Supplement AOS Grand Alliance Of Chaos : Armies Of Nurgel 1.0

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Introduction:

Jumper, your odyssey through the multiverse has been fraught with despair and hardship. Yet, despite the trials, you persevered as any resilient soul should, forging ahead on your cosmic voyages. Your determination has garnered the attention of your grandfather, Nurgle, whose benevolence knows no bounds. Moved by your resilience, he has chosen to elevate you to the esteemed position of one of his Campiones of Nurgle, ensuring that you no longer endure despair in your travels.

With a mere utterance, Nurgle has bestowed upon you one of the most precious gifts a Chaos god can bestow upon his chosen champions: an army of devoted brethren. These stalwart companions not only accompany you on your journey but also aid you in fulfilling Nurgle's mission of spreading his gifts. Nurgle's true desire is to alleviate the suffering of every mortal in this world and beyond, offering solace amidst the turmoil of existence. Through the various afflictions of pestilence and disease he conjures in the Garden of Nurgle, he bestows tranquility and happiness, guiding them toward a newfound serenity.

But before you start your journey with your brethren, Nurgle asked you to carry one of his many diseases within your body as a form of payment for his love. This disease is one, if not the worst one, that any mortal can catch. You decide what the side effects of this disease are from rolling on ***Contagions of Nurgle*** in Nurgle Gifts section . You spread it as easily as just existing in a room. And it's going to be very hard to find a cure for it, even with your perks, Jumper. But don't worry, this effect of being super contagious will only last on the first world you decide to take this supplement.

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

Nurgle Blessing:

Before we start building your army here are a few Blessings that Nurgle has bestowed upon you and possible Generals and Heroes in your army.

Mark Of Nurgle [Free]:
Taking the form of a physical mark corroded and festering with pus etched into the flesh as a symbol of death and decay, your body is blessed with resounding resilience. You possess the extraordinary ability to walk and fight even if your innards were spilled out and you were missing half your body mass. Moreover, you exude perpetual joy and happiness in any situation, rendering you exceedingly approachable and amiable to strangers.

Exalted Of Nurgle [1 Favor]:
The Lord of Pestilence smiles upon you as you embrace even more of his bountiful gifts. Now, you are further fortified against damage, to the extent that it would take the impact of a warhead to even make you flinch. But that's merely the beginning, for you now possess a small, passive regeneration, gradually healing your wounds over time. Additionally, if you possess the Lore of Nurgle, your spellcasting ability within that lore has been magnified, allowing you to wield its chaotic powers with even greater proficiency and potency.

Lore of Nurgle [1 Favor]:
The Lore of Nurgle is a branch of sorcery deeply entwined with the chaotic essence of Nurgle, the Plague God. It encompasses spells and rituals focused on decay, pestilence, and the spreading of disease. Practitioners of this dark art wield powers that corrode and rot away both flesh and spirit, spreading entropy and despair wherever they go. Spells within the Lore of Nurgle often manifest as foul miasmas, noxious plagues, and twisted manifestations of decay, reflecting the grim and relentless nature of Nurgle's domain.

Chaos Plate of Nurgle[Free]:

Adorned with the insignias of Nurgle, the Chaos Plate armor stands as a profound testament to the wearer's unwavering dedication to your Grandfather's love. Bestowed as a divine boon from the Plague God himself, each ensemble is a blasphemous masterpiece, intricately adorned with carvings devoted to Nurgle's chaotic essence. These infernal armaments transcend mortal craftsmanship. Clad in Chaos Plate, warriors are often hailed as indestructible, for common weapons splinter against its impenetrable surface, and arrows are deflected harmlessly. Remarkably, the armor seamlessly melds with the wearer, offering unmatched flexibility and ease in combat, conforming effortlessly to their physique, regardless of any mutations they may bear. Furthermore, Chaos Plate boasts the extraordinary capability to self-mend over time, ensuring its endurance even during the most grueling of campaigns. Whether preserved in its original state or modified to emit an even more chaotic energy, Chaos Plate endows its wearer with unparalleled defense and fortitude, serving as a harbinger of destruction to all who dare to challenge the chaotic forces of Nurgle.

Scythe Of Nurgle [Free]:
This Scythe is a special weapon bestowed only upon the most trusted of Nurgle's Campiones. Unlike other weapons wielded by Nurgle's worshippers, there is no sign of wear, tear, or even rust found on this weapon. However, that doesn't imply any lack of potency compared to other weapons of Nurgle. This weapon is not only indestructible but also possesses the unique ability to decay everything it strikes, causing the decayed victim to explode and spread numerous pathogens to the surrounding area.

Possible mount upgrades can only choose one :

Steed Of Nurgle [1 Favor]:
A horse blessed with the gifts of Nurgle is a remarkable creature indeed. Unlike steeds devoted to other gods, it possesses a docile and friendly demeanor towards its rider, fostering a strong bond of companionship and trust. Furthermore, it exhibits remarkable resilience to damage, enduring hardships with a fortitude unmatched by its counterparts

Daemon Plague Toad of Nurgle [2 Favor]:
Plague Toads are grotesque beings resembling swollen bags of brackish filth and pus, with wide maws capable of engulfing a man whole. Despite their repulsive

appearance, they exhibit a surprising determination when provoked. Plague Toads fiercely defend themselves, using their slimy horns to gore enemies or employing their prehensile tongues to drag victims into their gaping mouths. Their lethality is often underestimated, as their seemingly lumpen forms belie their ferocious nature in battle.

Rot Fly [3 Favor]:
Rot Flies, originally Beasts of Nurgle, have undergone a twisted metamorphosis at the behest of the Lord of Decay, transforming into monstrous Daemonic insect steeds. These creatures bear a striking resemblance to giant corpse flies, their appearance so repugnant that it leaves lasting scars upon the minds of those who behold them. Once lovable and jovial, these beings now exude an aura of decay and pestilence, serving as harbingers of Nurgle's foul influence wherever they fly.

Pox Maggoth [5 Favor]:
A Pox Maggoth is an immense, mutated Chaos beast resembling a gargantuan maggot, brought into existence through the will of Nurgle, the Chaos God of disease and decay. These abominable creatures are the embodiment of Nurgle's grotesque power, their writhing forms teeming with foulness and corruption. With their pestilential presence, Pox Maggoth spread sickness and despair wherever they roam, serving as both instruments of Nurgle's will and terrifying adversaries to those who oppose his dark dominion.

Toad Dragon [7 Favor]:
Toad Dragons, fortunately rare in number, predominantly inhabit the desolate chaos wastelands, where civilization's reach fades into the trackless wilderness. These colossal beasts, characterized by their near-mindless aggression, hold a fearsome reputation in legend and lore.

The strength of a Toad Dragon is unparalleled, matched only by its insatiable appetite. Its tainted breath exudes a corrosive foulness capable of liquefying flesh and withering steel in mere moments. Those unfortunate enough to evade its ravenous jaws risk being crushed beneath its immense bulk as it lumbers across the earth. With lightning-fast reflexes, its questing tongue snatches up victims, dragging them into its gaping maw to vanish amidst its monstrous hunger.

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 Nurgle section of this supplement. And they must decide when to buy the unit. They can't be upgraded later.

Generals:

These units epitomize the most blessed creatures within your grandfather's army, having received numerous gifts from the god of plagues. As your steadfast brethren, they stand unwaveringly by your side, ensuring order within your forces. Their presence among your ranks alleviates the necessity for micromanagement, granting you the freedom to concentrate on leading your army to triumph. With these mighty champions at your command, victory is within reach as they lend their formidable strength and unwavering loyalty to your cause.

Harbinger of Decay [4 Favor]:

Harbingers of Decay stand as the formidable Chaos Lords within Nurgle's army, their towering presence atop moldering saddles affixed to monstrous Daemonic Steeds. Their bloated forms, resembling sacks of flyblown offal, exude an aura of decay and pestilence. Confident in their god's favor, many regard them as the embodiment of Nurgle himself, inspiring those under their command to fight with morbid vigor in their presence. Nurgle bestows upon these champions plentiful blessings as rewards for their relentless commitment to spreading decay and

despair. With sinister pride, they lead their followers into battle, their very existence a testament to the boundless power and generosity of the Plague God.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Lore of Nurgle***
- ***Pox Maggoth***
- ***Toad Dragon***

Equipment

- ***Chaos Plate of Nurgle***
- ***1 Chaos Great Weapons or 1 chaos weapon and shield***
- ***Steed Of Nurgle***

Herald of Nurgle [4 Favor]:

Heralds of Nurgle serve as the esteemed Plaguebearer lieutenants within the armies of the Daemons of Nurgle, with the common herald known as a Poxbringer. Towering above the Plaguebearers that surround them, they exude an aura of malign authority, ensuring the Great Unclean Ones' commands are executed with utmost precision. In battle, Poxbringers wield their Bale swords with prodigious strength, cleaving through enemy champions and sorcerers with relentless ferocity. Additionally, they unleash their own unclean spells, corrupting and despoiling their foes with foul magic born of Nurgle's dark blessings.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Daemon Plague Toad of Nurgle***
- ***Rot Fly***

Equipment

- ***Lore of Nurgle***
- ***1 Bale swords***

Great Unclean One [7 Favor]:

Great Unclean Ones are the apex Greater Daemons within the Daemons of Nurgle, towering behemoths resembling humongous hillocks of rotting flesh that dwarf their adversaries in the eyes of the Plague God. Armed with massive rusted weapons, they stride into battle, wielding Bileblades or Plague Flails in one hand and Massive Bileswords or Doomsday Bells in the other. Their Noxious Bile is a potent weapon, capable of being vomited forth in a stream of filth to douse enemies in foulness.Surrounded by hosts of Nurglings at their feet, these Greater Daemons possess unparalleled offensive and defensive capabilities.

Their sheer bulk allows them to barge through fortress gates, crush adversaries beneath their immense weight, and asphyxiate foes with ease. Layers of blubber provide them with formidable resilience, making it difficult for any to wound them. Those who do succeed may face a spurt of acidic bile and putrid toxins in retaliation.In addition to their offensive prowess, Great Unclean Ones emit waves of disease and decay that wither both enemies and environment alike. Their bodies readily regenerate from wounds inflicted upon them, thanks to Nurgle's gift of fecund life, ensuring they endure even the most grievous of injuries with grim determination.

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Lore of Nurgle***
- ***Noxious Bile***
- ***Host of Nurglings***
- ***Bilesword and Plague Flail or Doomsday Bell and Plague Flail or Bilesword and Bileblade or Doomsday Bell and Bileblade.***

Heroes:

These units serve as beacons of inspiration for their fellow Nurgle allies and as catalysts for recruiting new followers into the ranks of the God of Pestilence. Their presence within your army bestows buffs that amplify the potential spread of pestilence and decay, ensuring a greater dissemination of the grandfather's gift to the mortal realms. However, their buffs are optimal when leading seven units.

Sloppity Bilepipers [3 Favor]:

Sloppity Bilepipers perfectly encapsulate the repugnant jollity of the Plague God. Armed with a set of jolly gutpipes and a marotter, these Heralds serve as both victims and carriers of the Chortling Murrain, a disease that induces uncontrollable laughter leading to death. They frolic and jest with Nurglings, Great Unclean Ones, and Beasts of Nurgle buffing their overall effectiveness, and they instilling horror in the hearts of their mortal foes upon appearing on the battlefield.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Lore of Nurgle***
- ***Daemon Plague Toad of Nurgle***
- ***Rot Fly***

Equipment

- ***1 Bale Mace and Bilepipers***

Spoilpox Scrivener [3 Favor]:

Spoilpox Scriveners are undeniably dour creatures when compared to the other Daemons of the Plague God. Their primary duty is to ensure that Plaguebearers meet their quotas, a task they execute through relentless browbeating and bullying, employing a barrage of insults and commands. This coercion drives the Plaguebearers to fight with heightened fervor, making the Spoilpox Scriveners a crucial strategic linchpin within Nurgle's armies.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Lore of Nurgle***
- ***Daemon Plague Toad of Nurgle***
- ***Rot Fly***

Equipment

- ***Distended Maw***
- ***Disgusting Sneeze***

Lord of Blights [2 Favor]:

Lords of Blights are brutish and swollen Hero Nurgle, serving as both creators and destroyers. In battle, these Lords actively seek out hardy enemies, intending to add their bodies to their macabre orchards after the conflict. Utilizing the meat-mulch from battles and various plagues, they plant corpse orchards, from which twisted gallows trees emerge, blighting the land and bearing aloft the bodies of the Lord's chosen victims.Each cadaver's head is meticulously filled with pus drawn from a Great Unclean One and sealed with a mixture of blood and wax. Once ripe, the withered bodies drop from the trees. The Lord of Blights then harvests these grotesque fruits and distributes them to his followers, who hurl them at the enemy, causing them to explode in a blast of noxious effluvia.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Steed Of Nurgle***
- ***Pox Maggoth***
- ***Toad Dragon***

Equipment

- ***Thrice-ripened Death's Head***
- ***Bubotic Hammer and shield***
- ***Chaos Plate Of Nurgle***

Lord of Plagues [2 Favor]:

Lords of Plagues are mortals blessed by Nurgle, spreading his foul influence by poisoning any who draw near with Nurgle's Rot. Their repugnant bodies are infested with a plethora of diseases, swollen with rancid boils, open sores, and cankerous bulges. These champions of Nurgle are typically the most directly aggressive, charging into the heart of battle and leaving behind a wake of devastation. They reduce their foes into filth-ridden, rotten corpse mulch, preparing the battlefield for colonization by Nurgle's diseases. Furthermore, they excel at leading nearby Putrid Blightkings into ever greater acts of carnage, directing their allies with a mixture of tactical acumen and grotesque fervor.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Steed Of Nurgle***
- ***Pox Maggoth***
- ***Toad Dragon***

Equipment

- ***Plague-ridden Great Blade***
- ***Chaos Plate Of Nurgle***

Rotbringers Sorcerer [3 Favor]:

Rotbringer Sorcerers are magic users of the plague god's armies, devoted followers of Nurgle wielding formidable powers on the battlefield. Always eager to share and spread the gifts of decay, entropy, and putrefaction, they unleash a string of blubbered, guttural curses to unleash their foul magic. With their sorcery, Rotbringer Sorcerers can inflict devastating curses upon their enemies, turning their blood to brackish filth, conjuring flesh-eating plagues, and casting withering hexes. They are also capable of summoning clouds of flies, shielding their allies with roaring swarms, or bestowing bountiful poxes upon them, bolstering their resilience. They are also good at leading cultist and Poxwalkers in the battlefield.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Steed Of Nurgle***
- ***Pox Maggoth***

Equipment

- ***Lore of Nurgle***
- ***Rotwood Staff***
- ***Robes of Nurgel***

Lord of Afflictions [4 Favor]:

Lords of Afflictions are mortals who ride atop Rot Flies, leading the vanguard of Nurgle's armies with formidable might. Mounted atop these grotesque steeds, they possess the ability to command Pusgoyle Blightlords, urging them to move with increased speed. Lords of Afflictions epitomize the pinnacle of plague vectors, their very existence dedicated to spreading Nurgle's contagion far and wide. Their primary duty to Nurgle is to unleash as much plague as physically possible upon the battlefield.

In combat, the contagion from wounds inflicted by the Lord of Afflictions spreads rapidly, leaving behind a blossoming epidemic in their wake. Their relentless assault ensures that Nurgle's influence proliferates swiftly, engulfing both friend and foe alike in the unrelenting embrace of pestilence.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Rot Fly***

Equipment

- ***Festerspike,Claws, Mouthparts and Sting***
- ***Chaos Plate Of Nurgle***

Lord of Virulence [5 Favor]:

This hero of Nurgle is truly unique, born from the unlikely fusion of a mortal gifted with Grandfather's gifts and Skaven's warpstone technology. Tubes and pipes burst forth profusely from the Lord of Virulence's Chaos Plate armor, emitting noxious fumes and putrid eruptions that guide the fire of artillery engines behind the lines.

Their cloaks leave a trail of mucosal slime, enticing hungry Daemons to follow. They excel in massed bombardment, raining heavy firepower upon their enemies and decimating their ranks in a manner akin to a lethal infection laying its victims low.

Possible Upgrades

- ***Exalted Of Nurgle***
- ***Toad Dragon***

Equipment

- ***Plague Flamethrower***
- ***Chaos plate of Nurgle***

Infantry:

7000 PoxWalker [1 Favor]:

Poxwalkers are unfortunate victims of the Walking Pox, one of the many diseases crafted by Nurgle. Afflicted individuals suffer the gradual shutdown and decay of their bodies until death claims them, albeit incompletely. In a cruel twist of Nurgle's humor, they retain consciousness, trapped within their rotting corpses, their souls aware of their grim fate. With a perpetual rictus grin, they lurch forth in search of living flesh to satiate their unending hunger.

In battle, Poxwalkers exhibit rudimentary coordination, wielding makeshift weapons or debris. Despite their sluggishness, they boast remarkable resilience and endurance, enduring heavy damage with grim determination. Moreover, their guttural groans reverberate with such force that they can inflict spiritual harm upon nearby living creatures, further spreading the Walking Pox.

Equipment

- ***Makeshift Weapons***

700 Rotmire Creed [1 Favor]:

The Rotmire Creed comprises a society of Chaos cultists dwelling in the swamp, wielding disease as their primary weapon. They infect their foes with a myriad of flesh-rotting blights, unleashing a barrage of darts and splintering clay pots tainted with toxins and disease-ridden fluids. As the enemy succumbs to the contagions, their flesh bubbles and sloughs away under the onslaught of lovingly brewed diseases.

Equipment

- ***Blowpipe***
- ***Bilewood Weapons***

700 Nurgling [2 Favor]:

Nurglings are diminutive yet malevolent daemon mites of Nurgle, resembling miniature versions of the noisome god himself and embodying the essence of a pustule or boil. Despite their small stature, Nurglings wield considerable power, overwhelming their adversaries through sheer numbers or infectious foulness.

Their teeth inflict festering wounds that do not kill immediately but instead lead to long, disease-ridden demises. They assail their enemies like a stinking tide, swarming over them in wave after wave of bloated little bodies, burying them beneath their relentless onslaught.

Equipment

- ***Teeth and Claws***

210 Plaguebearer [2 Favor]:

Plaguebearers are the loathsome, corpse-like Daemons that form the rank and file of Nurgle's armies. Terrifyingly resilient and relentless, they can overwhelm their victims like a terminal disease. Their bodies are disgustingly durable, capable of shrugging off the most grievous of wounds with minimal effect. Surrounded by clouds of flies that grow denser in larger numbers, Plaguebearers become increasingly difficult to shoot at. Additionally, when near a hero of Nurgle's Daemons, they become even harder to hit, as these heroes act as loci of fecundity, enhancing the resilience of nearby Plaguebearers.

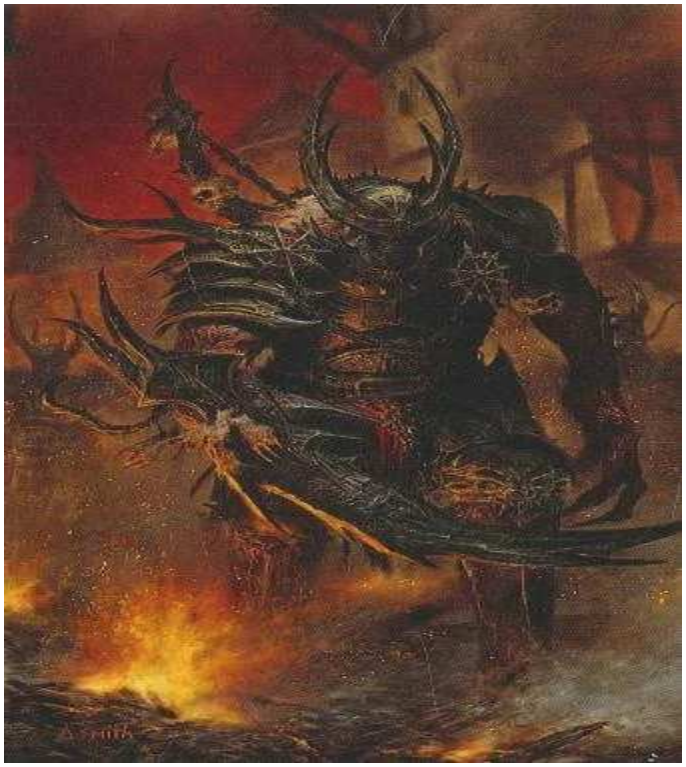
Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Plague Swords***

70 Forsaken of Nurgle [2 Favor]:



When the corrupting energies of Chaos saturate the mortal forms of Nurgle's warriors beyond the confines of their flesh, they undergo a transformative process, emerging as His Forsaken: grotesque and contorted beings bestowed with the boundless gifts of the god of pestilence. These mutations extend beyond mere physical resilience, aligning them more closely with the image of Nurgle's realm and its denizens. Their skin may darken to shades of green, while their eyes adopt the lifeless, white gaze characteristic of Daemons. Their visages may contort into hideous resemblances of Nurgle's daemons, such as Nurglings, Plaguebearers, and Beasts of Nurgle. Eyes may ooze with venom, or their entire bodies may morph into hybrid amalgamations of such daemon spawn, reflecting the twisted influence of Nurgle's chaotic realm upon their form.

Equipment

- ***Claws and Fist each***

70 Putrid Blightking [3 Favor]:

Putrid Blightkings are colossal, bloated warriors, teeming with pustules and plagues, revered as some of Nurgle's most favored mortal servants. These rotting and bellicose murderers, imbued with the bite of daemonfly, march into battle with their tocsins tolling.Blightkings possess rotting bodies capable of absorbing immense amounts of punishment, enabling them to relentlessly push through enemy battle lines. Moreover, their bodies can release virulent discharges: healing those aligned with Nurgle while infecting adversaries with dangerous illnesses, further spreading the blessings of the Plague God amidst the chaos of battle.

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Chaos Plate of Nurgle***
- ***1 Greater Blighted Weapons, or 2 Blighted Weapons, and 1 Blighted Weapon and shield.***

50 Chosen Of Nurgle[3 Favor]:

Those bearing the physical marks of your Grandfather have set themselves apart from their peers through the most nefarious of deeds. However, many lack the mental fortitude to withstand the burdens of being Chosen of Nurgle. Only the strongest among them manage to avoid descending into mindless, babbling Chaos Spawn, instead destined to transcend their mortal limitations and gradually assume a more formidable form. Regardless of the specific gifts bestowed upon them, these formidable warriors are invariably infused with a fraction of Nurgle's boundless compassion. This compels them relentlessly to spread their god's gifts in the mortal plane, ensuring that the eternal cycle of life is accelerated through destruction, decay, and disease.

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Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Chaos Plate of Nurgle***
- ***1 Greater Blighted Weapons, or 2 Blighted Weapons, and 1 Blighted Weapon and shield.***

Cavalry:

70 Blightking Knight [4 Favor]:

To aid his Putrid Blightkings, the Great Grandfather bestows upon them the most docile and compassionate Chaos Steeds among all the Ruinous hordes. Nurgle grants mastery over these creatures, ensuring synergy and improved results in spreading his plagues throughout the mortal realms.

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Chaos Plate of Nurgle***
- ***1 Greater Blighted Weapons, or 2 Blighted Weapons, and 1 Blighted Weapon and shield.***

70 Daemon Pox Rider of Nurgle [4 Favor]:

Daemon Pox Riders of Nurgle are Plaguebearers mounted on Plague Toads, serving as the vanguards and backbone of Nurgle's legions. Armed with Plagueswords, they ride into battle atop their foul steeds, forming a formidable force on the battlefield. Their odious nature attracts swarms of flies, forming dense clouds that obscure them from view and make them harder to hit at a distance. Their mounts attack with grasping tongues and wide, ravenous maws, capable of devouring their victims whole. The flesh of these creatures is so bloated and filled with abscesses that most weapons slide off it with little effect. Even blades and arrows are often swallowed by their foul bulk, further adding to their resilience in combat..

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Plague Swords***
- ***Fangs***

70 Plague Drones [5 Favor]:

Plague Drones of Nurgle hold esteemed positions among the Plague God's Daemonic Plague Legions, their title reflecting commendable humility. These overseers of Nurgle's realm in the Immaterium descend into realspace to execute the wishes of their divine lord, serving as aerial cavalry mounted upon Rot Flies and Battle Flies — colossal Daemons resembling hideous insects whose appearance is so repugnant it scars the mind.

Each Rot Fly possesses unique features, ranging from a Plague Proboscis capable of spreading Nurgle's various pathogens and toxins deep into the flesh of their victims to mandibles and a stinger, further enhancing their capabilities in spreading decay and disease.

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Plague Swords***
- ***Festerspike,Claws, Mouthparts and Sting***

50 Pusgoyle Blightlord [5 Favor]:

Some Blightkings, driven by a fervent desire to demonstrate their devotion to Nurgle, opt to undergo a trial known as the Feast of Maggots. In this ritual, conducted at a site steeped in corruption, they swear a sevenfold oath to the Plaguefather. As they do so, a Rotbringer Sorcerer administers a slathermaggot into their open wounds. This maggot proceeds to gnaw through their necrotic flesh and multiply until the Blightking's demise, should the process remain unchecked for seven days. To avert this grisly fate, the Blightking must infect a minimum of seventy-seven worshippers of other Chaos Gods. Upon achieving this macabre task, the maggots within their body cease devouring them and instead coalesce into diseased muscle and fat, significantly augmenting the Blightking's bulk. At this juncture, they are rewarded with their Rot Fly mount, ascending to the esteemed rank of Pusgoyle Blightlords.

Possible Upgrades

- ***Exalted Of Nurgle***

Equipment

- ***Chaos Plate of Nurgle***
- ***1 Greater Blighted Weapons, or 2 Blighted Weapons, and 1 Blighted Weapon and shield.***

Monsters:

70 Bile Troggoth [2 Favor]:

Bile Troggoths are a variant of Troggoths, known as the most vile and deformed among their kind, who have pledged their allegiance to Nurgle's army. Their corrupted bodies are locked in an eternal struggle between their regenerative metabolism and the potent blessings of Nurgle.

These creatures endure a twisted and hellish existence, trapped in a life of unending agony where their rotting flesh constantly attempts to heal itself, only to be plagued anew by Nurgle's afflictions.

Equipment

- ***1 Greater Rusted Weapons, or 2 Rusted Weapons, and 1 Rusted Weapon and shield.***

700 Plague Toads [3 Favor]:

Plague Toads are grotesque beings resembling swollen bags of brackish filth and pus, with wide maws capable of engulfing a man whole. Despite their repulsive appearance, they exhibit a surprising determination when provoked. Plague Toads fiercely defend themselves, using their slimy horns to gore enemies or employing their prehensile tongues to drag victims into their gaping mouths. Their lethality is often underestimated, as their seemingly lumpen forms belie their ferocious nature in battle.

Equipment

- ***None.***

140 Rot Fly [3 Favor]:

Rot Flies, originally Beasts of Nurgle, have undergone a twisted metamorphosis at the behest of the Lord of Decay, transforming into monstrous Daemonic insect steeds. These creatures bear a striking resemblance to giant corpse flies, their appearance so repugnant that it leaves lasting scars upon the minds of those who behold them. Once lovable and jovial, these beings now exude an aura of decay and pestilence, serving as harbingers of Nurgle's foul influence wherever they fly.

Equipment

- ***Festerspike,Claws, Mouthparts and Sting***

140 Plague Ogor [5 Favor]:

Plague Ogors are not willing servants of Nurgle; rather, they are cursed creatures, and in some cases, even their damned flesh continues to serve their foul patron after death.

Their inherent resilience is further bolstered by pox-ridden mutations and the blessings of Nurgle. Covered in festering sores that drip with a poisonous ooze, their very touch can spread deadly diseases capable of claiming lives within minutes. Additionally, their guts are infested with daemonic parasites, leaving these Ogors in a perpetual state of famine and insatiable hunger. This hunger drives them to commit acts of extreme gluttony, making them even more dangerous after their charges.

Equipment

- ***Rusted Weapons***

7 Beast of Nurgle [5 Favor]:

Beasts of Nurgle are slug-like Daemons of Nurgle, characterized by fanged maws and diseased tentacles permeating with an unspeakable reek emanating from their bodies. Despite their lack of intelligence, these daemons are unnaturally friendly and enthusiastic, devoid of malice or spite but desperate for attention. In battle, they emit joyous bellows as they seek to play with their enemies, inadvertently smothering them with claws, tentacles, and a slobbering, poisonous tongue. Once their unwitting playmate succumbs to the Beast's exuberance, it will squirm off in search of new victims.

These creatures produce a paralytic slime that renders their victims helpless, while their mere presence serves as a locus of virulence, enhancing the damage inflicted by other potent Nurglite Daemons. Additionally, their disgusting bodies are resilient, able to shrug off all but the most formidable of wounds.

Equipment

- ***Claws, Tentacles, and Slobbering Poisonous Tongue.***

3 Pox Maggoth [6 Favor]:

A Pox Maggoth is an immense, mutated Chaos beast resembling a gargantuan maggot, brought into existence through the will of Nurgle, the Chaos God of disease and decay. These abominable creatures are the embodiment of Nurgle's grotesque power, their writhing forms teeming with foulness and corruption. With their pestilential presence, Pox Maggoth spread sickness and despair wherever they roam, serving as both instruments of Nurgle's will and terrifying adversaries to those who oppose his dark dominion.

Equipment

- ***Claws, Tentacles, and Poisonous Vomit.***

1 Toad Dragon [7 Favor]:

Toad Dragons, fortunately rare in number, predominantly inhabit the desolate chaos wastelands, where civilization's reach fades into the trackless wilderness. These colossal beasts, characterized by their near-mindless aggression, hold a fearsome reputation in legend and lore. The strength of a Toad Dragon is unparalleled, matched only by its insatiable appetite. Its tainted breath exudes a corrosive foulness capable of liquefying flesh and withering steel in mere moments. Those unfortunate enough to evade its ravenous jaws risk being crushed beneath its immense bulk as it lumbers across the earth. With lightning-fast reflexes, its questing tongue snatches up victims, dragging them into its gaping maw to vanish amidst its monstrous hunger.

Equipment

- ***Claws, Jaws Tentacles, and Poisonous Vomit.***

Daemon Engines:

1 Soul Grinder of Nurgle [6 Favor]:

When a Daemon's physical form meets its demise, it may offer its true name to the Forge of Souls. In this dark pact, its diminished essence becomes bound to a formidable Warp-metal colossus, transforming into a Soul Grinder. Each step of the Soul Grinder reverberates with a clanking tread that shakes the earth, despite its remarkable agility for its size, capable of swift movements akin to a horse's gallop, or even faster if the scent of battle stirs its senses. Powered by piston-driven legs, its strides deliver bone-crushing force, reducing anything unfortunate enough to be caught beneath them to a pulpy mass.

Equipment

- ***Warp Claws or Giant Rusted Sword***
- ***Rusted Canon***

Skaven Allies:

Well look at this, your plan of spreading pestilence has garnered the attention of the Skaven. Normally, the armies of Nurgle and the Skaven hated each other, as they both use disease for entirely different reasons. Nurgle, your grandfather, uses disease to distribute his many gifts to the mortal world, while the Skaven use them to eradicate life so they can take over and have an ample food supply.

However, the Skaven and Nurgle's worshippers do form alliances, especially with the clan of pestilence, as they share the same goals of spreading disease far and wide. Because of this, you can now add Skaven units to your army if you wish. But there are restrictions to doing so.

1. The amount of Favor you can spend on your Skaven allies must be no more than 30% of the total favor you have, either from the start of this supplement or gained from scenarios.

2. They do not gain any benefits from Nurgle's Gifts, as they follow the minor Chaos God, the Great Horned Rat.

3. You gain 1 Skaven General for free; it doesn't count to the point limit , but you can't gain another one until you have at least 7 Generals in your Nurgle army. This condition continues for each Skaven General you wish to add.

4. The lore of Nurgle will be used as a substitute for the Skaven lore magic.

5. For each 7 heroes of Nurgle you have, you can add 3 heroes of Skaven into your army.

6. If you decide to take Skaven units in your army then you must take the Scenario ***For the Great Horned Rat!!*** In this and future jumps.

Generals:

This unit is the most important in your Skaven army, as they not only maintain order among the normally cowardly Skaven, making them less likely to route in battle, but they also dictate just how big your Skaven army can be. Each unit increases the cap by 100 units.

Verminlord Corruptor [14 Favor]:

Verminlord Corruptors are Daemons of the Great Horned Rat, towering icons of ruin capable of calling upon fell energies and manipulating the weak-willed. They are huge, powerful warriors that exist solely to despoil and corrupt.

As Daemons of the Great Horned Rat, Verminlords embody everything a Skaven aspires to be: cunning, malevolent, and menacing. They are viciously strong, whip-fast, and eternally manipulative. Above the hierarchy of Skaven society, they view all mortal Skaven as pawns and other Verminlords as rivals. The Grey Seers of the Masterclan claim that Verminlords are theirs to summon and bargain with as they see fit—a charade maintained by the Verminlords to shift blame to incompetent minions when plans fail and to manipulate from the shadows, acting as patrons for particularly promising Skaven leaders.

Verminlords are pure pestilence given form, capable of tearing apart most enemies even before their plague spells take hold. They hold absolute power over the Clans Pestilens and wield Plaguereaper Sickles, infecting opponents with even the slightest nick. With a mane of long hair and a skull head adorned with broken horns, they are a terrifying force on the battlefield.

Equipment

- ***Plaguereaper Sickles***
- ***Hide Armour***

Heroes:

These units serve as beacons of inspiration for their fellow Skaven allies. Their presence within your army bestows buffs that amplify the courage of the normally cowardly Skaven, while also enhancing their capabilities. However, their buffs are optimal when leading ten units.

Plague Priest [2 Favor]:

Plague Priests are the leaders of Churches of Contagion of Clans Pestilens and each clan is ruled over by a conclave of Plague Priests.All Plague Priests have at least some ability in brewing Plagues and toxins. Their censers carry pestilent magic, corrupting the flow of magic causing nearby spellcasters to vomit, and are armed with Warpstone-tipped staves. Their pestilent prayers can give them the ability to belch impossibly foul clouds or curse an enemy with a terrible wasting sickness. They also increase the rate of enemies getting infected by disease through their subordinates.

Equipment

- ***Warpstone-tipped Staff and Plague Censer***

Packmaster [2 Favor]:

A Packmaster is a Skaven who serves as the trainer and handler of the various warbeasts and hulking monstrosities in your army. Specially trained, Packmasters excel at goading their charges—ferocious, half-mad creatures who can turn and attack with no warning. For this reason, Packmasters are themselves cagey and fierce warriors, or else they quickly become another meal for their merciless packs. This is why all monster Skaven will attack with better ferocity when their master is around.

Equipment

- ***Whip and Claw***

Master Moulder [2 Favor]:

Master Moulders are expert fleshmoulders and are responsible for creating and breeding many of Clan Moulder's most savage mutant monstrosities.

Through the techniques of fleshmoulding, these Master Moulders create a menagerie of deadly creatures. Ever-evolving, this process involves a combination of surgery and exposure to warpstone energy to create something new and terrifying. Trained in flesh-shaping techniques passed down generation after generation, they are responsible for the existence of Giant Rats, Rat Ogres, and any number of other abominations. Their presence augments all of the monsters to be more powerful and have all sorts of useful mutations.

Equipment

- ***Whip and Claw***
- ***Rusted Plate Armor***

Arch-Warlock [2 Favor]:

An Arch-Warlock is a powerful member of the Skaven world, renowned as one of the greatest clan warlocks who have risen to the top through politics, devastating use of power, sheer cunning, and outright assassination. Their presence on the battlefield amplifies their fellow Skaven's warp-based magic and weaponry.

Equipment

- ***Lore of Nurgle***
- ***Stormcage Halberd***
- ***Piston Claw***
- ***Rusted Plate Armor***

Warlock Engineer [2 Favor]:

A Warlock Engineer is a powerful and dangerous techno-sorcerer among the Skaven. They blend magic with technology in a myriad of inspired, dangerous, and often unreliable ways, utilizing machinery such as thaumognaw-accelerators and warp-power accumulators. Though some Warlocks specialize in specific areas, most are generalists who prefer to engage enemies from a distance, casting warp-lightning through various devices. Their presence on the battlefield amplifies their fellow Skaven's machines' power and accuracy, ensuring they maintain functionality for as long as possible.

Equipment

- ***Lore of Nurgle***
- ***Stormcage Halberd***
- ***Piston Claw***
- ***Rusted Plate Armor***

Infantry:

8000 Clan Rat [1 Favor]:

Clanrats are the primary front-line units that comprise the majority of the Skaven forces, outnumbered only by the worker dregs and slaves in the Under-Empire. Individually, they are poor warriors, ill-disciplined, cowardly, and prone to infighting. However, when gathered in large numbers, they become dangerously fast and vicious.

In battle, they charge as seething hordes, gaining courage from sheer numbers and attempting to overwhelm their enemies. They employ biting, stabbing, screeching, squirting the musk of fear, and trampling their own fallen beneath their bloody claws.

Equipment

- ***Low quality weapons and shield***
- ***Hide Armour***

7000 Plague Monk [1 Favor]:

Plague Monks are devout followers of Skaven Pestilens, driven into battle by their frenzied faith. They assail their enemies like a repulsive tidal wave of filth, spreading disease and foulness wherever they strike.

The diseases coursing through their bodies have rendered their hides leathery and tough, while their dulled nerve endings allow them to shrug off agonizing levels of pain compared to other Skaven. However, once they realize the severity of their wounds, their instinct for self-preservation kicks in.

Armed with dirt-encrusted Foetid Blades that drip with poisoned concoctions, Plague Monks can inflict lethal damage even with superficial wounds. Alternatively, they wield Woe-staves, and if all else fails, they resort to gnawing their foes with their formidable but rotting fangs.

Equipment

- ***Dirt-encrusted Foetid Blades***
- ***Robes***

700 Plague Censer Bearer [1 Favor]:

Plague Censer Bearers are the most deranged and fanatical worshippers of the Clans Pestilens among the Skaven. Armed with a Plague Censer—a flail with a spiked metal ball as a head—they wield it with rabid fervor, releasing a cloud of poisonous gas as they flail it around. This gas not only envelops them but also infects those nearby with virulent contagion and corrodes metal.

While Plague Monks are more resistant to the effects of the noxious fumes, even they will eventually succumb and die. Thus, only the most deluded or unfortunate find themselves armed with plague censers. Afflicted Skaven see it as a blessing, intensifying their feverish hallucinations and convictions.

Many are chosen unwillingly, such as rising Plague Monks seen as future rivals by Plague Priests. They are knocked unconscious and chained to plague censers or given the choice between becoming a Censer Bearer or raw ingredients for the vile brews inside the censer. Once the fumes take hold, they are driven into a killing frenzy, charging into enemy lines without thought for their own safety.

Equipment

- ***Plague Censer***
- ***Robes***

70 Warplock Jezzail [2 Favor]:

The weapons that Jezzails are named after are long-barrelled muskets that require a team of two Skaven to fire and reload. This is because the rifle the marksmen team uses is extraordinarily long. Aided by its tremendous length, a Warplock Jezzail is capable of hitting targets at a distance greater than conventional bows or blackpowder firearms. Once the rifle is fired, the weapon unleashes a single bullet made entirely of refined toxic warpstone at such velocity that it strikes with a force capable of penetrating through even the thickest of armours.[1a]

Although moving too quickly to be seen, the bullets fired by a Warplock Jezzail leave behind a faint green vapour trail. This generally exposes the weapons team to enemy fire. For this reason, what started out as a mere aiming platform for the long-barrelled rifle has turned into a protective pavise shield designed to shield the vulnerable Jezzail team from retaliatory arrows, bolts and bullets

Equipment

- ***Jezzails***
- ***Hide armour***

400 Stormvermin [4 Favor]:

Stormvermin are the elite fighters among the Skaven, known for their size, aggression, and strength. They stand a full head taller than lesser Clanrats, boasting thick, muscular necks and a powerful build.

Led by Fangleaders and supported by Pack Drummers and Standard Bearers, Stormvermin clawpacks are assigned important duties such as acting as bodyguards for Clawlords, Warlords, and Chieftains, as well as defending crucial clan assets like armouries, food stores, or breeder pens.

In battle, they serve as vanguard line-breakers, enforcers, and shock troops. As a reward for their service, Stormvermin are granted favored status, given the right to feed first upon the fallen from battle or any who dare to challenge them, and are even granted their own slaves and warrens to lord over.

Equipment

- ***High quality weapons and shield***
- ***Plate Armour***

Monsters:

2000 Rat Swarms [1 Favor]:

When the Skaven go to war, their clawpacks often advance amidst a teeming tide of vermin. Immense swarms of rats seethe across the field of battle, engulfing those who fall and devouring any unfortunate enough to stand in their path.

Equipment

- ***None***
- ***Teeth***

100 War Rat [1 Favor]:

Growing up to the size of a Gryph-hound, hunt in huge packs that can overwhelm entire enemy regiments and drag down even the most monstrous foes through sheer weight of numbers

Equipment

- ***None***
- ***Teeth***

6 Rat Ogor [4 Favor]:

Rat Ogors are one of the war beasts produced by Clans Moulder in their depraved breeding grounds. These monsters are renowned for their immense ferocity but lack any rational reasoning, making them extremely stupid. Rat Ogors are a major export product of Clan Moulder, feared for their destructive capabilities.

In battle, Rat Ogors charge through enemy lines with ease, leaving behind a trail of bloody carnage. Armed with razor-sharp fangs, blade-like talons, and often blades sewn into their flesh, they are a horrifying sight to behold. Some Rat Ogors are augmented with Warpfire Throwers, adding ranged firepower to their already formidable arsenal. When properly motivated by the Moulder swarms that drive them, Rat Ogors become devastating tools of destruction for any general who commands them.

Equipment

- ***Fist and Teeth***
- ***Warpfire Gun***

1 Hell Pit Abominations [5 Favor]:

These gargantuan misshapen monstrosities are created by transplanting various beasts into a single unholy whole, a process that requires a copious amount of warpstone. In combat, Hell Pit Abominations use their myriad limbs and wheeled carriage to lurch forward in an undulating motion toward their victims, guided by scent, sound, and vibration. Their mass of scabrous muscle and blubber rears high and slams down to crush anything in their path. Survivors are quickly dispatched by snapping maws, lashing talons, and pulverizing bludgeons.
Hell Pit Abominations have the ability to regrow lost limbs, and there's a chance that upon being slain, its unholy metabolism will restart one of its many hearts. If not, its freshly dead carcass disgorges tides of rats that were gnawing upon its innards. The abundance of warpstone within a Hell Pit Abomination makes it highly resistant to magic.

Equipment

- ***Fist***
- ***Teeth***

War Machines:

3 Stormfiend [5 Favor]:

Stormfiends are freakish hybrids of already horrific Rat Ogors with Skryre arcano-technology. They are purchased in a still-gestative state from the Moulders, then biologically boosted with warpstone serums and augmented with skin-fused armor plates. Armed with an arsenal of spectacularly destructive weaponry, they are formidable adversaries on the battlefield.

Equipment

- ***Warpfire Projectors and Clubbing Blows or Windlaunchers and Clubbing Blows***
- ***Grinderfists***

100 Doom-Flayer [6 Favor]:

The Doom-Flayer is a truly unsubtle tool of slaughter, resembling a motorized metal ball of whirling blades. Initially developed for tunnel clearance in subterranean warfare, it is powered by a warpstone generator. One Skaven tends to its temperamental motor, keeping the Doom-Flayer moving, while the other steers, cackling maniacally as the vehicle plows through enemy ranks amidst sprays of gore and viscera. However, should the Doom-Flayer stall in the midst of the foe, their vengeance is often swift and bloody.

Equipment

- ***Whirling Blades***
- ***Rusty Knives***

1 DoomWheel [6 Favor]:

Few devices encapsulate the crazed ingenuity of the Skaven better than the Doomwheel. Initially appearing ludicrous to those who have never witnessed one in battle, this delusion is quickly dispelled as the war wheel plows into enemy lines, spitting bolts of warp lightning while crushing everything in its path to a bloody paste.

Rats scamper on twin treadmills inside an enormous wheel, providing the primary motive force for the machine. This activity sparks the warpstone generator, which, if all goes well, discharges bolts of lethal warp lightning. If these fail to slay the foe, then the great iron-banded wheel itself serves to crush all who dare stand in the Doomwheel's path. At the center of the contraption sits a Warlock Engineer pilot.

Equipment

- ***Warp Bolts***
- ***Grinding Wheel***
- ***Teeth and Knives***

1 Plagueclaw [6 Favor]:

The Plagueclaw is a rickety and precarious warmachine used by the Plague Monks of Clans Pestilens to launch toxic sludge from long-range at their enemies. It comprises a huge timber frame with several wheels of different sizes bolted together with metal rivets and secured by cogs and screws. The catapult consists of a large timber beam with a metal claw that holds toxic sludge at one end and a large chunk of warpstone at the other end, acting as a counterbalance.

Equipment

- ***Plagueclaw Catapult***
- ***Rusty Knives***

1 Plague Furnace [6 Favor]:

The Plague Furnace is a warmachine of the Clans Pestilens, roaring with a droning hum of disease and rot, crewed by a trio of Plague Monks and a Plague Priest. The gargantuan censer of this warmachine swings back and forth, containing concoctions of unbelievable foulness doused with rancid warpstone and set aflame, releasing clouds of foul miasma that cover the land in a choking, repellent, putrescent, pervasive, roiling, and vile fog. This unit is consider a hero unit and boost the abilities of Plague Monks.

Equipment

- ***Great Plague Censer***
- ***Warpstone-tipped Staff***
- ***Foetid Blades***
- ***Rusty Spikes***

Scenarios:

At times, you may feel compelled to offer further tribute to our Grandfather , 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 Lord of Pestilence himself.

1.With Love You spread the Joys Of Your Grandfather
You have been given one job by the Plague god: to spread his gifts throughout the mortal worlds you visit. Though it's a very difficult task, you do it with glee. Now, for every 700 people you infect and who remain infected at the end of your jump, you will receive 1 Favor. Additionally, for every 70,000 people infected and stay infected by the pestilence you and your army create, a unit gains a Nurgle Gifts.

2. Grow, Expand and Fester.
Nurgle is always looking for new ingredients to use in his cauldron to create new and more potent diseases to spread against the mortal realms. Therefore, he tasks you with collecting the many unique and interesting ingredients found in the worlds you visit. For more common items unique to that world, you will receive 1 Favor, and for the rarer items, you gain 10 favors. Additionally, for every 70 favors gained in this jump, a unit in your army gains a Nurgle Gifts.

3. Curse The Undead
This scenario is only applicable in worlds where the undead is part of the setting. Nurgle detects the existence of cursed undead in this world, which goes against the very nature of the cycle of death and rebirth. Therefore, he has ordered you to liberate those poor souls and cleanse this world of its undead infection. At the end of the jump, for each 7% of the undead population you cleanse, you gain 10 favor. Additionally, one unit gains a Nurgle Gift, and you are granted one treasure of your choice originating from that world. This treasure could be any magical item that your grandfather has gifted you as thanks for restoring order to the cycle.

4. Raze the Temples
This scenario is only applicable in worlds where the divine play an active role in mortal lives, such as in High School DxD. Nurgle is repulsed by the lack of empathy of these gods, who rely on mortal prayers for power but refuse to alleviate them from their despair as a sign of appreciation, instead favoring only one person at a time, known as Campione Heroes. He is disgusted by this blatant favoritism. Commanded by Nurgle, you must destroy and raze every temple and holy site erected by these deities. At the end of your jump, tally the number of temples destroyed for each god. For every 7 temples of each god obliterated, you will gain 10 favors from Nurgle. Additionally, choose 1 unit in your army to gain Nurgle Gifts for each 10 favors gained.

5. Daemon World [Incompatible with Nurgles Garden and The Great Game]
Nurgle has identified the potential of this world as perfect for his domain, filled with life and death. He commands you to transform it into a reality fitting of his image. Your only means of departure from this jump is by turning this world into a daemon world in the image of Nurgle. This transformation will be achieved through a combination of corrupting the land and its inhabitants with the energy of Nurgle through rituals, creating demonic gates where the energy from the Garden of Nurgle seeps into the mortal realm, and by unleashing uncouth destruction upon the land. Upon successfully turning this world into a daemon world, you will receive 100 favors from Nurgle, and you will gain the ability to rule this Daemon world, where you can recruit mortals and summon demons from this newly transformed realm.

6. Nurgles Garden [Incompatible with Daemon World and The Great Game]
Nurgle is deeply saddened by the inhabitants of this world. As he sees that the people of this world have completely fallen to despair and lost the will to live. Therefore, he commands you to transform this world into a beautiful garden of life. Your method of departure from this jump is either to annihilate every living thing on this world and rebuild it with flora and fauna that originates from Nurgle's Chaos pool or infect every living thing in this world with The grandfather blessing. Upon successfully turning this world into a world filled with life, you will receive 140 favors from Nurgle, and your entire army will be granted one Nurgle Gift.

7. The Great Game [Incompatible with Daemon World and Nurgle Garden]
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 Nurgle forces in this conflict, fighting not only against the champions of the other Chaos Gods but also against rival champions of Nurgle himself. You will remain in this realm for 70 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. Additionally, for each rival champion of Nurgle that you defeat, you will gain control of their army, which will salute you as their new general. Be warned, these champions are formidable adversaries, possessing strength and abilities that rival your own.

8. For the Great Horned Rat!!
This Scenario is mandatory and requires you to have Skaven Allies in your army. On each world you visit, including the first world you use this supplement, roll a d20. Depending on the result, a few things could happen.

On rolls of 3 to 6, and 8 to 19, nothing happens, and you can continue your jump as you see fit. On rolls of 7 and 20, you are in luck as a Plague Priest has foreseen your arrival, and his master, a Verminlord Corruptor native to this world, would like to propose an alliance. If, at the end of this jump, the alliance fulfills the Great Horned Rat's goals of making the Skaven the dominant species of that world's setting, then not only will you gain the Verminlord Corruptor as a new general in your army, but you will also gain 100 Favors to be used in the Skaven Allies section of this supplement. These are not included in any of the restrictions set in the Skaven Allies Section.

If you roll a 1 or a 2, then your Skaven Allies have decided to stage a rebellion in this world as they immediately scatter upon arriving. You will not find them for the first five years of your jump or until the halfway point, whichever is shorter. You then need to find and defeat every unit that you had bought with favor, and at the end of the jump, any units you and your army failed to subjugate will be lost.

Nurgle Gifts:

Certain scenarios offer rewards known as Nurgle 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 general. Both Generals and Heroes can receive a maximum of 8 Nurgle Gifts, while other units can receive up to 4 Nurgle Gifts. Also one unit can only receive one Nurgle Gifts per scenario per world you have visited.

When you choose to bestow a Nurgle 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.

Daemon Generals and Heroes only :

This is restricted to ***Great Unclean One, Daemon Princes, Herald of Nurgle, Sloppity Bilepipers*** and ***Spoilpox Scrivener.***
Roll 1d7

1.Portal Keeper
As a Portal Keeper, you now possess the ability to freely open portals to the Garden Of Nurgle , 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.

2.Horn Of Nurgle's Rot
This daemon crown allows the user to be able to create Plaguebearers from each enemy killed and destroyed.

3.The Entropic Knell
The bells wielded by these daemons not only serve as a rallying call to their fellow daemons, but they also emanate an aura of despair. Anyone who hears their dreaded tolls is overcome with unrecoverable despair for a few minutes, losing focus on all things except the impending doom they feel.

4.Virulent Touch
A mere touch now causes your victims to fall ill, rupturing into spreading masses of buboes and sores that burst and redouble until their bodies collapse under the repugnant strain.

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.Heaving Mass
Saturated with corruption and fattened upon a diet of mortal souls, this daemon's swollen frame seethes with unclean vitality, making it seven times more durable.

Great Unclean One only :

These Gifts are restricted to the ***Great Unclean One.*** And each can only take one gift from this section. Roll 1d7

1.Bountiful Gifts
Deep in this daemon's unnatural innards is a captive warp rent that leads to a near-infinite ocean of supernatural foulness. The Great Unclean One holds this tide of filth within itself, occasionally burping forth pure warp energy, invigorating its fellows with the noisome stench. As long as this unit is on the battlefield, all magic cast by Nurgle's units will be amplified, and every non-Nurgle unit will not only have their magic weakened, but the frequency of their magic misfiring or failing will increase**.**

2.Hideous Visage
To look upon this creature is to see the fate of all flesh, rotting and sloughing off the bone. Even the sternest warrior is shaken by this as they will continuously vomit and shriek in horror, making non-Nurgle units lose focus on any task while around this unit.

3.Revoltingly Resilient
Between the foul gases that belch from every rent in this daemon's diseased form, the swarms of biting plague-mites that engulf its victims, and the slick of fever-sweat and curdled pus that coats its hide, it is nigh on impossible for its enemies to land a clean blow, and any hit would be highly reduced in effectiveness.

4.Great Father
Nurglings born from the disease and pus of the Great Unclean One are their most fond children, and this Great Unclean One births them at a faster rate and in greater quantities. The mere presence of the Daemon will infest an area with Nurglings in mere seconds.

5.The Cycle of Life and Decay

The presence of a Great Unclean One is indeed a catalyst for both decay and rebirth, as its aura of disease and decay transforms the environment in profound ways. As the Great Unclean One spreads its corruption, life withers and dies, succumbing to the relentless onslaught of pestilence. However, from this destruction emerges a paradoxical cycle of life, where death begets life once more. When the Great Unclean One withdraws from an area it has infected with its corruption, a remarkable phenomenon occurs. In the wake of its departure, the once-barren and desolate landscape erupts with newfound vitality. The very essence of decay sows the seeds of new life, as millions of insects, fungi, and small mutated creatures proliferate in the fertile soil of decay. This explosion of life is a testament to the cyclical nature of Nurgle's domain. From death and decay arises the potential for renewal and growth.

6.Locus of Foetid Regeneration

The daemons of Nurgle are renowned for their resilience, their bodies teeming with the unbridled vitality of decay and corruption. In the presence of this embodiment of fecundity, their innate hardiness is magnified to staggering proportions. Waves of diseased vigor emanate from the daemon, suffusing the air with a palpable aura of vitality. All units fortunate enough to bask in the presence of this walking font of unclean fecundity experience a profound enhancement to their regeneration abilities. Wounds that would normally cripple or fell lesser beings are swiftly healed, as the corrupting energies of Nurgle's embrace knit flesh and sinew back together with astonishing speed.

7.Plague Father

Like Ku'gath, this Great Unclean One has become consumed by an insatiable obsession to concoct an endless array of diseases, all in the fervent pursuit of pleasing the great grandfather Nurgle. With every ingredient harvested from the battlefield, he sets about the alchemical task of crafting myriad plagues, each more potent and virulent than the last. These diseases, born of the darkest recesses of the Plague God's realm, are wielded by your army with devastating effect, as they unleash the full wrath of Nurgle's contagions upon your enemies.

Generals and Heroes only :

Roll 1d7 to see what they get.

1.Contagions of Nurgle

You now have a custom disease made from the countless mutations happening in your body. This disease is unique to you. Roll 1d7 to determine each of its vector, infection, and terminus.

1. **Vector**

   To determine how your contagion spread roll 1d7

   1. **Weeping**

      Through your tears and saliva, the virulent contagion spreads, carried by the very essence of your suffering.

   2. **Bleeding**

      Through contamination of your blood, the insidious pathogens infiltrate every vein and artery, corrupting the life-giving essence within.

   3. **Oozing**

      Through the many pustules and sores that erupt from your body, oozing with infectious fluids, the disease finds new hosts to plague and torment.

   4. **Seeping**

      infected bodily fluids or other infectious materials are seeping out of one location of your choice.

   5. **Touch**

      Through mere touch, your disease spreads to your victims, swiftly infecting them with its virulent potency.

   6. **Airborne**

      The infection is airborne and will spread with no real effort from your end.

   7. **Free choice**

      Choice one vector at will.

2. **Infection**

   To determine how your contagion damages your victims roll 1d7.

   1. **Worms**

      As the worms emerge from inside the victims stomach, they swiftly devour the organs of your victims from within, replacing them with makeshift organs crafted from the worms' own bodies.

   2. **Fungal**

      As the fungus proliferates on the victim's skin, it causes an irritating rash that cracks open the flesh. Amidst the victim's screams of pain, flies emerge from these openings, wreaking havoc on the surrounding areas with their acidic body .

   3. **Bone Breaking**

      As the infection spreads, the bones of the victim start to break and grow, leading to a chaotic transformation that alters the structural form beyond recognition.

   4. **Pox Ridden**

      The skin of your victims becomes riddled with blemishes, oozing a foul mixture of vomit and diarrhea that should have long killed them. However, instead of succumbing to the sickness, they persist, and everything touched by this vile liquid, excluding the victims themselves, begins to decay at an accelerated rate.

   5. **Emotional**

      The victim, overcome by the despair of life, succumbs to a state of apathy and lethargy, resigning themselves to their fate without resistance or action.

   6. **Soul Contaminacion**

      A daemon has possessed this unfortunate victim, reducing them to nothing more than a puppet of Nurgle's will, carrying out its commands without any semblance of autonomy or resistance.

   7. **Free choice**

      Choose one infection at will.

3. **Terminus**

   To determine how your contagion improves your victims life roll 1d7

   1. **Death**

      Unfortunately, your version of this contagion is 100% lethal to your victims. The body quickly decomposes, and life quickly emerges from the remains, perpetuating the cycle of death and rebirth.

   2. **Peace of mind**

      The victim understands that the disease they received was not a curse but a blessing. They can feel the love that the Grandfather Nurgle has bestowed upon them, granting them true peace of mind in the face of life's challenges.

   3. **Harden Resilience**

      The victims' bodies, after enduring these harrowing experiences, have become as tough as a Nurgle daemon's, resilient and enduring against all forms of harm**.**

   4. **Second Head**

      A second head has sprouted from the victim's head, providing them with constant companionship. They will never be alone again, always having a best friend by their side

   5. **Fertility**

      The fertility of this victim has been enhanced to an immense level, allowing them to reproduce without any issues. However, it's important to note that this enhancement does not increase one's libido.

   6. **Longevity**

      The victim's lifespan has been increased by a minimum of 100 years, granting them significantly extended longevity.

   7. **Free choice**

      Choose one improvement at will.

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, you 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 daemonic creatures known as Nurglings, which burrow into the flesh of the host, causing pain, discomfort, and further infection.

7. **Miasmic 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.Chaos Boons

Nurgle’s gifts have manifested in the form of mutations. Roll a 1d7 to determine which mutation you receive, and keep in mind that multiple Chaos Boons can affect a single unit simultaneously.

1. **Clawed Feet**
   The units' feet have been endowed with claws, granting them extra grip and increasing the speed of these normally slow creatures. And let them hang upside down from the ceiling .

2. **Bloated Flesh**
   The flesh of this unit has been bloated with various fluids, cushioning them against any attacks that might land. Reducing there effectiveness.

3. **Diseased Talons**
   The units now sprout talons filled with all types of nasty germs. A single nick will cause any wound to fester and develop gangrene.

4. **Appended Limbs**
   Extra limbs now grow on this unit, giving them additional angles to launch attacks from.

5. **Hardened Body**
   Your body has been hardened beyond the point of normal durability for the already tough Nurgle units, making you even more resilient to damage.

6. **Unnatural Speed**
   This unit has been given an unusual upgrade; its speed has been increased to supernatural levels, almost as if it were teleporting from one point to another.

7. **Favoured by Nurgle**
   For every seven hits this unit receives and dishes out, at the lucky number of Nurgle, the attacks will either simply bounce off harmlessly or find a critical weak spot on the enemy, inflicting devastating damage.

4.Suppurating Plate
The Suppurating Plate, swollen with corruption, is pierced with festering pipes brimming with corrosive pus. Upon even the slightest graze from an enemy's weapon, vile fluids spew forth, dissolving both metal and flesh with relentless corrosion.

5.Billowing Censer
The censer emits dense clouds of exceptionally potent poisons, which, when ignited, react explosively with the plagues festering within the corpses of Nurgle's worshippers, resulting in massive fireball explosions.

6.Daemon Weapon
When a daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. But not to worry, as this daemon has submitted to your will. Choose any melee weapon in your arsenal to seal the daemon in it. The daemon inside will augment your durability immensely but also grants you an extra unique ability of its own. Now, roll a 1d7 to determine what abilities your demon weapon bestows upon you.

1. This weapon continuously drips with putrid ooze, and even the slightest scratch from its edge can incapacitate the strongest foe. Its toxins easily overwhelm the resilience of enemies, spreading decay and corruption with each strike.

2. There is a bell mounted to this weapon and when its rings. It emits waves of necrotic energy that strip flesh from bone and decay living victims into heaps of slime in mere moments.

3. An aura of despair envelopes this weapon, causing none-allied units within its range to be prone to self-harm, unable to bear the weight of the despair of their own mortality.

4. There are now several moving eyes embedded into this weapon. Some say Nurgle is taking a peek through them. Regardless of whether it's true, whenever the eyes open and gaze upon your opponents, they will be blessed with the gifts of Nurgle, ignoring any immunity they may have.

5. This weapon is surrounded by a cloud of cheerfully buzzing flies, their bodies the lurid green of infected pus. Those they sting experience an uncontrolled flood of Nurgle's gifts, causing their bodies to swell with mutation and disease until they devolve into something hideous, or simply burst like overripe fruit.

6. Due to the presence of a Slaanesh Daemon within this weapon, you now possess an incredible amount of agility, allowing you to zoom around the battlefield with remarkable speed.

7. This weapon, steeped in the depths of Nurgle's cauldron, inflicts countless diseases upon the victim with the merest scratch from its edge. These afflictions then burst forth in a fulsome eruption of infectious gore and moistened spores, wreaking havoc on any unfortunate caught in the blast.

7.Gaze of Nurgel

Nurgle is pleased with the vast number of people you were able to bestow his gifts upon. As a reward for your dedication, you may now roll two dice in any section you choose that aligns with your unit's criteria. This grants you two Nurgle Gifts for free, with both gifts counting as one towards your limit.

Wizard units only :

This is restricted to every unit equipped with the ***Lore of Nurgle and those who have purchased the upgrade of having the Lore of Nurgle***.
Roll 1d7

1. **Tome Of A Thousand Poxes**
   This unit now possesses a copy of a tome from Ku'gath's library. Within its foetid daemon-hide pages are the secrets of many of that daemon's most ruinous plagues. Even the simplest infection can bloom into new and vibrant potency by using the arcane incantations it contains, each inscribed in divine ichor. Furthermore, any spell cast from this tome cannot be dispelled by conventional means.

2. **Corrupted Emblem**
   While it appears rusted and rotten, this artifact contains immense power. When used to channel the power of the Lore of Nurgle, its potency is increased by magnitudes. However, it can only be used seven times a day before its power is exhausted.

3. **Orb of Decay**
   Over the course of many battlefields, this unit has been collecting the corrupting energies of Nurgle into an orb. When the orb is smashed into the ground, it can destroy anything around them on the battlefield. The orb is restocked once per jump.

4. **Charm of Nurgle**
   This charm contains the very essence of Nurgle within it. While the wearer is casting spells, most enemies will ignore them out of sheer fear. Those who try to dispel the caster's spells will be infected with the worst disease Nurgle has ever conjured.

5. **The Witherstave**
   Carved from the trees growing within the Garden of Nurgle, this staff resonates with dark energy. When the caster casts spells on the battlefield, the chants cause the staff to vibrate and produce a hum of mockery. This hum induces decay in any plant-based or living material nearby, as if they could still feel despair even in death.

6. **Nurgle’s Nail**
   Forged from one of the toenail clippings of Nurgle, this sword embodies the essence of the Plague God's stagnation. Anything that this weapon cuts falls into a state of permanent stagnation, where no change can occur for up to 7 hours. It's a potent tool for rendering enemies powerless and ensuring the stability of one's forces on the battlefield.

7. **Daemon Summoning**
   Now you possess the ability, through your chants, to summon daemons to the battlefield once a day. These daemons will remain until the battle is won or they are banished. When you perform the Daemon Summoning, roll a 1d7 to determine what is summoned each time.
   1. **700 Nurgling**
   2. **210 Plaguebearer**
   3. **70 Daemon Pox Rider of Nurgle**
   4. **70 Plague Drones**
   5. **1 Daemon Prince**
   6. **7 Beast of Nurgle**
   7. **1 Great Unclean One**

Infantry only :

This includes Generals and Heroes excluding **Harbinger of Decay**,***Great Unclean One, any unit that took any of the Mount upgrades*** Roll 1d8

1.Noisome Odour
These units bring with them a truly terrible odor. It's so powerful that it could be smelled from 700 meters away. This supernatural smell can penetrate any gas mask produced by man and can't be cleansed no matter what. The smell is repulsive and makes anyone who smells it gag uncontrollably.

2.Encrusted Scabs
Scabs have covered this unit's skin, creating a hard crust that greatly increases its defensive capability.

3.Returning From The Garden
Once per jump, when this unit is completely wiped out, they will reappear at full strength through a portal created by the Plague God himself.

4.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.

5.Blades of Putrefaction
The weapons of this unit have been blessed by the wizard of Nurgle, making this unit's attacks a better vector to spread the diseases of Nurgle.

6.The Daemon's Favor
Nurglings now follow this unit around. They won't help in combat but will directly speak the will of Nurgle into this unit's leader, boosting morale and providing direction if they feel lost.

7.Chaos Boons 2

Nurgle’s gifts have manifested in another form of mutations. Roll a 1d7 to determine which mutation you receive, and keep in mind that multiple Chaos Boons 2 can affect a single unit simultaneously

1. **Writhing Tendrils**
   The extra tendrils emerging from this unit's body enhance its combat prowess by increasing its accuracy and reducing the likelihood of missing attacks**.**

2. **Liquid Form**
   The unit has acquired a gooey, almost liquid form, enabling them to infiltrate buildings or bunkers by squeezing through gaps and cracks, reaching their unsuspecting victims wherever they may hide.

3. **Tri-lobes eyes**
   This unit has been endowed with a third eye, enhancing their vision and accuracy in battle. They are now better at finding victims to spread the gifts of Nurgle.

4. **Sharp Hearing**
   This unit's hearing has become incredibly sensitive, allowing them to hear a pin drop from a mile away. Additionally, they are now immune to attacks based on sound**.**

5. **Sensitive Dermis**
   The skin of these units has become highly sensitive to minute changes in vibration, temperature, and pressure in the environment.

6. **Bone Horns**
   Horns now protrude from the heads of these units, their skulls reinforced to such an extent that they can easily bash through walls with sheer force..

7. **Extra boons**
   Nurgle has bestowed his favor upon this unit, granting them an abundance of mutations. As a result, you may now roll two dice in Chaos Boons 1 and 2. This grants you two Chaos Boons for free, with both gifts counting as one towards your limit. Additionally, if this unit is not a general or hero, it disregards any original restrictions on Chaos Boons 1.

Cavalry only :

This includes Generals and Heroes that ***took the Mount Upgrade.***
Roll 1d7 to determine what Gift they get.

1.Driven By Devotion
This unit's devotion to the Plague Father is unmatched, standing as one of the highest in your army. When they charge into battle, their infectious vigor is so potent that it boosts the morale of everyone standing before them, instilling a renewed sense of determination and resolve in your forces.

2.Unnatural Regeneration
The regeneration of the mounts is incredible; even if they are pelted with magic and arrows, they will still charge forward with undiminished power, shrugging off wounds and pressing relentlessly into the fray**.**

3.Stagnate Opponents
When opponents see this unit charging at them, despair begins to cloud their minds, hindering their movements. This is a boon, especially for Nurgle mounts, as they are typically slower, yet even when charging at full force, their speed is somewhat lacking.

4.Stampede Of Life
Whenever this unit charges, the path they traverse experiences a burst of life in Nurgle's image. Where death occurs, new life springs forth on the battlefield.

5.Ticks
Ticks have formed a symbiotic relationship with the mounts of 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.

6.Thick Miasma
A thick miasma now envelops this unit, rendering them hidden from enemy attacks and making them much harder to hit by both long and short-range weapons.

7.Another Rider

Now, another rider has joined this unit's mounts. They could be a spellcaster of the lore of Nurgle or a weapons expert; it's your choice. Regardless, the three individuals here are in perfect sync, covering each other's weaknesses and creating an unstoppable unit of destruction on the battlefield.

Monster Only :

This includes ***Great Unclean One***, ***Daemon Princes, Soul Grinder*** and Units that took the mount upgrades of either Pox Maggoth or Toad Dragon.

1.Explosive Digestion
Whenever this unit uses their ranged vomit or fecal attacks, they become more powerful, have a longer range, and are more putrid than before.

2.Plated Growths
The bodies of these units are now covered in strong plates, significantly increasing their durability. However, this enhancement comes at the cost of their speed, which has been reduced significantly.

3.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.

4.Infectious Buboes
These buboes continuously break and form on this monster, and anyone that comes into contact with their vile fluids will become infected with their own buboes. However, they will also exhibit symptoms of severe pain and uncontrollable laughter, willingly spreading the contagion to their previous allies.

5.Aura Of Stagnation
Whenever this monster remains in an area for extended periods, the surroundings become stagnant. No changes, whether positive or negative, occur in the area, and it remains perpetually unchanged, mirroring the desires of the Plague God.

6.Explosive End
When this unit meets its end, it will explode, unleashing a massive wave of miasma from its corpse, infecting everything and everyone with the rot and decay of the Plague God. Some may welcome these gifts, but most will scream in agony and despair.

7.Double

Through the power of mitosis, this unit has created a complete doppelganger of itself. The number of units in this unit has been doubled, allowing you to consider making it its own separate unit or merging it with its original unit. Note that these units will have the same abilities and gifts as their original, including this gift, to prevent glitches with infinite unit**s.**

Accession to Daemon Prince/Princess of Nurgle

This is limited to mortal Generals and Heroes only.
Daemonhood is considered the ultimate boon bestowed upon mortals by the Plague God. It signifies ascension to a higher plane of existence, where one transcends the limitations of mortality and becomes a daemon, serving the Grandfather for eternity. However, not all who seek this divine gift are deemed worthy by Nurgle. 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. Nurgle does not bestow this blessing lightly, requiring those who seek it to prove their worth through deeds of unparalleled destruction and spreading of his potent gifts. Only those who are able to create many followers of Nurgle have a chance to transform.

To qualify for the opportunity of daemonhood, a mortal must demonstrate exceptional devotion to Nurgle by creating the ultimate disease in his honor or in the many aspects of your grandfather. This can be achieved by fulfilling at least two of the following criteria:

1. Create at least 7,000,000 Pox Walkers with your own powers gifted by the Plague God. And you need to do this by yourself; this includes with the power of machines.

2. By accumulating a total of eight of Nurgle's Gifts, bestowed upon you as tokens of his favor and recognition of your dedication to your grandfather:

3. Create 7 unique diseases that the plague has never seen before and spread them to at least 7 worlds.

4. Present a carcass of a divine being to Nurgle.

5. Sacrifice a minimum of 700,000 individuals on a Nurgle altar within a span of 7 years.

6. In each world they visit, each unit rolls 3d8. If all values of the dice are 7, 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 spit disease and cracked puss, imbuing the mortal flesh with warp energy. Transforming them into a Daemon Prince. As a Daemon Prince of Nurgle, 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 Garden of Nurgle and will reappear in the mortal plane after one year has passed.

3. The form gained by the unit is usually a disease being filled with parasites and puss, and if you like you can get a pair of wings for free if you so choose.

4. Normally, a Daemon Prince is bound to the will of Nurgles whims and plans. However, in this case, this unit has retained its autonomy.

5. Nurgles Powers run deep within the very essence of the unit's being. As a result, any and all abilities granted by your grandfather have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Great Unclean One without any issue in terms of strength.

6. As Daemon Princes, they retain any Nurgle Gifts they received while still mortal. However, they cannot roll again in the infantry section. In return, upon ascension, this unit receives four Nurgles Gifts for free in any sections that it fits the criteria to. Additionally, their limit of Nurgles 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 Nurgle prove that immortality is within their grasp. Those who wish to attain such power will follow the will of Nurgle 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 Nurgle for free, as you are infected with one Contagions of Nurgle in 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 second supplement of the chaos gods. I hope you enjoy it.

2. The Skaven Allies I added because it's a fact that Nurgle and Skaven do have alliances in the lore.

3. The units here are mostly effective in leading and being lead by Nurgles followers.

4. 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.

5. You can import your army into one companion slot or break into multiple slots.

6. Changes to 1.0
    - The dice in daemon prince Accession have been decreased from 4d8 to 3d8.