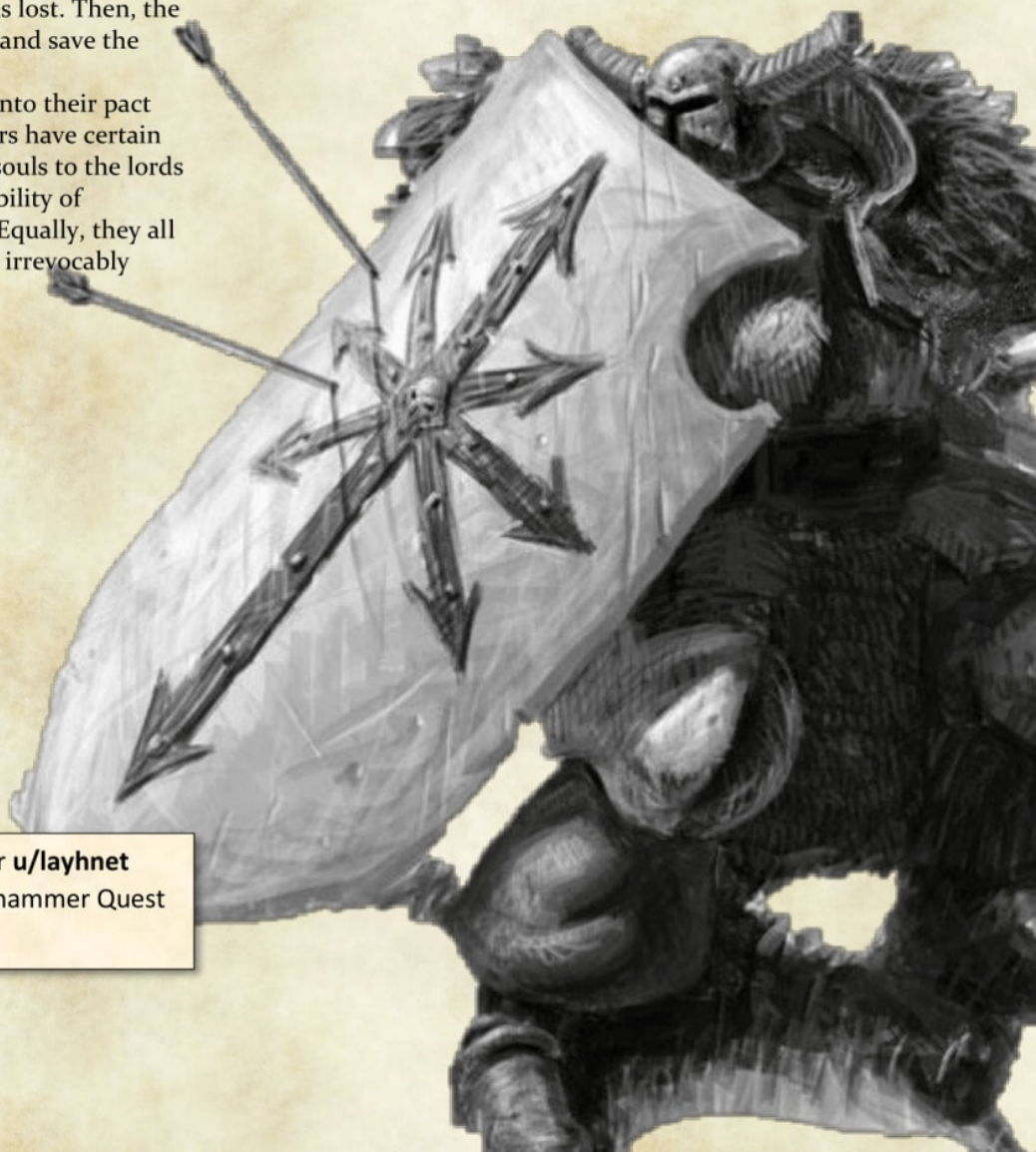
Sometimes soldiers of fortune, mercenaries, or freelancers are inducted into the ranks of those following chaos. In their case the desperation is often more immediate – perhaps they call out for salvation as their enemies close in on them for the kill and all hope seems lost. Then, the powers of chaos may see fit to intervene and save the individual – at a price.

However, it is that they have entered into their pact with the chaos powers, all Chaos Warriors have certain things in common: they have sold their souls to the lords of chaos, and have glimpsed at the possibility of immortality and power beyond dreams. Equally, they all know there is no turning back – they are irrevocably damned.

Adventuring with Chaos

When the other adventurers first meet the Chaos Warrior the warping influences of his daemoniac masters may have already manifested themselves visibly, as marks on his flesh or twisted features. In extreme cases, extra eyes, ears, fingers or the like. If this is so, then the Chaos Warrior is likely to be very careful to conceal his true appearance when in the company of the adventurers. Wearing his armor at all times or keeping his features obscured by heavy cowls, furs, or robes. If the adventurers knew his true nature, they would be unlikely to tolerate the Chaos Warrior's company as they have more than likely faced his kind in battle in the past.

Individually though, many Chaos Warriors are not as evil as such. They simply follow a different path from the rest of the world. Their objectives, urges, goals, and desires are often incomprehensible to any other creature though. Inevitably making these individuals outcasts in any society. Yet for a while, a Chaos Warrior will make a stalwart ally, a deadly fighter, and a powerful opponent to any who stand in his way. His is a lonely path and ultimately leads to the darkest realm imaginable.



Converted for D&D 5E by Reddit User [u/layhnet](#)
Based on the Chaos Warrior for Warhammer Quest
by **Andy Jones**

Class Features

As a Chaos Warrior you gain the following class features

Hit Points

Hit Dice: 1d10 per Chaos Warrior level

Hit Points at 1st Level: 10 + your Constitution Modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Chaos Warrior level after 1st.

Proficiencies

Armor: All armor and shields

Weapons: Simple and martial melee weapons

Chaos Artifacts: The Chaos Warrior has proficiency to use any Chaos Artifact.

Tools: None

Saving Throws: Strength and Constitution

Skills: Chose two from Athletics, Intimidation, Deception, Persuasion, Perception, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a great axe or (b) a longsword and shield
- (a) leather armor or (b) chainmail
- A Dungeoneer's Pack or an Explorer's Pack
- **Gifts of Chaos** (see the Gifts of Chaos table below)

Gifts of Chaos

Before you start the game, roll a D6 and consult the table below.

ROLL	ATTRIBUTES	ARTIFACTS
1-3	2 Attributes	1 Artifact
4-6	1 Attribute	2 Artifacts

Roll on the following two tables to find out which artifacts and attributes your Chaos Warrior has.

ROLL	CHAOS ATTRIBUTES (D6)
1	Mindless
2	Arcane Knowledge
3	Poisonous Bite
4	Warp Magic
5	Teleport
6	Warp Frenzy

ROLL	CHAOS ARTIFACTS (D6)
1	Parrying Blade
2	Ring of Desolation
3	Lashing Blade
4	Chalice of Night
5	Entrancing Blade
6	Axe of Mighty Striking

Chaos Warrior and Treasure

The Chaos Warrior cannot make use of any Weapons or Armor that are Magical. This includes trinkets, rings, necklaces, and so forth. That being said, the Chaos Warrior can use any Chaos Artifact, magical or not.

The Chaos Warrior may not give away his Artifacts; and if one is somehow taken from him, the wielder may not make use of its special abilities and is at disadvantage to weapon attack rolls made with it.

Mark of Chaos

At first level, a Chaos Warrior will be in possession of the Mark of Chaos! This represents a magical emblem which the Chaos Warrior has emblazoned on his flesh, the sign of his chaos patron.

The Mark of Chaos allows the Chaos Warrior to reroll any single die roll once per long rest. This represents the Chaos Warrior's mastery over chaos.

Chaos Progression

A Chaos Warrior progresses in a very unique fashion compared to other adventurers. He will, instead of gaining new features, be granted boons from the Path of Chaos – a ritual to earn the favor of the lords of chaos. Below is the progression chart, showing how many rolls on the Path of Chaos table a Chaos Warrior gets.

Chaos Warrior Progression Table

LEVEL	PROFICIENCY BONUS	PATH OF CHAOS
1	+2	-
2	+2	1
3	+2	1
4	+2	2
5	+3	1
6	+3	2
7	+3	1
8	+3	2
9	+4	1
10	+4	1
11	+4	1
12	+4	2
13	+5	1
14	+5	2
15	+5	1
16	+5	2
17	+6	1
18	+6	1
19	+6	2
20	+6	1

The Chaos Warrior's progression is unlike any other character. While a Path of Chaos could give the warrior up to 2 ASIs each, the aspect of chance limits this. Random chance gating balance and imbalance.

Chaos in Society

The Chaos Warrior struggles for acceptance in any society, good or evil, due to the nature of their Chaotic patronage and the fear surrounding it.

As a result, when attempting to enter a city or town, the Chaos Warrior runs the risk of being noticed and chased away. Total up the number of Chaos Attributes you have with the tag *Visible* and make a Charisma (*Deception*) roll. If the number is greater than the total number of *Visible* attributes, you may enter the settlement. Otherwise, you are turned away at the gate so to speak.

Some *Visible* attributes may be hidden by equipment or illusion spells.

At the Dungeon Master's discretion, this feature may be waived or resolve differently.

The Chaos Temple

In many settlements and cities, there are those who have rejected the acceptable gods of the realm and devoted themselves to Chaos. It is up to the Dungeon Master to determine if there is a Chaos Temple within a settlement.

Once per level, a Chaos Warrior may choose to pray at the Chaos Temple for assistance from his gods. You can only do this a number of times equal to your level; so unless otherwise stated you must make a note of how many times you've prayed at your temple.

You must make an offering of coin or jewels equal to **your level x 2D6** gold pieces when praying and roll on the following table:

ROLL	CHAOS TEMPLE (D6)
1	The warping forces of chaos surge through the Chaos Warrior's veins. He staggers drunkenly around the temple. When he comes to his sense, he realizes that he has been... Changed! The Chaos Warrior gains 2 Chaos Attributes.
2	The warping forces of chaos surge through the Chaos Warrior's veins. He staggers drunkenly around the temple. When he comes to his sense, he realizes that he has been... Changed! The Chaos Warrior gains 1 Chaos Attribute.
3	The gods of chaos are not listening. There are greater things afoot in the world to claim their attention. The Chaos Warrior's pleas go unanswered. This outcome does not count against the number of times the Chaos Warrior can pray at the Temple.
4	The Chaos Warrior stands before the altar to his dark gods, imploring that they listen to his cries. In the past, they punished him by granting him a warping, crippling attribute. Despite this cruel trick, the Chaos Warrior has served his masters well and is sure that now is the time for balance to be addressed. The Chaos Warrior must select a single attribute and remove it from his Character. As that attribute vanishes, the Chaos Warrior gains another at random!
5	As he touches the altar and dedicates his victims to his masters, the Chaos Warrior feels renewed strength and vigor coursing throughout his body. The Chaos Warrior gains extra Hit Points equal to 1d4+ his Constitution Modifier, permanently.
6	The temple reels and swirls as solid objects begin to mutate and change. Nothing is as it should be, and darkness claims all. The power of Chaos is at hand, and the Chaos Warrior kneels before its mighty presence. The Chaos Warrior may, if he chooses, try to merge two Chaos Artifacts together so that their powers are joined into one single powerful artifact. If you wish to do this, select the two artifacts. They must be similar artifacts (two weapons, two helmets, etc.) You place both artifacts on the altar, and wait eagerly with anticipation. Roll a D6 and consult the Artifact Merging to see what happens next.

ROLL	ARTIFACT MERGING (D6)
1	One of the artifacts vanishes, sucked back into the warp! The other remains unchanged. Randomly select which of the artifacts vanishes. The Chaos Warrior no longer has this artifact.
2-3	Nothing happens... the gods of chaos have no interest in the petty wishes of their servant.
4	The altar is briefly obscured by cloying smoke, drifting around the temple and fogging the senses. When the smoke clears the two original artifacts are still there and unchanged, but another sits alongside them. Roll on the Chaos Artifact table to see what the new artifact is.
5-6	Time slows, the temple darkens, and the fabric of reality groans and shifts. When the moment passes, there is but one artifact left on the altar. A mutated union of the two placed there by the Chaos Warrior.

The two items are now merged. Remove them from your Character Sheet and write in the combined abilities of the new item. It is a good idea to name the new Artifact, as it will no doubt become one of the Chaos Warriors most treasured items.

In the event that the two items are similar, such as a *Shortsword* and a *Rapier*, you may combine their properties and use the higher of the damage dice.

Note: If two items of armor or weapons are merged together, their enhancement bonuses may merge. A new shield, helmet, or whatever has the special properties of both former artifacts, and it combines the enhancement bonuses provided by both. Chaos Artifacts do not typically have enhancement bonuses. This is meant to clarify in the event that they do.

Path of Chaos

The Chaos Warrior does not develop his skills in a similar fashion to any other adventurer. Instead, when he trains, he must take the rite of the "Path of Chaos"

When levelling up, you will roll on the following table to determine what you gain as you level. Whether it is additional Chaos Attributes to cripple and change you, new Chaos Artifacts gifted to you by your masters, or an Ability Score Increase. The Path of Chaos is a dangerous path that all Chaos Warriors must walk.

ROLL	PATH OF CHAOS (D6)
1	2 Chaos Attributes Roll three times on the Chaos Attribute table
2	1 Chaos Attribute Roll once on the Chaos Attribute table
3	Statistic Increase (1) Roll once of the Statistic Increase table
4	Statistic Increase (2) Roll twice on the Statistic Increase table. <i>If your DM is using the optional Feats rule you may select a Feat that you qualify for instead</i>
5	Chaos Artifact Roll once on the Chaos Artifact table
6	Chaos Artifact and Statistic Increase (1) Roll once on the Statistic table and once of the Chaos Artifacts table

Once the Chaos Warrior has completed the Path of Chaos, he must then determine if he joins the Ranks of the Damned. Sometimes the Chaos Warrior is so affected by the warping powers within him that he will be cast out

from society, leaving him no choice but to join the ravaging armies of the Northern Chaos Wastes. Or sometimes he is called upon by the Gods of Chaos to lead their forces into battle. Whatever the reason, this will mean **an end to the Chaos Warrior's adventuring career** as he has been elevated into the ranks of the mighty warlords of Chaos.

After the Path of Chaos, if the Chaos Warrior ever has more than 20 in any Ability Score, he must add up all the ability score differences in excess of 20. After which he will roll a **d20**. If the number on the die is greater than the number, he may continue adventuring. If it is equal to or less, he is consumed by Chaos and immediately leaves to do battle in the chaos wastes.

For example, if the Warrior has 23 Strength and 21 Charisma, he has four points in excess of his limits. If he rolls a four or greater on a D20 he is safe, otherwise he must retire.

ROLL	STATISTIC INCREASE TABLE (≥D6)
2	Luck: +1 to Death Saving Throws
3	Strength: +1 to Strength
4	Charisma: +1 to Charisma
5	Dexterity: +1 to Dexterity
6	Toughness: +Con Modifier Hit Points
7	Movement: +5ft to Speed
8	Initiative: +1 to Initiative
9	Intelligence: +1 to Intelligence
10	Wisdom: +1 to Wisdom
11	Constitution: +1 to Constitution
12	Weapon Skill: +1 to hit on weapon attack rolls

Variant Rule:

Some Dungeon Masters may consider the feature of having the Chaos Warrior be dragged off to the wastes as being too harsh of a penalty.

This is the nature of Chaos, but as a variant those Dungeon Masters may instead limit Ability Score increases to 20 and ignore the chance to ending his career early.

In the event that an increase is rolled that would take you beyond 20 in any given Ability Score, you instead make a roll on the Chaos Artifact table.

Chaos Attributes

Some chaos attributes are cumulative, that is, the Chaos Warrior may gain the attribute more than once. Others have the *Visible* tag – meaning they are a visible mutation and affect the Chaos Warrior's ability to interact with the public.

To find out which attribute the Chaos Warrior gains, roll a D66 and consult the following table.

To work out the score of a D66, roll two D6, counting the first die as the tens digit and the second die as the ones digit. For example, a 3 followed by a 1 is a 31.

ROLL	CHAOS ATTRIBUTE TABLE D66	VISIBLE?
11	Frenzy	
12	Poisonous Bite	
13	Mark of Chaos	Visible
14	Iron Hard Skin	
15	Agility	
16	Atrophy	Visible
21	Blood Rage	
22	Cowardice	
23	Fangs	
24	Psychotic Warrior	
25	Magic Resistance	
26	Mindless	
31	Powerful Legs	
32	Razor Claws	
33	Scaly Flesh	Visible
34	Weapon Master	
35	Strong	
36	Fast	
41	Warp Magic	
42	Albino	Visible
43	Alcoholism	
44	Insubstantial	Visible
45	Featureless Face	Visible
46	Hunchback	Visible
51	Hypnotic Gaze	
52	Levitation	
53	Arcane Knowledge	
54	Spits Acid	Visible
55	Vampiric Tendency	
56	Teleport	
61	Telepathy	
62	Eyes of Fire	Visible
63	Uncanny Resemblance	
64	Invisibility	
65	Regeneration	
66	Warp Change	Visible*

Chaos Artifacts

Whenever the Chaos Warrior gains another chaos artifact, roll a D66 and consult the following table to see what the new artifact is.

To work out the score of a D66, roll two D6, counting the first die as the tens digit and the second die as the ones digit. For example, a 3 followed by a 1 is a 31.

Note that any weapons and armor from the Chaos Artifact table are magical.

The only way a Chaos Warrior can ever gain a powerful magic item he can use is if he is given one as a gift by the chaos gods. He cannot use normal magical items. Only a Chaos Warrior can use chaos artifacts and he cannot sell, trade, or give them away to other adventurers.

ROLL	CHAOS ARTIFACT TABLE D66
11	Helm of Sorcery
12	Bewitched Blade
13	Black Hood of Kargan
14	Ring of Desolation
15	Axe of Hellstone
16	Spell Eater Blade
21	Deathlust Blade
22	Collar of Deflection
23	Blade of Disenchantment
24	Entrancing Blade
25	Snarling Blade
26	Glittering Shield
31	Ring of Illusion
32	Crown of Immunity
33	Skull Amulet of Impunity
34	Lashing Blade
35	Shield of Spell Absorption
36	Axe of Mighty Striking
41	Parrying Blade
42	Mace of Terror
43	Axe of Fear
44	Blade of Wound Stealing
45	Crown of Speed
46	Armor of Fortitude
51	Blood Armor of Chaos
52	Ogre Helm
53	Shield of the Void
54	Death Helm
55	Helm of Demon Sight
56	Soul Blade
61	Shrieking Blade
62	Crown of Devastation
63	Hell Blade
64	Armor of Regeneration
65	Warp Stone Charm
66	Chalice of Night

The D66 table as described here is not standard to Dungeons and Dragons Fifth Edition. It is the primary action table for Warhammer Quest. It has been used here as a nod to its source.

Chaos Attribute Descriptions

11: Frenzy

At the start of the first round of combat, roll a D6. One a score of a 6, the Chaos Warrior is frenzied until there are no more hostile creatures visible (or he is knocked unconscious.) While frenzied, the Chaos Warrior gains +2 damage to all of his melee attacks.

If you gain this attribute again, you trigger Frenzy on a 5 or a 6, and so on each time you gain it.

12: Poisonous Bite

As a bonus action, the Chaos Warrior may make a Poisonous Bite against a target within 5ft. This is an unarmed melee weapon attack that deals 1d4 + STR modifier piercing damage. On a hit, the target makes a DC10 Constitution saving throw, taking 1d4 poison damage.

If you gain this attribute again, add 1d4 poison damage to the saving throw portion for each additional instance of the attribute.

13: Mark of Chaos Visible

Somewhere on the Chaos Warrior's body is the Mark of Chaos. This can be anything from an oddly colored or oddly shaped wart to a clearly defined chaos star or one of the symbols of the chaos powers.

Roll a D6 when you receive this attribute. On a 1, the symbol is emblazoned on the Chaos Warrior's face and is considered *Visible* unless he is wearing a helmet.

For each Mark of Chaos that the Chaos Warrior has, he may reroll a single die roll. These refresh at the end of a long rest.

14: Iron Hard Skin

The Chaos Warrior's skin, although it looks normal, is as hard as iron. The Chaos Warrior's AC is 16 while not wearing armor.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

15: Agility

The Chaos Warrior has amazing reactions and coordination. He adds his proficiency bonus to Dexterity saving throws made against non-magical effects.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

16: Atrophy Visible

The Chaos Warrior's flesh withers and ages, roll a D6:

1 – The Chaos Warrior ages 30 years. He is at -1 to his Strength and Constitution scores as long as he has this attribute.

2 – The Chaos Warrior ages 10 years. He is at -1 Strength as long as he has this attribute.

3-6 – The aging process is purely cosmetic, leaving the Chaos Warrior looking somewhat haggard and ancient.

This attribute may be gained more than once in the Chaos Warrior's career.

21: Blood Rage

At the start of combat, roll a D6 to see what effect the engagement has on the Chaos Warrior.

1 – In a mindless fury, he attacks the nearest creature (friend or foe) if able. He is at disadvantage on his attack rolls. Roll again on this table on your next turn.

2-5 – The Chaos Warrior mounts a raging attack against the nearest hostile creature if able. He is at disadvantage on his attack rolls. Roll again on this table on your next turn with +1 to your roll.

6 – The Chaos Warrior gains control, and may move and fight as usual.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

22: Cowardice

The Chaos Warrior has disadvantage on any saving throws against becoming frightened.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

23: Fangs

The Chaos Warrior gains sharpened incisors, and all of his teeth rise to fine points.

The Chaos Warrior may take a Bite melee weapon attack, dealing 1d6 + STR modifier piercing damage. On a successful hit, the Chaos Warrior may attempt to grapple the target with his bite using the standard grappling rules. This does not require the Chaos Warrior to use his hands.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

24: Psychotic Warrior

The Chaos Warrior has gone one step too far towards the madness which engulfs his kind. Cackling and giggling to himself at his own macabre jokes, he finds the death and carnage of the dungeon most amusing.

The Chaos Warrior gains Advantage on saving throws against fear and charmed effects.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

55: Vampiric Tendency

The Chaos Warrior thirsts for blood. He wants to drink the blood of his victims, and to a lesser extent, his companions.

You may, as a bonus action, make a Vampiric Bite attack. This is an unarmed attack that deals 1d6 points of damage. The Chaos Warrior also regains hit points equal to the damage dealt, but not exceeding his maximum health.

At the Dungeon Master's discretion, the Chaos Warrior may also tap innocents to create Blood Potions. If the target of this is unwilling; have them roll a Strength contest. If the target succeeds, he manages to break free and alert the nearest authority to the act. How this situation will resolve is up to the Dungeon Master. If the Chaos Warrior succeeds, he creates a potion that will allow him to regain 1d6 health when coifed.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

56: Teleport

Once per long rest, the Chaos Warrior has gained the ability to Teleport. Instead of a Move action, the Chaos Warrior can instead opt to teleport to anywhere that he can see. This action does not provoke opportunity attacks.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he may take this action an additional time per long rest.

61: Telepathy

The Chaos Warrior has gained the ability to read minds. When performing a check to determine if the Chaos Warrior is surprised, if he fails the check he is not affected by surprise. If he succeeds the check, he has instead surprised the creature with his precognition.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

62: Eyes of Fire *Visible*

The Chaos Warrior's eyes glow with a dull red light.

You gain Darkvision (60 ft.)

If you already had Darkvision, the range is increased by 60 ft. instead.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

63: Uncanny Resemblance

The Chaos Warrior's appearance begins to shift, his features slowly melding into a new face over a period of some months.

At the Dungeon Master's discretion, you take on the appearance of another character or NPC you have interacted with in the last few months.

The transformation is not identical, as any Visible attributes will give you away, but you do gain advantage on any Charisma (Deception) checks you make to pose as the character you look like.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

64: Invisibility

The Chaos Warrior has gained the power to become invisible.

You may cast the Invisibility spell on yourself once per long rest, ignoring any components.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he may cast Invisibility an additional time per long rest.

65: Regeneration

The Chaos Warrior's body tenaciously clings to life, recovering and mending the most heinous of wounds. As a reaction after taking damage, the Chaos Warrior may regain 1d4 hit points.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he regains an additional hit point when spending his reaction.

66: Warp Change *Visible**

The Chaos Warrior feels his body warp and change...

Roll a D6; he has gained...

1, 2 – An additional eye, ear, or thumb *Visible**

3 – An additional Statistic Increase (roll on the Statistic Increase table)

4 – One extra Chaos Attribute (roll on the Chaos Attribute table)

5 – One extra Chaos Artifact (roll on the Chaos Artifact table)

6 – One extra Chaos Attribute and Chaos Artifact (roll once each on the Chaos Attribute and Chaos Artifact tables)

You must still mark Warp Change as an attribute, even if the Chaos Warrior gains another attribute or artifact.

The Chaos Warrior may gain this attribute more than once in his career.

Chaos Artifact Descriptions

11: Helm of Sorcery

This helm glitters with a sinister light surrounding the Chaos Warrior with a halo of energy

After each long rest, select a Wizard Evocation spell of a level that the Chaos Warrior could cast (if his Chaos Warrior level was Wizard Level.) The spell is stored in the Helm of Sorcery, and may be cast by the Chaos Warrior once per long rest if he is wearing the helm.

The spell uses the Chaos Warrior's Intelligence as the spell casting modifier.

12: Bewitching Blade

This blade is as black as pitch, with dark red runes inscribed on its surface

This short sword is cursed, and cannot be discarded unless the curse is removed. Its wielder has disadvantage when making attacks against demons or fiends with it. It is magical but has no other properties.

13: Black Hood of Kargan

This hood appears insubstantial and ghost like, as though it only partially exists in this realm

The Hood allows the wearer to live without breathing. He can breathe freely underwater or even in a vacuum, as is immune to the effects of breathing in poisonous fogs or choking vapors.

14: Ring of Desolation

This ring is carved from ancient stone. Upon closer inspection, it looks as though it may have once been alive

The Ring of Desolation allows the wielder to make a Petrifying attack against a creature.

The target must succeed a DC 10 Constitution saving throw, or else become Petrified.

This ability may only be used once per long rest.

15: Axe of Hellstone

The blade of this weapon is inscribed with twisting sigils of power. Blazing icons of destruction which hurt the eyes to look upon.

This greataxe allows the wielder to make one guaranteed critical hit per long rest. Once the attack roll has been made and determined a success, the user may elect to use the effect make the hit a critical (following all other Critical Hit rules.)

16: Spell Eater Blade

The blade is plain and dull, only bursting into a blaze of light when magic is cast in its immediate vicinity

This longsword allows the wielder to negate the effects of a single spell cast against him by spending his reaction to do so.

Once the Spell Eater Blade has negated a single spell, it becomes a magical +1 Longsword that still shimmers in the presence of magic.

21: Deathlust Blade

This weapon drips gore on the floor as long as it is drawn from its scabbard

This longsword deals an additional 1 damage every time it hits.

22: Collar of Deflection

This collar is filled with magical intelligence, anticipating the movements of its opponents as though it had a mind of its own

Any attacks of opportunity made against a creature while wearing this collar gain Advantage.

23: Blade of Disenchantment

This blade is ancient beyond telling and its edge is cracked and broken. In battle it crackles with barely contained energies, smiting down the foes of its wielder

This greatsword is designed to destroy magic. Any creature struck by it who is concentrating on a spell must make their concentration saving throw at disadvantage.

24: Entrancing Blade

Multi-colored lights and patterns fly from this blade as it whirls in battle, confusing and hypnotizing its foes

This dagger has a hypnotic effect on its victims. Any creature who is struck by this dagger is at disadvantage when attacking the Chaos Warrior until the end of its next turn.

25: Snarling Blade

As enemies approach, this sword snarls and growls, anticipating the slaughter to come.

This weapon's abilities may not be combined with any other Chaos Artifact. The longsword is partially sentient and may not be put down, discarded, or sold until the curse is removed. Until then, it will always be welded to the Chaos Warrior's hand.

While using the Snarling Blade, the Chaos Warrior can't be disarmed and always has one hand occupied by the sword.

62: Crown of Devastation

Power surges through this crown, heartening the wearer and goading him to acts of insane bravery

This crown grants its wearer great courage. While under the effect of Frightened, the wearer may ignore the negative effects and instead has +2 to his attack rolls and +2 to his damage rolls.

63: Hell Blade

Chittering and infernal whispering emanate from this hellish weapon, forged from the pure stuff of chaos

While wielding this longsword, if you take an Attack action you may make an additional Attack action that turn. This extra attack is in addition to any other extra attacks granted by class features.

64: Armor of Regeneration

This armor subtly throbs and thrums with the power of the void. It contains an echo of the life energies of all of its victims

While wearing this Breastplate, its wearer may regain 1d8 hit points while taking a short rest. This effect ceases to function if the wearer is at zero hit points.

65: Warpstone Charm

This piece of pure warpstone has been blessed in the name of the Gods of chaos. It is beaten into the flesh of the wearer where it gives off a dull black glow

This charm allows the bearer to reroll any single die roll once. This effect refreshes after taking a long rest.

66: Chalice of Night

This black chalice is filled with a red viscous liquid. It never empties, and never spills a drop

After each short rest, the holder of the Chalice of Night may opt to drink from it to gain its boon.

With this boon, the Chaos Warrior may give himself advantage on a skill check this adventure. If he grants himself advantage this way and still fails, he suffers 1d6 points of damage.

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