

Warhammer AOS Grand Alliance Of Chaos : Hedonites of Slaanesh 1.0

By saiman010



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Introduction

Come to me jumper. Rejoiced!
Pleasure beyond imagining awaits you!
Desire! Pride! Pain!
Excess in all things!
Partake in perfection!
Give yourself to the dark prince!
Feast on the Delights of this World!
Submit to Slaanesh!!

Well Jumper looks like you are fucked, as you find yourself falling deeper into the seductive embrace of the Keeper of Secrets, one of the Greater Daemons of the Prince of Pleasure. As you surrender to the unimaginable sensations coursing through your mind and body, you realize that you have chosen to fully submit to the hedonistic desires that grip all followers of Slaanesh.

Among the myriad forms taken by the followers of Slaanesh, each one is consumed by the insatiable thrill of excess. In times of conflict, their obsessions escalate to deadly levels, abandoning all traces of sanity as they revel in indulgent violence. Though they may appear euphoric, the Hedonites of Slaanesh are cursed beings, forever trapped in a cycle of insatiable desire and gratification.

As you embark on your descent into madness to please your dark prince in any way possible, you are granted 1000 Depravity Points (DP). These points serve as a currency of decadence, allowing you to further indulge in the pleasures and depravities that Slaanesh offers.

Location

Roll 1d6 or pay 50 CP to decide where in the mortal realm you start in.

1.Aqshy (Realm of Fire)

A land of scorching deserts and volcanic activity, The Great Parch is a harsh, unforgiving environment where only the strong survive. The sky is often filled with ash, and rivers of lava carve through the landscape. Where the Blades of Khorne tries to dominate the realm in the name of the blood god.

2.Ghyran (Realm of Life)

A lush, vibrant region filled with immense forests, thriving wildlife, and crystal-clear rivers. This realm is a paradise of greenery and natural beauty, constantly rejuvenated by life magic. And where Nurgle's Rotbringers seek to corrupt this realm with their plagues and decay.

3.Chamon (Realm of Metal)

An ever-shifting landscape of metallic mountains and quicksilver seas, the realm is rich with precious metals and minerals. The environment is constantly changing due to the magical flux inherent in the realm. Here the followers of Tzeentch try to seize control of the realm for its constant changes pleases their god.

4.Ulgu (Realm of Shadow)

Shrouded in perpetual twilight, the Realm of Shadow are a disorienting place of illusions and hidden dangers. Mist and fog cover the land, and shadows seem to have a life of their own. And for some reason and your brother and sister have gathered to this realm as prophecy of a gift from you absent god can be found here.

5.Ghur (Realm of Beasts)

A savage land where massive beasts roam and survival is a daily challenge. The Amber Steppes are vast plains where only the fiercest predators thrive, and nature is red in tooth and claw. And here is where the beastman ravage the realm destroying it in the name of Chaos Undivided.

6. Eightpoints

The Eightpoints is a nightmarish nexus of realms, a war-torn landscape where the influence of Chaos is overwhelming and omnipresent. Once a central hub known as the Allpoints, this land was a strategic crossroads linking all the Mortal Realms. After falling to the forces of Chaos, it was twisted into a hellscape reflecting the malice and madness of its conquerors. The Eightpoints is the domain of Archaon and his forces, encompassing all the major Chaos factions.



Races

Mortal [Varied]:

Whether you were once a mortal, succumbing to the seductive whispers of Slaanesh's temptations, or a beastman born into a world steeped in the corruption of Chaos, your fate is now intertwined with the dark prince of pleasure.

+0DP Human:

You are a normal human in this faction.

+100DP Duardin,Slagor and Aelves:

You are one of the other humanoid races that can be found with in this crazy and hedonistic fcation. The Duardin(Dwarves), known for their indomitable spirit and masterful craftsmanship, are a race of stout and resolute beings who have adapted to various environments across the Mortal Realms. Unfortunately you have fallen to the one thing that Duardin are weak to alcohol.

The Slagor are savage and brutal beastman native embodying the wild and untamed essence of their homeland. These hulking, beast-like warriors are known for their immense strength and ferocity in battle, often adorned with crude armor and wielding massive, makeshift weapons.And usually have been attached by the many trinkets left by the other civilized races as trophies. Making them an outlier within the beastman.

Aelves are a race of graceful and ethereal beings, known for their agility, keen intellect, and deep connection to magic. Aelves have adapted to the diverse environments of the Mortal Realms, forming distinct cultures and societies. They are renowned for their elegance in both warfare and daily life, often blending martial prowess with arcane mastery. Aelves possess an innate sense of aesthetics and harmony, which is reflected in their architecture, attire, and combat styles.

+200DP Dragon Ogor:

Dragon Ogors are ancient and powerful beings that embody a fearsome fusion of dragon and ogor traits. These towering monstrosities possess the upper body of a muscular ogor and the lower body of a scaled, serpentine dragon, granting them immense strength and resilience. Born of primordial storms, Dragon Ogors have an intrinsic connection to lightning and thunder, often harnessing stormy weather to enhance their destructive capabilities in battle. They are virtually immortal, their lifespans measured in millennia, and they grow larger and more powerful as they age.

+300DP Chaos Gargant:

Chaos Gargants are colossal, brutish creatures corrupted by the influence of Chaos, transforming them into monstrous engines of destruction. Towering over the battlefield, these hulking giants are driven by an insatiable hunger for carnage and a desire to wreak havoc upon the mortal realms. Their bodies are twisted and mutated by the dark energies of Chaos, often bearing grotesque features such as extra limbs, warped flesh, and menacing, glowing eyes. Clad in ragged, makeshift armor and wielding enormous, improvised weapons, Chaos Gargants are a terrifying sight to behold.

Daemon[Varied]:

You are a Daemon formed from the raw essence of Slaanesh's domain within the Warp. Unlike mortal beings, daemons are entities of pure energy and emotion, shaped by the thoughts, emotions, and actions of mortals. Particularly intense acts of pleasure, pain, or excess. Daemons are also immortal beings, their existence tied to the eternal ebb and flow of the Warp. They can be banished or destroyed in battle, but they will eventually reform within the Realm of Chaos, ready to serve their master once more.

+200DP Daemonettes:

Daemonettes are the seductive and deadly warriors of Slaanesh, the Chaos God of Excess and Pleasure. These lithe, clawed daemons epitomize the dual nature of beauty and horror, combining an alluring appearance with lethal combat prowess. With their sinuous forms and elegant, yet vicious, claws, Daemonettes move with a grace that belies their ferocity, striking with lightning speed and precision. They are known for their ability to captivate and beguile their enemies, using their supernatural allure to sow confusion and despair before closing in for the kill.

+500DP Keeper of Secrets:

The Keeper of Secrets is a Greater Daemon of Slaanesh, embodying the dark god's hedonistic and insidious aspects. Towering over the battlefield, these magnificent yet terrifying creatures blend lethal grace with overwhelming power. Keepers of Secrets are masters of manipulation and seduction, wielding both physical might and potent sorcery to dominate their foes. Their multi-armed forms are adorned with ornate armor and jewelry, reflecting their dual nature as both warriors and seducers.



Origin

You can choose to make your origin as a Drop-In if you please. If you're a mortal, roll 21+1d8 for your mental age of your race, and your gender is a free choice. Alternatively, as a daemon, age and gender has no sway as you don't have a gender and are immortal.

Invader [Free]:

You are one of the many followers who set out to please the absent Chaos God Slaanesh, the Lord of Excess, with as many acts of debauchery and excess as you can conceive. Driven by an insatiable desire to gain favor, you indulge in every extreme, hoping to earn your just rewards upon Slaanesh's eventual return. Your path is one of hedonism and extravagance, each act more decadent and extreme than the last.

Pretender [Free]:

You are one of the most arrogant and self-centered followers of the Dark Prince. The absence of Slaanesh during the Age of Chaos has left a gaping hole in the faith of your fellow worshipers. You have decided to take the place of the Prince of Pleasure and ascend to become the new Slaanesh. Driven by unparalleled narcissism, you see yourself as the rightful heir to the throne of excess, and, surprisingly, many followers believe in your potential to achieve this audacious goal.

Godseekers [Free]:

You are one of the most obsessed followers of the Prince of Pleasure, dedicating your entire existence to finding and freeing your dark patron since Slaanesh's imprisonment by the Aelven gods in the hidden realm known as Uhl-Gysh. Your relentless devotion and unparalleled tracking skills have made you one of the best trackers within the Cult of Pleasure, leading countless quests in the hope of liberating Slaanesh.

Perks

General Perks

Mark of Slaanesh [Free]:

Whether mortal or daemon, the mark of your master, the Dark Prince Slaanesh, is etched upon your very being, a testament to your unwavering devotion and allegiance to the Prince of Pleasure. With this symbol branded upon your flesh, you undergo a profound transformation, your body imbued with newfound lightness, agility, and speed. On the battlefield, this metamorphosis proves invaluable as you effortlessly navigate the chaos of combat, darting and weaving with grace and precision akin to a graceful dancer. Each movement is executed with fluid elegance, every step a symphony of controlled chaos as you elegantly evade incoming attacks with seemingly preternatural reflexes. In the midst of battle, you become a blur of motion, striking with the deadly precision of a seasoned assassin, your every action guided by the intoxicating allure of Slaanesh's dark influence.

Beauty of Slaanesh [Free]:

As perfection is one of the many aspects that the Dark Prince brings forth, she has bestowed upon you an 09/10 in the looks department. But that's not all; by your will, you can add any horrific chaotic mutations that are purely aesthetic and do not enhance your combat potential. Common mutations include claw arms, a hermaphrodite body, or even the presence of six tits. These additions are permanent.

Temptations of Slaanesh [100DP]:

In the twisted theater of battle, the Hedonists of Slaanesh revel in sowing chaos through means far beyond the mere spilling of blood and rending of flesh. Before the clash of arms and amid the frenzied melee, you can weave intricate illusions that tantalize the senses and ensnare the minds of your foes. These illusions are no mere tricks of light and shadow; they are manifestations of pure temptation, invoking waves of pleasure so potent that even the most stalwart of warriors find themselves ensnared in their seductive embrace. The weakest members are either immobilized, making them easier to capture and torture, or converted to your side, joining your decadent ranks.

Precision Strikes[100DP]:

Pain, endless pain, is what you revel in delivering to your opponents on the battlefield—or perhaps in more private settings. Your strikes are now infused with the ability to inflict maximum pain with minimal physical damage. Each blow is meticulously crafted to maximize agony without causing substantial harm to the individual.

Indulge in Excess [100DP]:

As a member of Slaanesh's cult, having a body that can't handle the excess that your god demands would be troublesome. That's why, whether it's alcohol, sex, drugs, or any source of personal pleasure, your body will never suffer permanent damage from your debaucheries. Liver damage, STDs, or death caused by indulgences of pleasure will not happen to you. The only exception is if this excess happens in battle.

Priest Of Excess [200DP/ Free For Keeper of Secrets]:

As unique and unsettling figures who serve the Dark Prince with fervent devotion, you are known for your ability to invoke the dark blessings of Slaanesh, manipulating the battlefield with your prayers. These prayers can enhance the combat abilities of Slaanesh's followers, cause debilitating pain to enemies, or even enthrall foes with overwhelming sensations.

Your presence on the battlefield is a double-edged sword, one side brimming with seductive allure and the other with terrifying malevolence. The prayers you invoke are not mere words but powerful rituals that channel the essence of Slaanesh. When you enhance your allies, they become avatars of excess, their strength and agility amplified, moving with an unnatural grace that strikes fear into the hearts of their enemies. Your blessings can turn a wavering Hedonite into a whirlwind of destruction, each strike more precise and devastating than the last.

Conversely, the prayers you direct at your enemies are manifestations of pure torment. They experience excruciating pain that wracks their bodies, sapping their will to fight and leaving them vulnerable to the relentless onslaught of Slaanesh's followers. Some are overcome by a euphoric haze, their senses overloaded with pleasure to the point of paralysis, making them easy prey. These foes may find themselves inexplicably drawn to your cause, their minds twisted

and reshaped by the dark allure of Slaanesh, ultimately joining the ranks of your decadent cult.

Sorcerer of Pleasure [200DP/Free For Keeper of Secrets]:

You are now a wizard and can cast the Lore of Slaanesh. As a wizard, you wield this principle to devastating effect on the battlefield, manipulating the sensations of both allies and enemies. When casting spells from the Lore of Slaanesh, you channel the raw, seductive power of your patron, blending pleasure and pain into a potent mix that can drive foes to madness or inspire your comrades to greater heights of ecstasy and fury. You are also a master and have the skills to teach this lore to anyone you wish.

Fashionista [200DP]:

You now possess the ability to transmute any equipment you wield into a form that is aesthetically pleasing to your perfect body. With this mundane and boring armor and weapons are transformed into extravagant displays of style and allure. Whether adorned with ornate ornaments, flaunting absurd fashion statements, or fashioned in attire reminiscent of the most daring from a hentai universe, your equipment is both functional and impeccably fabulous. This transformation imbues your gear with enhanced visual appeal without compromising its functionality or effectiveness in combat.

Revel in Depravity [400DP]:

In the chaotic midst of battle, the followers of Slaanesh find ecstasy in the symphony of screams and the spatter of blood, each agonized cry serving as a potent elixir that fuels their frenzied assault. To the Hedonites of Slaanesh, suffering is not merely an unfortunate consequence of conflict; it is a cherished commodity, a source of unfathomable power that propels them to ever greater heights of depravity and destruction. As the carnage unfolds upon the battlefield, the air thick with the scent of blood and fear, the Hedonites revel in the tantalizing torment that envelops them.

With each cry of prolonged pain, you are invigorated. Your wounds begin to heal, your movements become more fluid and graceful as you effortlessly evade the clumsy strikes of your adversaries. In the throes of battle, you enter a trance-like state, your senses heightened to a razor's edge as you move even more nimbly amidst the chaos, your blades striking with deadly precision.

Even as your own bodies are rent asunder by the brutal fury of battle, you remain oblivious to your wounds, lost in the euphoric haze of combat. Reveling in the searing pain that courses through your veins, you press onward with reckless abandon, your thirst for carnage unquenchable, your lust for blood insatiable.

Devotion to Pain [400DP]:

Slaanesh is pleased with your dedication in embracing pain, and as a reward, has bestowed upon you a body that is resistant to all forms of physical attacks. This newfound resilience makes you exceptionally tough on the battlefield. However that is not important, the true gift lies in the intensity of sensation: any pain you endure from physical attacks is magnified tenfold, transcending mere discomfort to evoke unparalleled pleasure. It really understand what you want.

Potions of Delight [400DP]:

You now have the ability to create a myriad of drugs, alcohol, and other forms of potions with varying effects, depending on what you wish them to be. The effects can be positive or negative. For example, you could create a drug that induces euphoria but has the additional effect of causing an insatiable craving for sexual intercourse, which won't diminish over time and can only be tamed through action. Alternatively, you could craft a very delicious alcohol that, no matter how much is consumed, will inevitably lead to blacking out.

Favored by Slaanesh [600DP]:

With Slaanesh's favor bestowed upon you, your journey as a jumper takes on new dimensions of pleasure and power. You have been elevated to the rank of Chaos Lord, enhancing all your abilities from this and any jumps, making them 6 times more effective than before. As it's not raw power that makes you special but your raw skill with your abilities. The Dark Prince also grants you an army composed of both mortals and daemons.

You are given 300 Favor to be used for both the Supplement AOS Grand Alliance Of Chaos Army of Slaanesh and Beastman army supplements. Any unit that has the option of taking the Mark of Slaanesh must do so. Furthermore, whenever you purchase units from these supplements that have the Mark of Slaanesh, they are automatically upgraded to be Exalted of Slaanesh for free, if that upgrade is possible. Additionally, they gain 1 Slaanesh Gift or Chaos Gift for free (you

choose without rolling, as long as they meet the requirements), which does not count towards the limit of total gifts a unit can have. Moreover, you are now free from the restrictions initially set when first taking those supplements.



Racial Perks

Human

Etiquette[100DP]:

Normally, for humans, the most common individuals who join Slaanesh are the upper echelon of society. Because of this, you now possess an intricate understanding of the etiquette and manners of the social elite of the Mortal Realms and in future jumps. You can execute these social graces perfectly, seamlessly blending into high society and leveraging this knowledge to further your goals and spread the influence of Slaanesh.

Reading People[100DP]:

As part of nobility, from a very young age, you have been taught the importance of observing and interpreting people's true intentions from their body language and tone of voice. While it is not the same as having mind-reading abilities, you can discern if someone is lying to you and if they intend to bring harm

Knights Training [200DP]:

You have been given the rare opportunity to train as a knight—a class that outclasses most peasants and adventurers in terms of melee combat. You are practiced in fighting in heavy armor both on foot and on horseback. You are an adept rider, capable of handling even the most exotic beasts that Chaos is known to create.

Daemonic Wrath[200DP]:

Once in the past, your household would channel the power of Sigmar and imbue your attacks with holy lightning similar to that used by the Stormcast. But now, you stand with Chaos and have learned to instead imbue your attacks with the corrupting powers of Slaanesh. Whenever you strike anything that is pure and lawful in nature, their defenses will weaken, and their wounds won't heal as quickly.

This dark enhancement turns your strikes into instruments of corruption, sapping the vitality and purity of your enemies, ensuring that their strength diminishes over time. This ability aligns perfectly with your dedication to Slaanesh, furthering your influence and effectiveness in the perpetual conflict against the forces of order and purity.

Merchant[400DP]:

It's all about the money, baby. Yes, you can make money from raiding and pillaging, but let's be honest, that's not what everyone wants. You have decided to pursue your greed as a merchant, selling goods. You possess an uncanny sense for identifying ventures and investments that will always yield a lucrative return, making you swim in money most of the time. You are also adept at maintaining accurate numbers in your ledgers, finding ways to maximize the profits of your business. This skill extends to any work and projects you undertake, keeping them within a reasonable budget without compromising quality. After all, perfection in your products is what gives you the highest pleasure in this field.

Daemon Host [400DP/600DP/Forbidden for Deamons]:

Some people are not happy with the limitations of the mortal body. That's why you have decided to perform a dark ritual, allowing you to summon daemons of Chaos and have them inhabit your body. Normally, when a daemon takes over a human host, the soul of the mortal is either consumed or buried deep inside, trapping it within its own body. But not for you. The daemon inside you is benign, and you receive all the benefits of being part-daemon.

Firstly, your mind and body cannot be controlled or possessed by other beings. Your body is also drastically enhanced with greater endurance, strength, and speed. Additionally, ***you will get a discount one of the daemon perks and items of each tier of cost for 100 DP, 200DP, 400DP and 600 DP.*** For an extra 200DP in future jumps, you can get ***one discount per tier on perks and items under and equal to 400DP in price*** with origins and Races related to creatures of Chaos, such as daemons and devils. Undead and other creatures do not count.

Gormey Of Bodies [600DP]:

Taboos are societal constructs designed to protect citizens from sin and corruption. However, indulging in these taboos can cause society to break down, while granting a taste of the forbidden delights that exist in this world. You have chosen to feast on the bodies found on the battlefield. You now possess a bottomless stomach, allowing you to eat everything around you without any negative consequences, as poisons are completely ineffective on you.

Moreover, you share this gift of eternal hunger with those around you. As you walk onto the battlefield, everyone who inhales your pheromones will be overcome by an insatiable hunger, compelling them to seek out and consume anything edible around them—from normal food to the flesh of their closest friends and family.

Pleasure and satisfaction are not the only benefits you gain from this endless consumption. When you consume the meat of especially powerful individuals, you temporarily acquire their abilities, such as swordsmanship, special skills, and unique lore. Additionally, as you digest food, you will continuously heal in proportion to the amount of suffering you inflict in battle—the more heinous the pain, the greater the healing.

From The Old World [600DP]:

Your origin is much more ancient than the Mortal Realms, as you have memories of the Old World before the Eight Realms were even formed. Even then, you were a devoted follower of Slaanesh. Because of this, you have gained the knowledge and experience of millennia, and your body has been sculpted by the Lord of Excess himself, making you the greatest master of one weapon of your choice within the eight realms, enabling you to strike first in any conflict and unbeatable in any duel. Additionally, you have mastered one artistic art of your choice, whether it be painting, writing, or another culturally significant skill.

But that's not all. Having survived from the Old World, you now possess the ability to endure apocalyptic events. Once per jump, when the world you inhabit is destroyed or you die, your soul will be safe and transferred to a similar world or to the far future of your destroyed world. In this new place or time, you will inhabit a new body of the same or a similar species crafted by the pleasure god herself, allowing you to continue your journey and spread the influence of Slaanesh in any world or time.

Duardin

Duardin Biology [Duardin only Free]:

You are a proud Duardin of the Mortal Realms who has strayed into the dark embrace of Slaanesh for your own personal reasons. Whether it's to sip the sweetest alcohol, to craft the perfect machine, or to indulge in the pleasures of excess, your motivations are yours alone. As a Duardin, you possess a lifespan extending several thousand years, far longer than that of a human. Your skin is exceptionally tough, providing natural protection against physical harm. One of your race's defining features is their famously long beards, which serve as a fashion statement, perhaps compensating for their shorter stature—Duardin are about half the size of humans.

Duardin are also known for their natural resistance to magic. While this is generally advantageous, it carries a grave drawback: when a spell does manage to pierce your magical resistance, you begin to turn to stone, a slow and insidious transformation.

You have the option of becoming a chaos duardin. Where you will find yourself twisted by the dark powers you serve. Your appearance will be darkened and often grotesque compared to that of a normal Duardin.

Digger [100 DP]:

No matter where a Duardin finds themselves in the Mortal Realms, they are at home in the dirt, especially when digging tunnels. Your tunneling skills are exceptional, as the tunnels you build are notably sturdier and resistant to collapse. But that's not all—you possess an innate talent for navigating underground and always know exactly where to dig to find the materials and rocks needed for your endeavors. This natural affinity for the subterranean world makes you a master of excavation and mining.

Trinket Making [100 DP]:

You are proficient in crafting the many jewels, piercings, and weapons adorned with beautiful ornaments that are common in the armies of Slaanesh. While these items don't possess any special properties, they are of much higher quality than those typically found on the market. Your craftsmanship ensures that each piece is a work of art, reflecting the exquisite tastes and decadent aesthetics of your dark patron.

Proud Of My Own Stuff [200 DP]:

Whenever you create anything with your hands, whether through tinkering, smithing, or even during battle, your skills in those fields are moderately increased. This enhancement might be due to the sheer pride you feel in your creations or perhaps the influence of Slaanesh, the Dark Prince of Excess.

To the Sky [200 DP]:

It looks like you have the blueprints and the skills to create weapons, armor, and airships of the same quality as those crafted by the Kharadron Overlords. However, instead of using aether-gold as a power source, you now utilize wyrdstone, a more volatile and chaotic substance. This change introduces both incredible potential and significant risk, as wyrdstone's chaotic energy can enhance your creations with unparalleled power while also rendering them dangerously unstable. Your weapons might strike with unpredictable force, your armor could provide exceptional protection while occasionally warping in unpredictable ways, and your airships, fueled by wyrdstone, might achieve unprecedented speeds or capabilities, albeit with the constant threat of catastrophic malfunction.

Quality Assurance [400 DP]:

As a blacksmith, it would be a shame if your weapons, armor, trinkets, and vehicles were to break and malfunction at critical moments. But not anymore, as both quality and safety are ensured with your skills. You meticulously craft each item to withstand the wear and tear of use, even when enhanced by dangerous substances like wyrdstone. Your creations are not only of superior quality but also remarkably durable, providing reliability and peace of mind in even the most chaotic and demanding situations.

True Duardin Resistance [400 DP]:

Pride in your heritage is not unusual and even expected when you submit to the Prince of Pleasure. That's why you have now reached the highest form of resistance towards magic; only the most powerful and potent spells can harm and affect you. This unfortunately includes healing spells. Luckily, you probably already revel in pain.

Daemonsmiths [600 DP]:

You are now able to create one of the most dangerous and abominable things within the Mortal Realms: a Daemon Engine. These monstrous creations require two parts, both of which you excel at. The first part involves creating a host body. This metal shell can take the form of a cannon, a train, an air vessel, or even a mech if you know how to build it. The host body binds the daemon to the mortal realm, keeping it perfectly under your command, even if the daemon inside is in incredible pain and despises you completely, ensuring no betrayal can occur.

The second part is the ritual to summon daemons from the Realm of Chaos and perfectly trap them in the host body. This process always succeeds on your part, as you have a way with words to lure these daemons. The advantages of transforming ordinary items into demonic nightmares that will haunt your enemies are immense. First, the durability of the items is greatly increased. Any weapons mounted on these vehicles can bypass any invulnerability, and their ammunition will be automatically regenerated. Wounds and damage suffered by the body will heal over time, and this process can be accelerated by feeding it fresh meat. Moreover, Daemon Engines are more menacing than any of their normal equivalents. Additionally, with this perk, you can also create Daemon Weapons, imbuing ordinary weapons with terrifying demonic power.

Runesmiths[600 DP]:

You delve into the forbidden arts of rune magic, channeling the corrupting energies of Chaos to empower your creations. Unlike traditional Runesmiths who draw upon the pure power of the earth and ancient runic lore, your runes are inscribed with the malevolent essence of dark magic, granting your weapons, armor, and machinery unparalleled and terrifying capabilities.

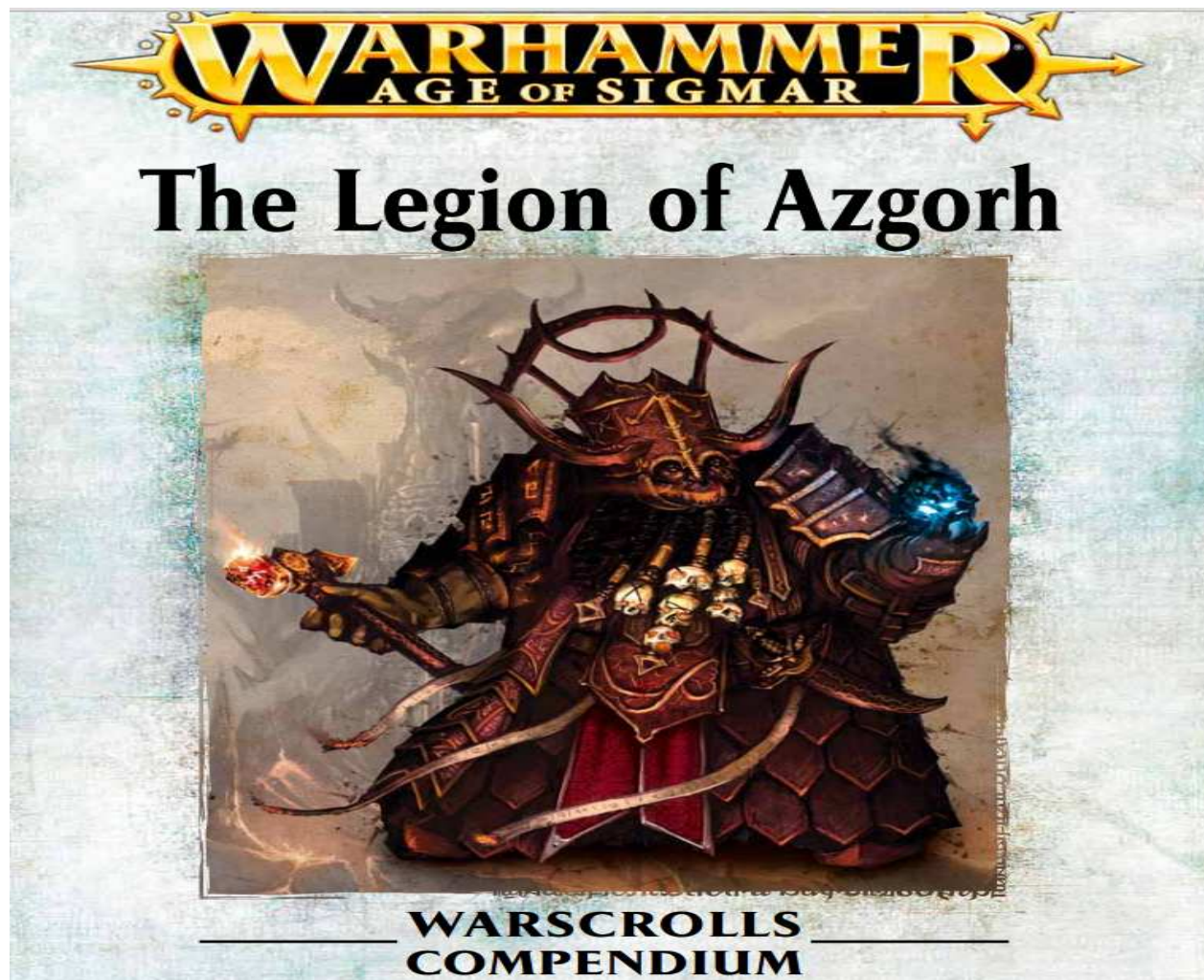
Where in weapons it's Inscribed with these dark runes, the weapons strike with a malevolent force that can shatter both flesh and spirit. Each blow carries the weight of Chaos, capable of inflicting grievous wounds that fester and corrupt, spreading malevolent influence with every strike.

Armor imbued with your runes provides not only physical protection but also sinister resilience. These runes absorb and reflect magical attacks, turning the arcane energies of your enemies back upon them. Spells aimed at you may

rebound with even greater potency, punishing those who dare to assail you magically.

And the machinery and war engines you craft, powered by these runic inscriptions, operate with dangerous efficiency. Enhanced by your dark runes, they become faster, stronger, and more destructive, outstripping their mundane counterparts. Additionally, these runes imbue your creations with an unpredictable edge, catching foes off guard with their twisted capabilities.

In all your creations, the touch of Chaos is evident, twisting and enhancing their function beyond the limits of mortal craftsmanship. And with time and practice you can further increase the power of your runes existing powers and add new abilities to your runes.



Slagor

Gor Biology [Slagor only Free]:

As a Gor you have mighty Horns, your strength is unmatched among mortals, capable of tearing through human foes with bare hands and pulverizing rock with mighty blows. The Beastmen, driven by their inherent bestial nature and the relentless will of Chaos, view weakness as a sin that must be purged from their ranks. This uncompromising ethos ensures that their armies are always poised to unleash devastation upon civilizations unfortunate enough to cross their path. Led by their primal instincts and guided by the dark influence of Chaos, Beastmen like you embody a relentless force of destruction, driven to sow chaos and leave a trail of ruin in your wake.

Beastman Variance [Slagor only Free]:

There are two variants of Beastmen within the army that you may choose to embody if you please this is optional :

The first variant is the Centigor. They possess muscular, man-like torsos atop the bounding lower bodies of four-legged beasts, ending in clawed hooves. Their cruel-looking heads feature large, ribbed horns, and they are known as some of the fastest Beastmen in any Brayherd. However, they have a notorious tendency to indulge in drunkenness and lust, particularly towards human females.

The second variant is Bullgors, towering humanoid creatures with bull heads that stand twice as tall as a man. They boast immense muscular strength and bone density akin to diamond, making them the strongest Beastmen in the Brayherd armies. This strength comes at the cost of reduced intelligence.

Big Decorated Horns[100DP]:

In the Beastman world, the bigger your horns, the more respect you command. As a result, your horns are the largest among gors of similar size and variation. This makes you the most intimidating creature there, and any challenges to your status and authority are quickly quashed by the sheer size of your horns. Furthermore, your horns possess an intriguing ability to stir the hearts of anyone who sees them, captivating them and making them more susceptible to emotional influence towards pleasure and ecstasy.

Break Civilization[100DP]:

As a Beastman, you hate everything that is prim and proper, associated with civilized worlds. This is why you now have the ability to easily destroy anything with a technology level above the Stone Age with your bare hands. As walls fall and doors crumble, you are a menace, a true civilization killer.

Lore Of Beastman[200DP]:

The Lore of Beasts, also known as Ghur, is the magical discipline that channels the primal energies of the Realm of Beasts. Wizards who master this lore can summon the ferocity of wild animals, invoke the power of the earth, and unleash devastating primal forces upon their enemies. The spells of this lore often involve transforming the caster or their allies into beast-like forms, summoning savage creatures, and drawing strength from the untamed wilderness. You are also a master and have the skills to teach this lore to anyone you wish.

Rock Throwing [200DP]:

As most Beastmen can't effectively use advanced ranged weapons due to their technological simplicity, they rely on simpler weapons for ranged attacks. These include javelins, throwing axes, bows, and even simple rocks. Despite the simplicity of these tools, the accuracy and power with which Beastmen wield them are exceptionally effective in hitting and killing their prey. Their primal instincts and physical prowess make them formidable opponents even with these rudimentary weapons.

Evolution From Hunger[400DP]:

Normally, this mutation is only inflicted on Minotaurs that have committed the act of cannibalism within their own herd, transforming them into giant mindless rage machines with perpetual hunger issues. Regardless of your origin, you now have a choice of transforming into one of the two forms below. Choose one:

First, there is the Ghorgon, a nine-foot behemoth that rampages on the battlefield with an additional pair of limbs erupting from your shoulders, ending in massive, bony blades instead of hands. Your hunger is so massive cattle will disappear everyday when you are round . Your sense of smell, especially for blood and flesh, is so acute it supplants sight, enabling you to be a raging hunter day or night.

The second is a Cygor. At twenty-four feet tall, this colossus has a single eye in the center of its head and is blind to the physical plane. Instead, you perceive all that is magical. You prefer to hunt sorcerers and wizards as your prey, as they emit a brilliant aura that you can trace directly to them.

As a Herd [400DP]:

Now, whenever you are part of an army and you attack with your allies, it becomes a sea of chaos. Even though your movements and those of your allies are not in sync, your strikes create an eerie roar of thunder and easily destroy formations on the battlefield. This unusual chaos greatly enhances the effectiveness of the unit in combat, as you and your allies instinctively anticipate each other's actions, creating a seamless and deadly coordination.

Morghur Avatar [600DP]:

It seems Morghur, the minor Chaos god of the Beastmen, has chosen you as his avatar on the mortal plane. Much like him in the Old World, your form is in constant flux. You have the ability to transform into a more monstrous and bestial shape, enhancing your physical strength and combat prowess. Additionally, you possess the power to corrupt and twist the natural world around you. This corruption spreads like a blight, warping plants, animals, and even the land itself into chaos spawn.

Your shifting form emits an aura that disrupts and destabilizes both magic and the morale of nearby enemies. This makes you a formidable presence on the battlefield, capable of sowing confusion and weakening enemy resolve with your mere presence.

Furthermore, your continuous transformations grant you a potent regenerative ability, allowing you to heal from wounds that would prove fatal to others. Once perjump, you can even regenerate from nothingness, reforming your entire body even if reduced to dust or obliterated by powerful forces.

The Will Of The Chaos!!![600DP]:

It appears the Dark Gods have blessed you with the powers of Chaos since birth, augmenting your magical abilities to the highest degree. Your sorcery now rivals that of a Daemon Prince of Tzeentch, turning wherever you cast into a scene of devastating destruction against your enemies. But there's more to this gift: from now on, across future worlds, you will garner the favor and attention of any deity aligned with the capricious nature of Chaos. They will bestow upon you their boons and favors, enhancing your abilities and ensuring your place as a favored champion of Chaos.



Aelves

Aelves Biology [Aelves only Free]:

Aelves, also known as the Elves, are a diverse and ancient race with various subspecies and unique biological traits shaped by their respective realms and histories. They are generally taller and more slender than humans, possessing an inherent grace and agility that sets them apart. Aelves are typically long-lived, with lifespans that can span centuries or even millennia, depending on their lineage and realm.

Biologically, Aelves are known for their keen senses, particularly sharp eyesight and acute hearing, which aids them in their roles as master craftsmen, warriors, and scholars. Many Aelves possess a natural affinity for magic, with some being born with innate abilities to manipulate the elements or wield powerful enchantments.

Chaos Killer [100DP]:

Ok I Know this seems to be a weird ability in this jump. But it's crucial to note that all Aelves' souls from the Old World were consumed and trapped within Slaanesh's gullet before being freed by Malerion, Tyrion, and Teclis in Uhl-Gysh. Consequently, there exists deep animosity towards the gods of Chaos. Harnessing this hatred, you've developed a unique ability: the power to disrupt the flow of Chaos energy and corruption, effectively purifying it. This ability allows you to counteract and cleanse areas tainted by Chaos, restoring purity and balance where corruption once reigned.

Immunity From Chaos [100DP]:

Most Aelves who embrace the power of Chaos, particularly that of Slaanesh, do so with the intent of using these dark forces as tools to achieve their own personal objectives. You, however, are unique in your immunity to the dark and negative influences of Chaos. This immunity ensures that you will not undergo any unwanted mutations. Furthermore, in this world and any future ones, when you make Faustian deals that typically end with the consumption of your soul, you have the ability to substitute your soul with material goods or even the souls of others.

Lores Of Magic [200DP]:

The Aelves are the most attuned to magic within the eight realms compared to the other races in the Mortal Realms. Because of this, they are one of the few races that have an affinity to learn the other seven common lores within the Mortal Realms. Here, you gain the ability to learn and master all seven forms of magic, complete with the knowledge and expertise to teach others. You can purchase this perk multiple times.

Lore of Ghyran

The Lore of Ghyran draws upon the vital energies of nature to heal and rejuvenate. Wizards using this lore can mend wounds, accelerate the growth of plants, and summon swarms of insects or tangling vines. Life magic is nurturing and restorative, focusing on the harmony and resilience of the natural world.

Lore of Azyr

The Lore of Azyr taps into the celestial powers and cosmic phenomena. Wizards who master this lore can call down lightning bolts, manipulate the weather, and foresee future events. Heavens magic is vast and awe-inspiring, encompassing the mysteries of the stars and the skies.

Lore of Ulgu

The Lore of Ulgu is shrouded in mystery and illusion. Practitioners can create lifelike illusions, disappear into the shadows, and manipulate darkness to confound their enemies. Shadow magic is deceptive and elusive, relying on trickery and misdirection to achieve its ends.

Lore of Shyish

The Lore of Shyish draws upon the necromantic energies of the underworld. Wizards using this lore can raise the dead, drain the life force from the living, and curse their foes. Death magic is sinister and forbidding, centered on the inevitability of mortality and the power of the afterlife.

Lore of Hysh

The Lore of Hysh embodies the purity and clarity of illumination. Practitioners can banish darkness, dispel illusions, and unleash blinding beams of light to smite their enemies. Light magic is righteous and cleansing, focused on truth, order, and the eradication of evil.

Lore of Aqshy

The Lore of Aqshy is centered around the destructive and purifying aspects of flame. Wizards who wield this lore can conjure blazing infernos, hurl fireballs, and create searing explosions to incinerate their enemies. Fire magic is characterized by its aggressive and devastating nature, often leaving nothing but ashes in its wake.

Lore of Chamon

The Lore of Chamon involves the manipulation of metals and alchemical transmutations. Practitioners can turn enemy armor into molten slag, enhance the durability and sharpness of weapons, and summon metallic constructs. This lore is both offensive and defensive, with spells that can both weaken foes and strengthen allies through the control of metal.

Soulbound[200 DP]:

You have gained the ability to implant part of your soul into mundane objects at will. This process will shorten your lifespan, but for an Aelf, a few years of life is a very insignificant price to pay. With this ability, you can impart any skill and perks to these items, granting them supernatural powers. The stronger the abilities you wish to imbue, the more of your lifespan you will need to pay. Additionally, as long as you are alive, the items will not break.

Lord Of Pain [400 DP]:

For the Aelves who worship Slaanesh, one of the most pleasurable experiences is inflicting pain and suffering on others. They are not fans of receiving it at all. That's why you are now a master of torture, having learned all the necessary skills common in the practice, such as teeth pulling, waterboarding, the iron maiden, and other standard tools of torture. As a bonus, you now know precisely how much pain and damage you can inflict without killing your targets, allowing you to gather information effectively if needed.

DragonKin [400 DP]:

Among the Aelves, there are those who have formed powerful and mystical bonds with dragons or dragon-like creatures. These unique individuals, known as Dragonkin, enter into a symbiotic relationship with their draconic companions, gaining remarkable enhancements and abilities that set them apart from their peers. The bond between a Dragonkin and their dragon is both profound and mystical, often involving intricate rituals and a deep mutual respect.

The bond with a dragon imbues the Dragonkin with heightened physical attributes. Their strength is magnified, allowing them to perform feats of power that would be impossible for a normal Aelf. Their resilience is similarly increased, making them tougher and more durable in battle. Their skin becomes tougher, akin to dragon scales, providing additional protection against physical and magical attacks.

Dragonkin also are granted access to a variety of draconic abilities through their bond. This can include the ability to breathe fire, harness lightning, or emit a terrifying roar that can demoralize enemies and bolster allies. These powers make Dragonkin formidable on the battlefield, combining their martial skills with potent magical attacks.

And the Dragonkin's combat abilities are further enhanced by their draconic bond. They fight with the grace and ferocity of a dragon, often wielding weapons crafted from dragon bone or imbued with draconic magic. Their fighting style is a blend of brutal strength and fluid agility, making them unpredictable and deadly opponents. Also you gain a free Chaos Dragon Hatchling in the mount section.

Concubine of Slaanesh [600 DP]:

In the Old World, there was a special Aelf who worshipped and became the champion of the Lord of Excess, Slaanesh. She was likely a precursor to what the Melusai would become after their damaged souls were extracted from Slaanesh by Morathi. However, you are unique, having gained the same boons as that special Aelf.

Like the Melusai, you are part serpent, allowing you to move with incredible speed and grace. Your agility on the battlefield makes you difficult to hit, and you can quickly close the distance to your enemies, striking with blinding speed. You have also gained multiple arms, each capable of wielding a deadly weapon. This allows you to launch a flurry of attacks in quick succession, overwhelming your opponents with a barrage of strikes that are difficult to defend against.

Your strikes can deliver venom that weakens and corrodes your enemies, causing lingering damage over time and reducing their combat effectiveness. Additionally, you possess the ability to turn your foes into petrified crystal statues, leaving them fully aware and in excruciating pain in their new state.

You can manipulate the emotions of those around you, inciting feelings of lust, envy, and despair. This power can sow chaos among enemy ranks, causing confusion and discord. Finally, your movements on the battlefield resemble an incredible dance, as you gracefully chop and behead your enemies. Your fluid and deadly combat style is both mesmerizing and terrifying to behold.

Dhar [600DP]:

Dhar is the wind of magic that is inherently dark and twisted, often associated with death, corruption, and the void. It is the physical manifestation of corrupted magic, which has a tremendously caustic influence upon reality. Indeed, virtually anything is a potential target for corruption using the forces of Dhar. What is strong grows stronger at the cost of subservience to your will and corruption in Dhar's image, while what is weak simply dissolves. It is the magic of necromancers, dark sorcerers, and those who seek to manipulate the forces of death and decay for their own ends. Dhar is a dangerous and unpredictable form of magic, capable of great destruction and malevolence.

Those who wield Dhar are often viewed with fear and suspicion, as this form of magic is associated with the unnatural and the forbidden. In the Mortal Realms, practitioners of Dhar are typically found among the forces of Death, such as the Nighthaunt, Flesh-eater Courts, and Ossiarch Bonereapers. Using Dhar is fraught with peril but rewarding as its powers surpass that of the other lores. But its not only in term of power does this lore excel but also in complexity and difficulty to dispel and counter.

The energies of Dhar are inherently corrupting, and prolonged exposure can lead to madness, physical corruption, or being consumed by the very powers the caster seeks to control. The more a practitioner uses Dhar, the more they risk losing their humanity and becoming a vessel for the dark magic they wield. But since you bought with a premium you are immune to those issues.

Dragon Ogor

Dragon Ogor Biology [Dragon Ogor only Free]:

You are a creature that has existed since before the creation of the Mortal Realms, having gained true immortality by being enslaved by the dark gods in the Old World. As a result, your race became their eternal slaves, cursing your existence as you awoke in the Mortal Realms still bound to the ancient contracts with the old gods.

Dragon Ogors are incredibly strong, capable of crushing enemies with their bare hands or wielding massive weapons that would be impossible for a human to lift. Their physical power makes them formidable combatants in melee, able to smash through enemy lines and demolish fortifications. The thick, scaly hide of a Dragon Ogor provides natural armor, making them highly resistant to physical damage, allowing them to endure a tremendous amount of punishment before succumbing to their injuries, making them exceptionally tough to defeat.

Immortal, Dragon Ogors continue to grow throughout their entire lives, with lightning having the unique property of healing any wounds they might sustain. However, they have a critical weakness: they need to be continuously struck by lightning to fuel their bodies, and without this, they go dormant, their immense power and resilience fading until they are reawakened by the storm.

Short Hibernation [100DP]:

When a Dragon Ogor is close to running out of energy, they return to the mountains from which they descended and hibernate, awaiting the next thunderstorm to reenergize them. This process can take months to centuries. However, for you, when you are low on energy and enter hibernation, the wait will never last more than a month for a thunderstorm strong enough to fully recharge you. In future worlds, this perk will summon a thunderstorm whenever you are low on energy. During recovery, a thunderstorm will strike you, fully energizing you once a month.

Old Wisdom[100DP]:

Dragon Ogors are ancient beings with a wealth of knowledge and experience, having witnessed countless battles and epochs throughout their extensive lifespans. This ancient wisdom makes them not only fearsome warriors but also cunning strategists and formidable leaders on the battlefield. Their deep understanding of warfare allows them to anticipate enemy movements, devise complex tactics, and exploit weaknesses that others might overlook. They can coordinate large-scale assaults, organize defensive positions, and adapt to rapidly changing battle conditions with a level of insight and foresight that younger and less experienced opponents simply cannot match.

Fearsome Reputations [200DP]:

The mere presence of a Dragon Ogor on the battlefield can instill profound fear in the hearts of their enemies. Towering and imposing, these ancient beings exude an aura of dread and invincibility. Their fearsome reputation as unstoppable forces of nature, born from countless tales of their brutal strength and devastating power, precedes them. This reputation alone is enough to demoralize opponents before the battle even begins, sapping the courage and resolve of even the most stalwart warriors. As these colossal figures stride onto the field, their enemies are often struck by the sheer magnitude of their presence, a living embodiment of destruction and chaos. The psychological impact of facing such a legendary and formidable foe cannot be underestimated; soldiers' hands may tremble, their formations falter, and their will to fight waver.

Electric Weapons [200DP]:

Dragon Ogors are intrinsically connected to the element of lightning, with its power coursing through their veins. This elemental affinity grants you the ability to enhance your weapons with the destructive force of lightning. When you attack using this lightning-infused power, their strikes become extraordinarily potent, capable of bypassing any resistances and invulnerabilities their enemies may possess. This ensures that their lightning attacks hit with full force, making them especially lethal against foes who would otherwise be protected from harm.

Super Regeneration [400DP]:

The regeneration of Dragon Ogors depends on how often they are struck by lightning, whether from magical attacks or natural sources. This fundamental trait remains unchanged for you; however, your healing factor and regeneration from being hit by lightning have been greatly enhanced. Now, whenever lightning strikes you, it can heal normally fatal wounds and regrow lost limbs instantly. This extraordinary ability ensures that you can recover from even the most grievous injuries in the blink of an eye, making you nearly indestructible on the battlefield as long as lightning continues to fuel your resilience.

Hyper Efficient [400DP]:

One of the key limitations preventing Dragon Ogors from completely conquering the Mortal Realms is their dependency on natural, strong thunderstorms or other sources of lightning to fuel their power and maintain their active periods. However, you have somewhat bypassed this limitation with a remarkable efficiency in utilizing lightning as an energy source. Your body is now approximately 70% more efficient in maintaining your active periods and harnessing electricity for attacks. Additionally, in future worlds, you will be able to freely absorb electricity and use it as a substitute for mana, ki, or any other power source. This enhanced efficiency and adaptability greatly increase your longevity and combat capabilities, making you a more formidable and less reliant force.

Eternal Storms[600DP]:

As you traverse the realms, an eternal storm now follows you wherever you go. These storms are not weak; lightning regularly rains from the sky, charring the earth's surface, and never dissipating, even in places where storms of this magnitude should never occur, such as deserts or indoors. Despite their ferocity, these storms' lightning strikes are somewhat random, except for one target you can control: either yourself or your fellow Dragon Ogors. This creates a permanent juicing station where you and your kin can rampage freely across the Mortal Realms. In future worlds, these storms will never harm you or your allies. For those who do not possess the biology of a Dragon Ogor or the ability to absorb lightning energy, the lightning will instead supercharge their weapons or enhance the defensive capabilities of their armor. This ensures that your presence brings a constant and formidable advantage to any battlefield, empowering you and your allies with the relentless fury of the storm.

Shaggoth [600DP]:

You are now one of the most ancient beings in the Mortal Realms, having existed since the Old World. The accursed pact with the Dark Gods is still valid, binding you eternally. As a Shaggoth, you are as large as a mountain, granting you immense strength and a hide as tough as diamonds, providing high resistance to physical attacks. However, you are not vulnerable to magical attacks either. A small storm follows you wherever you go, which you can control freely to strike friend or foe. This storm is not endlessly powerful and will dissipate once its energy is expended. The lightning strikes also create a lightning ward around your body, easily dispersing any hostile spells targeting you; only the most powerful spells can penetrate this storm shield.

As a Shaggoth, you possess the ability to cast spells, unlike your younger kin. Your spellcasting is limited to those involving the lightning element, but this limitation brings a significant advantage. Your affinity with lightning allows you to learn and master these spells at an unprecedented speed, and the power they bring to the battlefield is formidable. In future worlds, the restriction of casting only lightning spells will be lifted, but the bonuses will only apply to lightning-based spells or techniques.



Chaos Gargant

Gargant Biology [Gargant only Free]:

Gargants are characterized by their immense physical stature, often standing several stories tall. Their bodies are heavily muscled and incredibly resilient, with thick, leathery skin that provides natural armor against physical attacks. Their bones are dense and virtually unbreakable, supporting their massive frames and allowing them to wield enormous clubs, rocks, and other makeshift weapons with devastating force.

Gargants possess titanic strength, capable of lifting and hurling boulders, uprooting trees, and smashing through fortifications. Their raw power allows them to crush enemies with a single blow, shatter formations, and cause widespread destruction on the battlefield.

The thick, leathery skin and dense bones of Gargants make them incredibly durable. They can withstand significant amounts of damage, shrugging off arrows, sword strikes, and even cannon fire. Their natural resilience makes them difficult to bring down, even under sustained assault.

Solitude[100DP]:

Gargants are typically solitary creatures, preferring to roam vast areas alone. They have a strong sense of independence and rarely form lasting bonds with others of their kind. This solitary nature affords them a unique freedom, allowing them to navigate their environments without the constraints of social dependencies. Unlike many social species, Gargants do not experience the negative psychological effects of prolonged isolation. They are content in their independence, capable of thriving even in solitude for extended periods, unaffected by loneliness or the need for companionship which you now have.

My Territory [100DP]:

On the beginning of each world, you can set any untouched expanse of land free from the touch of civilization to be your territory. As a Gargant, you require a significant amount of calories to move and maintain your massive body. This territory will be the size of, let's say, Yellowstone National Park. In your territory, there will always be an abundance of prey animals for you to consume, as their fertility while within your domain will be extraordinarily high.

For some reason, humans and other races of the mortal realms will inevitably flock to your territory. They come either to hunt the plentiful prey or to gain the glory of killing you. Either way, this provides more protein for you to consume, ensuring that you always have a steady supply of food.

To Crush [200DP]:

As a Gargant, when fighting smaller enemies, the easiest way to kill them is to crush them with your weapons or feet. Unfortunately, some enemies wear magical armor that can withstand your strikes. However, if you fully crush someone smaller than you—whether they fit in the palm of your hand, under the sole of your foot, or are smaller than your weapon—your attacks will bypass any form of invulnerability or fate-altering effects. These crushing blows will inflict almost double the normal damage to the target. This ensures that even the most resilient foes cannot withstand your immense power when you bring your full might to bear.

To Catch[200DP]:

As a Gargant, your immense size and strength make it difficult to capture small creatures in your grasp due to their dexterity and your enormous strength that could easily kill them if you're not careful. But not anymore. This ability allows you to snare and immobilize your foes with precision and strength, making you able to capture any creature with care as long as they are smaller than you.

Chaos Siege Gargant[400DP]:

Your body has been completely adjusted to be a true siege weapon. Thanks to your fellow worshippers of the ruinous powers, you have been equipped with siege armor, made out of ragged iron and bronze plates that have been hammered, nailed, fused, strapped, and bound directly to your flesh. This armor has made you greatly resistant to piercing attacks. On your hands, there are great spiked hooks that make excellent weapons and provide support in climbing mountains or walls. This siege armor acts as your second skin; therefore, you will not feel any discomfort in using it. Also, in future worlds, it is possible for you to import any form of armor to this siege armor, thereby gaining more abilities.

Finding Treasure[400DP]:

Unfortunately, there are magic items in the mortal realms that don't fit for usage by Gargants. Even so, you are one of the many Gargants that actively collect and use many items of the civilized races for your own purposes. That's why you now have this uncanny ability to find magical items wherever you go. Whether they are one-time-use, weak, or strong magical items will be up to luck to decide. Additionally, you can use any magical items you find as you ignore any restrictions they may have, either for racial reasons or size restrictions. For example, if you find shoes of speed that fit a human, you can still use those shoes by just wearing them on your toes.

Mega-Gargant[600DP]:

You are now a Mega-Gargant. You are a colossal being, capable of reaching heights of over 50 feet, with weights that can easily exceed several tons. Your sheer mass makes you capable of devastating impacts. Your skin is incredibly thick and tough, providing natural armor against most physical and now magical attacks. Your body also possesses a slow but steady regenerative capability, allowing you to recover from wounds that would be fatal to most other creatures. Mega-Gargants also have variants. Choose one below, and you can buy this perk multiple times to get the other variants.

Warstomper Mega-Gargant

The Warstomper Mega-Gargant is the quintessential battlefield juggernaut, specializing in crushing enemy troops en masse. With each thunderous step, the ground quakes beneath them, and their enormous clubs, often fashioned from the trunks of ancient trees or massive bones, can flatten entire ranks of soldiers in a single swing. Warstompers excel in close combat, their brutal strength and unrelenting assault breaking through enemy lines and fortifications. Warstompers possess an innate ability to inspire dread, their mere presence enough to send lesser foes fleeing in terror.

Kraken-Eater Mega-Gargant

Kraken-Eater Mega-Gargants are the maritime marauders of the Mega-Gargant lineage, known for their affinity with the seas and their insatiable greed for plunder. These giants roam coastal regions, using their immense strength to drag entire ships ashore or hurl boulders from the sea floor at enemy fortifications. Kraken-Eaters are equipped with massive nets and tridents, perfect for snaring and skewering both land and sea creatures. Their armor, encrusted with barnacles and seaweed, adds a layer of protection against the harsh elements of the ocean.

Gatebreaker Mega-Gargant

Gatebreaker Mega-Gargants are the ultimate siege engines, renowned for their ability to demolish even the most fortified structures. With fists as hard as stone and strength that can topple mountains, Gatebreakers are tasked with breaking down the gates and walls of enemy strongholds. Their spiked fists are designed to penetrate thick stone and metal, shattering defenses with a single blow. On their forearms, they wear reinforced gauntlets that can deflect incoming projectiles, making them nearly invulnerable as they advance on enemy fortifications. When not tearing down gates, they wield massive flails or hammers, capable of sweeping aside entire regiments of soldiers.

Beast-Smasher Mega-Gargant

Specializing in hunting and battling the enormous beasts and monstrous entities that roam the Mortal Realms, Beast-Smashers are equipped with devastating weapons designed to pierce thick hides and break monstrous bones. Their preferred weapons are gargantuan mauls or clubs embedded with spikes, perfect for delivering crushing blows to large creatures. Beast-Smashers are adorned

with trophies of their hunts, such as dragon skulls and hydra teeth, which they wear as both armor and symbols of their prowess. Their resilience is unmatched, capable of withstanding the ferocious attacks of their quarry and retaliating with even greater force. In addition to their physical capabilities, Beast-Smashers have an uncanny ability to track and ambush large prey, using their immense size and strength to overpower even the most formidable foes.



Daemon

Warp-Forged Physiology [Daemon Only Free]:

Your very essence is intertwined with Chaos itself. This perk grants you a mutable form, allowing you to alter your appearance at will. Transform into terrifying , shroud yourself in illusion, or adapt to your surroundings with uncanny ease. Your flesh is no longer bound by mortal limitations.

Daemonic Invulnerability [Daemon Only Free]:

In the crucible of Chaos, your very essence has been tempered into an almost indestructible form. Attacks and weapons wielded by those of weak conviction and feeble faith shall falter before your demonic resilience. Like an unyielding fortress amidst a storm, you stand unbroken.

This perk grants you the near-immunity to conventional harm from range attacks , making you a formidable force to reckon with in close combat. Arrows and bullets may pierce your form, but they will falter, for your existence is bound to the madness of the Warp. Only the unwavering conviction of a true warrior strikes, strong magic or the dark rituals of witchery can hope to banish you from the material realm.

Keeper Of Secrets Essence [Keeper Of Secrets Only Free]:

The act of excess, from indulgences such as lust, gluttony, and excessive killing, is something that Slaanesh revels in. As a greater daemon of the Dark Prince, you embody this aspect in its truest form. You are as tall as a Gargant and have two claws, two hands, and stand upright.

At your will, your actions are enhanced to the absolute level of perfection, where a simple instrument performance is divine, and your movements are as beautiful as a ballerina's. You are incredibly fast and agile compared to your fellow brothers and sisters. Your power of seduction and monstrous beauty makes any weak-willed mortal submit to you, waiting for you to deceive them. You also know their secrets and the sick desires they wish to partake in. Truly making you a nightmare for your enemies.

Sovereign of the Abyss [200DP]:

In the Mortal Realms, the manifestation of a daemon is not hindered as the realms are brimming with magic. This perk allows you to achieve perfect manifestation at will in any world where magic is small or nonexistent. Your corporeal presence in realspace is an unassailable manifestation of terror and malevolence. No mortal or otherworldly force can impede your arrival. The boundaries between realms quiver and break at your command, allowing you to step forth into the material world with unparalleled potency.

Soul Consumption[200DP]:

You are able to freely consume the souls of every mortal that you have slain. With each soul you consume, your strength as a daemon will increase minusculely. This gradual accumulation of power enhances your already formidable abilities, making you an even more terrifying force of malevolence and destruction.

Warp Locus [400DP]:

Your arrival is an apocalyptic spectacle, a harbinger of terror, and a conduit for the darkest nightmares to take form. With this perk, your existence is a terrorizing event. As you materialize from the realm of Chaos. Your presence becomes a gateway for daemonic legions to flood into realspace, amplifying the terror and chaos you sow. Whole Demonic Armies that you have allegiance to will pour out from the gates you create. Making you one of the most deadly reinforcements in the battlefield.

Warpstorm Incarnate [400DP]:

The very essence of Chaos surges through you, turning your presence into a cataclysmic force. When you manifest in realspace, you bring with you a tempest of unbridled warp energy, an all-consuming maelstrom of madness and malevolence that warps and reshapes reality itself. it's a calamity. As you materialize, you unleash a devastating warp storm that engulfs the surrounding landscape. The very laws of physics and reality crumble before the raw power of the Warp, reshaping the terrain into bizarre and nightmarish forms.

True Death [600DP]:

Some creatures within the realm of chaos are difficult to kill, even with the right rituals or weapons, as some entities can only be killed when a certain condition is fulfilled. Now, you have this incredible blessing: choose one condition that is not impossible for your enemies to fulfill, and unless you are killed under that specific condition, no matter what, you will be banished to the realm of chaos and will remanifest after six months, randomly, somewhere in the mortal realms.

NewBorn [1000DP/Keeper Of Secrets Only Cannot be discounted]:

In a bid to reach the echelons of godhood, the Khainite Grand Matriarch and High Oracle Morathi journeyed to the Realm of Shadow to enact a blood ritual to steal the powers of the Chaos God Slaanesh, imprisoned in Uhl-Gysh. As she absorbed souls from Slaanesh, one resistant soul struck her, cleaving off a portion of Slaanesh's power and forming a protean entity known as the Newborn. Screaming across the sky, the Newborn left a trail of brilliant iridescence, transforming the land near its path before landing in a cradle of shadowed earth. Thousands of Hedonites followed the Newborn to witness its birthing of three individuals: Dexcessa, Synessa, and you, Jumper.

As a result, you are now a god-spawn, smaller and less durable than the greater daemons of Slaanesh, but a baby chaos god nonetheless. Your divine status is symbolized by eternally floating in the air, unlike walking on the ground like other followers. Your power will slowly grow with age and followers, eventually allowing you to create your own daemons in the image you desire. You have also gained a title, like your siblings, reflecting the aspect of Slaanesh you embody and the associated excess you revel in from worship in your name. Choose one from below:

The Lust of Slaanesh

The sensation of lust from any sexual act catalyzes your power. Wherever you go, a sweet musk fills the air, arousing those around you into constant states of indulgent sex. Though you do not partake in these acts yourself, the constant sounds of pleasure from allies and enemies alike energize you.

The Stomach of Slaanesh

You represent Slaanesh's enjoyment of consuming Aelves' souls. As such, you rush to seek out their races for consumption. You are an expert tracker, hunter, and killer of the Aelves in this and future worlds.

The Hair of Slaanesh

You revel in creating beautiful arts, whether in music, painting, dancing, or any other form of artistic expression you desire. Your motivation is to create the most exquisite forms of art, often using materials from living mortal beings. Only through the extreme suffering caused by your materials can the most beautiful creations emerge, whether it's the perfect shade of red from tortured souls or crafting a harp from a living human to create the perfect instrument/weapon.



Origin Perks

Invader

Pillage!! Destroy!![100DP]:

When it comes to looting and destroying cities and settlements, the Invaders have turned it into an exquisite art form. Any settlement you decide to loot and destroy yields more valuable treasures, including more beautiful women to have fun with or enslave . This ensures an army of the Dark Prince's followers is constantly satisfied, indulging their own greed and lust to the fullest extent. .

Khorne Haters[100DP]:

Khorne is the eternal heated enemy of Slaanesh, and that's why you now have a bonus when fighting Khorne's followers. Your attacks against them are more potent, and your prowess in battle is significantly enhanced when facing these adversaries.

Your strikes become imbued with a ferocity that mirrors Khorne's own, allowing you to cut through the defenses of his followers with ease. Your presence alone can unsettle Khorne's minions, and your taunts are especially effective, driving them into a blind rage that makes them easier to defeat. In future worlds you gained bonuses to any follower that worship war gods or any god that has a deep associated with blood.

Lord Of Hubris [200DP]:

You are now a master duelist and taunter on the battlefield. As a master duelist, you are a menace in close-range combat, demonstrating unparalleled skill and precision. But that's not all you have; your clever taunts cause most enemies to break formation and rush towards you, totally ignoring the broader situation on the battlefield. This makes them more vulnerable to attacks from your allies and disrupts their strategic advantage.

Traitors [200DP]:

No matter where you go, there are individuals in well-polished nations or organizations who would like to see them fall for their own depraved reasons. Because of this you now have an uncanny ability to easily find traitors within the ranks of your enemies who are willing to betray them for profit or to satisfy their carnal desires. You will almost always find someone high up enough to provide useful knowledge about your enemies' weaknesses. Like weakness in their forts, or where their supply lines run, crippling the movements of your enemies.

Corrupter of men [400DP]:

As a traditionalist in the ways of Slaanesh, you possess the will and knowledge to spread the mark of Slaanesh to any individuals you have beaten in combat, whether in one-on-one duels or across entire armies. Slowly but surely, these individuals will begin to fall to corruption. It starts small, with indulgence in luxury foods, and over time progresses to acts of the highest excess and debauchery. At the end of this journey of self-destruction, these individuals will join your army in a heartbeat, increasing the potency and numbers of your forces.

Your influence spreads like a dark, seductive whisper, corrupting hearts and minds until they are wholly devoted to the Dark Prince. The more you conquer, the larger and more powerful your army grows, each new convert bringing their own twisted strengths and fervor to your cause. This unrelenting spread of corruption ensures that your influence and power continue to expand, driven by the insidious allure of Slaanesh's promise of ultimate pleasure and excess.

True Warlords [400DP]:

In the Invaders warbands, a chaotic mixture of warlords often vies for dominance, each trying to outcompete the others while ostensibly working together. This environment of constant power struggles and internal competition leaves the army in a state of chaos and disarray. However, you have risen above this fray, establishing yourself as the singular warlord whose authority is unquestioned.

Your presence commands respect and obedience, and everyone below you in rank prioritizes your orders above all else. The constant infighting and competing ambitions that typically plague such warbands are quelled under your leadership. Your command structure is clear, and your directives are executed with precision and efficiency.

Moreover, your influence extends beyond mere authority. Those who follow you are not hampered by the lingering effects of their excessive indulgences from the night before. Whether through sheer willpower, fear, or an unholy blessing, your followers maintain their cognitive abilities and combat readiness, regardless of how much they indulged in the excesses of gluttony, lust, or violence. This ensures that your warband remains a well-oiled machine, capable of executing complex strategies and responding swiftly to changing battlefield conditions.

Best of the Best [600DP]:

In the Invaders warbands, warlords constantly strive to outshine each other, each vying to be at the apex of their craft at all times. This relentless competition pushes them to fight harder and more ferociously, especially when another warlord threatens to eclipse their prowess. The presence of rival warlords nearby doesn't merely spur them to greater efforts; it ignites a burning need to prove their superiority, leading to even more intense and spectacular displays of martial skill.

You have harnessed this competitive drive to your advantage. As the singular warlord in the army, you channel this fierce rivalry into a potent force. Your command is undisputed, but you understand the value of this internal competition. You set challenges and rewards that encourage your fellow warlords to constantly push their limits, ensuring that they remain at the peak of their abilities. This results in an army that is always ready for battle, with each warlord eager to demonstrate their unmatched prowess.

Glory Hog [600DP]:

As a warlord in the Invaders warbands, you are driven by an insatiable desire for glory and recognition. You crave nothing more than to revel in the defeat of your enemies, basking in the adulation and awe of your peers. Each victory, each vanquished foe, is a testament to your prowess and a step closer to the favor of the Dark Prince, Slaanesh.

Your thirst for glory is not merely a personal ambition; it is a divine pursuit. The more enemies you defeat, the more Slaanesh's gaze falls upon you, increasing your fortune in your endeavors. This divine favor manifests as a supernatural luck that guides your actions and enhances your abilities, allowing you to find new and innovative ways to reach unparalleled levels of ecstasy and excess. As you continue to achieve victory after victory, you feel the tangible effects of Slaanesh's favor.

And this Luck seems to follow you wherever you go, turning potential disasters into opportunities and guiding your actions with uncanny precision. This divine favor enhances your strategic insights, allowing you to exploit enemy weaknesses and navigate the complexities of battle with ease.

The favor of Slaanesh also fuels your creativity, inspiring you to devise new and thrilling methods of achieving ecstasy and excess. Whether through innovative combat techniques, strategic brilliance, or sheer audacity, you find ways to elevate your experiences and those of your followers to new heights. This constant pursuit of innovation keeps you and your warband at the cutting edge, always seeking the next exhilarating experience.

Pretender

Center of Attention[100DP]:

You have ascended to a new echelon of influence and charisma, embodying the very essence of a divine diva. Your presence alone commands attention, and your words carry an undeniable weight, compelling others to listen and follow. It's as if you were meant for greatness, destined to inspire and lead those around you to new heights of devotion and excellence.

Seductive Words [100DP]:

Even before any enhancements, your words are poison to the people around you, making you easily trusted even though they shouldn't. People just seem to think you'll keep your word regardless of how untrustworthy and scummy you've been before. Repeatedly breaking promises with an individual will eventually see this trust break down, but you get away with things far more than you have any right to.

Words Hurt [200DP]:

Your words have transcended mere verbal barbs to become potent weapons in their own right. Each insult carries with it a malevolent force that can cripple the will of your adversaries, leaving them vulnerable and shaken.

For weaker individuals, your insults are devastating. The venom in your words seeps into their psyche, sapping their motivation and leaving them in a state of demoralized despair that can last for days. Even the strongest individuals are not immune to the power of your words. While they may possess resilience and mental fortitude, your insults strike with such precision and ferocity that they are momentarily paralyzed by the shock.

This ability becomes a strategic tool in your arsenal, allowing you to weaken adversaries before engaging them directly. By undermining their morale and sowing doubt within their ranks, you create openings for your forces to exploit. Your peons and followers can capitalize on these moments of weakness, swiftly finishing off those who dare oppose you or ensuring they are subdued and compliant.

Source Of Innovation [200DP]:

As someone currently worshipped by your followers, you have become a beacon of inspiration to them. Whenever you are around, your worshippers find creativity and inspiration flowing more easily. This heightened inspiration accelerates their progress in technology, art, or any inventive endeavor they pursue. Your divine presence seems to catalyze their minds and talents, enabling them to achieve feats of innovation and creativity that surpass their previous limits. This not only strengthens your followers' devotion but also enhances their contributions to your cause, making you a revered figure among them.

Empire Building [400DP]:

As if anything you build will be less than perfect, leading a cult around your flawless form is expected of you. You possess the ability to personally navigate through the chaotic bureaucracy of a Slaanesh cult effortlessly. Moreover, you have the remarkable ability to recall every member who has offered their monthly tribute to you, assessing its sufficiency with ease. This innate organization and memory allow you to establish and maintain a functional system for running towns filled with excess and debauchery, ensuring everything operates smoothly to serve your divine desires.

Absolute Beauty [400DP]:

You are revered by your followers for who you truly are. However, those audacious pretenders who dare to speak as if they could replace the Dark Prince himself are a constant challenge. Now, you possess the divine ability to dismantle these imposters. When you defeat someone claiming the same title or position as you, whether through combat or by compelling them to submit to your overwhelming beauty, their arrogance and falsehoods quickly crumble.

Regardless of the method you choose, these pretenders and their followers are swiftly humbled. They renounce their claims and false loyalties, pledging themselves to you with even greater devotion. Your victory solidifies your divine right and authority, ensuring that those who once challenged you now serve as fervent followers in your quest for ultimate glory and excess in the name of Slaanesh.

Strength of Godhood [600DP]:

As someone who once wished to challenge and potentially dethrone their patron god, possessing no ability to actually replace them was sheer folly. However, that has changed. You now wield one of the most potent abilities of the Chaos Gods: the ability to draw power from the faith and numbers of your worshippers.

As long as you command the complete faith of your followers and their numbers continue to grow, so too will your strength and influence. With time and a staggering number of devoted worshippers, you can ascend to the status of a minor Chaos God. This ascension process is gradual and could take millennia, but with the Perk of the Newborn, your growth from your followers is greatly accelerated. This hastened growth may allow you to rival the other major Chaos Gods within a mere 1,000 to 2,000 years, a remarkably short span in the cosmic scale of divinity.

This newfound power ensures that your aspirations to challenge and ascend among the Chaos Gods are not only possible but increasingly probable as your influence spreads and your worshippers multiply, fueling your divine ascent.

Strongest Alone[600DP]:

You are renowned for their fierce independence and unmatched skill in combat. Among them, you stand out not only as the singular leader but also as the embodiment of solitary might. When you fight alone on the battlefield, your power surges to unparalleled heights. This independence is not just a preference but a source of profound strength.

Your presence on the battlefield as a lone warrior is awe-inspiring and terrifying. When unaccompanied by your warband, you tap into a reservoir of power that seems almost limitless. The absence of allies by your side amplifies your focus and determination, allowing you to channel your energy into every strike, every maneuver, with devastating precision. Your enemies, expecting an easier target without the support of your forces, quickly realize their grave mistake as they face the full brunt of your unleashed might.

Godseekers

Visions of the Chains [100DP]:

The chains that bind your patron god in Uhl-Gysh are formidable, each imbued with potent magic to ensure their restraint. Of the 66 chains, five have already been confirmed broken, hinting at a vulnerability in the divine prison's defenses. Your god periodically imparts hints and clues to you, guiding your path towards unraveling these chains. However, these hints alone are insufficient, as numerous conditions and requirements must align for their complete destruction.

In future worlds or realms, this perk extends to gods with whom you have affiliations. It grants you vague insights and hints regarding certain objectives you wish to pursue, aiding you in uncovering the secrets or weaknesses that could lead to their downfall. This ability not only enhances your strategic prowess but also aligns your ambitions with the cosmic forces that govern divine imprisonment and liberation.

Piecing them Together [100DP]:

Breaking the formidable chains that bind your patron god in Uhl-Gysh requires more than just vague hints; meticulous research and understanding of the right events and materials are crucial. Your god provides occasional clues, but to uncover the precise methods and conditions needed, you've been blessed with extraordinary luck in your research endeavors.

In this world and across future jumps, your ability to decipher and find truth from these cryptic hints left by divine beings is enhanced. Your research efforts are consistently fruitful, leading you to the right knowledge, artifacts, or rituals necessary to unravel divine mysteries and achieve your goals.

Into the Fray [200DP]:

Sometimes, the crucial knowledge required to free Slaanesh from their chains lies hidden within enemy territory, deep within a well-guarded library or vault. Your expertise lies in moving unseen in such hostile environments. It's not just about evading notice initially; rather, you excel at dancing around those who actively seek you, leaving behind nothing but a taunting laughter carried on the wind to mock how close they came and yet how far they remain.

With this ability, you are nearly impossible to pursue or track, unless you decide otherwise. Your mastery of eluding detection and navigating enemy territories unseen ensures that you can infiltrate and retrieve vital knowledge or artifacts without alerting your adversaries.

Speed-chaser[200 DP]:

Whether you are mounted atop a swift beast or moving swiftly on foot, your speed becomes supernaturally enhanced when actively pursuing a target of your choosing. This enhancement goes beyond mere physical swiftness; it taps into a primal instinct and divine blessing that amplifies your agility and endurance.

When you set your sights on a quarry, whether it's a fleeing enemy, elusive prey, or a critical objective, your movements become fluid and efficient. Each stride or gallop propels you forward with remarkable speed, allowing you to close distances rapidly and maintain pursuit without tiring. Your senses sharpen, attuned to the slightest clues or tracks left by your target, guiding you unerringly towards your goal.

Thundering Cavalcade [400 DP]:

When you thunder into battle atop your mount, nothing can deter your charge as you barrel towards your enemies with relentless ferocity. Whether you ride a mighty steed, a monstrous beast, or a chariot drawn by dark creatures, your momentum and aggression are unmatched.

As you charge, the sheer force of your assault remains undiminished by obstacles that would halt a lesser warrior. Debris, rough terrain, or even steep cliffs do not impede your path, for your mount possesses an uncanny ability to leap over obstacles with astonishing agility and precision. With each leap, your mount navigates treacherous terrain effortlessly, ensuring that your charge remains unstoppable and devastating.

Hunter Supreme [400DP]:

You possess an exceptional talent for tracking and locating individuals who hold crucial knowledge or connections related to freeing Slaanesh from their chains. Across the Eight Realms, your ability to pursue and find targets is unparalleled. You can discern their trails, follow their footsteps, and uncover their hiding places with remarkable efficiency, even when the task seems daunting.

In future worlds beyond the Mortal Realms, this skill extends to tracking down individuals across different dimensions or realms. Whether they are hiding in obscure dimensions, distant planets, or otherworldly realms, your innate ability to track and pursue targets remains sharp and effective. This capability allows you to navigate through diverse landscapes and challenges, ensuring that no target can elude your determined pursuit in the quest to free Slaanesh and reshape the balance of power across realities.

Maniacal Hunters [600DP]:

You possess an unparalleled talent for crafting intricate and diabolical traps designed to ensnare and torment your targets. These traps are not merely tools of capture but instruments of exquisite agony and psychological torment. Each trap you create is tailored with precision to keep your targets alive yet utterly helpless, maximizing their suffering until they divulge the information or secrets you seek.

Your ability to design these traps goes beyond mere mechanical proficiency. It taps into a deep understanding of psychology, pain thresholds, and the intricate workings of fear. The traps are designed to exploit every vulnerability and fear of your targets, ensuring that their ordeal is prolonged and excruciating until they are willing to confess or comply with your demands.

Furthermore, your traps are not only effective in inflicting physical and psychological pain but also in maintaining the target's condition for transport or interrogation. They are designed to immobilize, incapacitate, and control the target's movements, making them easy to transport while ensuring they remain alive to endure further interrogation or punishment.

Interrogate the Dead [600DP]:

Oh dear, it looks like you have obtained one of the most effective methods for interrogation, especially if the target is already dead. In this world or any future jumps, you now have the ability to capture the souls of those who have recently deceased and torment them for information. When a person's state is reduced to just a soul, they tend to provide more truthful information as their priority shifts to crossing over to the afterlife, and the concerns of the living no longer bind them.

By harnessing this ability, you can extract crucial secrets and knowledge from the departed. Souls, stripped of their physical forms and mortal pretenses, often become more pliable and cooperative under the duress of your spectral interrogation. This can be especially useful for obtaining hidden truths, secret plans, or confidential information that the living might guard more fiercely. Additionally, as souls are more concerned with finding peace and moving on, they are more likely to divulge the information you seek in exchange for release or respite from their torment.



Chaos Mutation

The Ruinous Powers give many gifts to their followers, both as a sign of appreciation and also as punishments that turn them into Chaos Spawn. Here you can buy a list of mutations, and everyone gets 1 mutation at a discount for each tier with 50 DP discounted being free.

50 DP

Wings

Wings now sprout from your back, granting you the ability to glide and fly short distances.

Free Alcohol

Whenever you drink anything, it now transforms into sweet, sweet alcohol.

Big Horns

You now have large, unbreakable horns on your head, perfect for ramming.

Giant Beak

You now have a giant beak, perfect for tearing off flesh.

Blood Substitute

Your blood has now transformed into a viscous, glowing ichor that can heal your wounds at an accelerated rate.

Fire Breath

You now have the ability to exhale a searing stream of fire, capable of incinerating enemies and obstacles in your path.

Extra Joints

Your limbs now possess additional joints, granting you enhanced flexibility and agility, allowing you to maneuver through tight spaces and perform acrobatic feats with ease.

Fangs

You have grown sharp, elongated fangs capable of tearing through flesh and bone with ease, making you a formidable predator in close combat.

Tail

A long, sinuous tail has grown from your lower back, giving you enhanced balance and agility. It can be used as a weapon, capable of delivering powerful strikes or as a tool for grappling and maneuvering in tight spaces.

Spit Acid

You can now eject corrosive acid from glands in your mouth, allowing you to dissolve obstacles, weaken armor, and incapacitate enemies from a distance.

100 DP

Burning Body

Your body now radiates intense heat, causing anything that touches you to combust or melt. This ability can be controlled, allowing you to ignite enemies in close quarters combat or heat objects from a distance.

Cloud of Butterflies

You can summon and control a swirling cloud of colorful butterflies. These butterflies can distract enemies, obscure vision, or be directed to deliver magical effects such as healing or confusion to those within the cloud.

Hypnotic Gaze

Your eyes emit a mesmerizing glow that can hypnotize and manipulate the minds of those who meet your gaze. You can compel others to follow your commands, divulge secrets, or even turn them against their allies temporarily.

Flaming Skeletal Body Part

One of your limbs is now a skeletal structure engulfed in eternal flames. This limb is immune to physical damage and can burn anything it touches, making it a devastating weapon in close combat. The flames also provide a source of light and can intimidate your enemies.

Extra Limbs

You now possess multiple additional limbs, granting you enhanced agility and combat prowess. These extra limbs allow you to wield multiple weapons simultaneously, climb surfaces with ease, and perform complex maneuvers in battle. Your new appendages can also be used for tasks requiring precision, such as handling intricate tools or disarming traps. This can be bought multiple times.

Metal Hide

Your skin has transformed into a tough, metallic surface, providing you with enhanced protection against physical and magical attacks. This armor-like hide not only makes you highly resistant to damage but also adds an intimidating sheen to your appearance.

Multiple Heads

You have grown additional heads, each capable of independent thought and action. These extra heads provide you with enhanced perception, allowing you to see in multiple directions simultaneously and making it nearly impossible for enemies to surprise you. They also grant you the ability to communicate and strategize with yourself in real-time, improving your decision-making and reaction speed. In battle, your multiple heads can attack independently, increasing your offensive capabilities and making you a more formidable opponent. This can be bought multiple times.

Tentacles

You now have six long, flexible tentacles sprouting from your body, granting you increased reach and versatility in combat. These tentacles are incredibly strong, able to grasp and crush foes with ease. They can also be used to manipulate objects, scale walls, or entangle enemies, making you a more adaptable and unpredictable fighter. The tentacles are covered in a tough, resilient hide, providing additional protection and durability. This can be bought multiple times.

Items

All Similar items can be imported to items bough here.

General

Chaos Plate of Slaanesh [Mortals Only Free]:

Adorned with the insignias of Slaanesh, the Chaos Plate armor stands as a profound testament to the wearer's unwavering dedication to the excess of life. Bestowed as a divine boon from the she who thirst , each ensemble is a blasphemous masterpiece, intricately adorned with carvings devoted to Slaanesh'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 Slaanesh.

Chaos Weapons [Mortals Only Free]:

Choose any two melee weapons of your choice. These high-quality weapons will be your bread and butter when spreading pain and suffering in the Mortal Realms. These weapons are crafted to the highest standards, ensuring they are both deadly and reliable in the heat of battle. Each weapon is uniquely attuned to your dark powers, enhancing your ability to wreak havoc on your foes.

Weapons of the Keepers [Keeper of Secrets Only Free]:

As a Keeper of Secrets, you have access to an arsenal of deadly and exquisite weapons. Here are some options you can equipped you gained all bellow but can only equip two at once:

Witstealer Sword

A finely crafted blade that drains the intellect and willpower of those it strikes, leaving them disoriented and vulnerable. Reduces the mental resilience of your enemies, making them more susceptible to your other powers and abilities.

Aegis of Slaanesh

While not a weapon per se, this ornate shield can be used to bash enemies and deflect attacks. Provides significant protection and can reflect magical attacks back at the caster.

Scourge of Slaanesh

A barbed whip that can strike from a distance, entangling and lacerating enemies. Increases your reach and control over the battlefield, allowing you to pull enemies towards you or keep them at bay.

Cacophonic Spear

A serrated Spear that emits a discordant wail with each strike, disorienting and demoralizing foes. Causes confusion and fear in your enemies, reducing their effectiveness in combat.

Daemonic Weapon [Free restricted to Jumper only]:

You have been given a daemonic weapon for free by your patron god without receiving any of the complications or costs shown in the Daemon Weapons of Chaos Supplement. Additionally, you receive an extra 600 DP to use in that supplement only. However, you will be locked into one scenario of your choice from the options below, and you can't leave this jump until you finish one of the scenarios listed.

Racial Items

Human

Nobles Money [100DP]:

You now own gold worth approximately \$250,000 USD. This is part of the generational wealth accumulated by you and your ancestors. Additionally, this amount will be replenished every year.

High Incense[100DP]:

While coercing and corrupting people is always fun, sometimes seeing them loose themselves to carnal desires could just be as fun .These incense sticks, when lit, are strong enough to drive even the most prideful of warriors to beg for more excessive delights. Sadly, the effect is only temporary, and the host will regain themselves after they have been satisfied.

A Map of the Eight Realms [200DP]:

You now have a map of the Eight Realms, which are each vast, even larger than the Old World that came before, though not infinite. This map updates in real-time, displaying all landmasses, cities, and other important features within the realms, including any active Realmgates. This effect will continue to update in future worlds as well.

Battle Tomes [200DP]

You now have a thick book containing the notes and scribbles of the many cultures and etiquettes of the numerous races within the Eight Realms. With this book, you will know what to expect from the cities and kingdoms, understanding what is sacred or taboo to their inhabitants. For example, the book describes the Fyreslayers as Duardin mercenaries with a fearsome reputation across the realms. They are scions of the fallen duardin god Grimnir, honoring him with kept oaths and slain enemies. Styling themselves in his image, they go to battle wearing almost nothing, with their hair waxed and dyed into elaborate crests, wielding magma-forged blades. Though they have gathered vast quantities of gold through their mercenary ways, these riches hold little value to them, for what they truly seek is the Ur-Gold hidden amongst it.

Dragon's Amulet [200DP]:

You now have an amulet made from a dragon's talons. This amulet has the ability to protect the wearer from one element, making you immune to it. Choose one color found in the mount section of this jump under dragons. The color there will dictate which element you are immune to while wearing this amulet.

Fortress[400DP]:

This fortress was once created to act as a bulwark against the enemies of man. It has persisted through numerous assaults from the varied terrors within the eight realms. But now, it exists as a fortress of the Pleasure God, where the corrupting taint has matched her personality and aesthetic. In addition to this transformation, it possesses a special advantage like other fortresses within the realms. Your fortress boasts a supply depot, making it much harder to besiege. Furthermore, the people in your fortress are loyal to you and are dedicated to fighting for the Lord of Excess in this and future jumps.

Banner of Dark Desires[400DP]:

This banner is probably one of the best treasures you have, as it was the very artifact that damned you and your family to the path of the Dark Prince. Whenever you bring this banner into battle, the inner darkness of any opponents that see it will begin to surface. Its influence is so strong that it drives people mad; most will either desert and embark on self-indulgence or join you in the art of hedonistic pleasure.



Duardin

Mining Equipment [100DP]:

Though not the most advanced tools for mining, you now have a high-quality pickaxe that has clearly passed through a few thousand hands and is durable enough to cut through any stone and dig up any ore from the ground.

Additionally, you have a few boxes of dynamite with controllable blast radius and destruction power, and a rail-less cart equipped with lights to not only dive into the mine you dig but also to transport your ore or any other material found in the dirt.

Sweet Alcohol [100DP]:

There is nothing more a duardin wants than the sweet taste of alcohol, and now you have one of the best brews in the realms—well, to a duardin. You've got a limitless supply of the good stuff, the real top-quality wines, rum, and beer.

Chaos Dirigible Suit [200DP]:

You now have a set of advanced power armor crafted through a combination of Duardin Kharadron Overlords' technology and the powers of corruption. These suits are advanced pieces of technology that combine armor and flight capability, allowing their wearers to navigate the skies and engage in aerial combat.

Normal Dirigible Suits are powered by aether-gold, but this one uses warpstones as its fuel. This power source enables the suit's flight capabilities, allowing the wearer to soar through the air with remarkable agility and speed. The suits are equipped with various weapons and tools, making them formidable in both ranged and melee combat. These weapons include:

Aethermatic Volley Gun: A rapid-firing gun that unleashes a hail of bullets.

Aethermatic Rifle: A high-powered rifle for long-range precision shooting.

Skyhook: A large grappling hook that can pull enemies closer or be used to latch onto terrain.

Drill Cannon: A powerful cannon that fires explosive drill-tipped projectiles.

Gravitic Hammer: A heavy, gravity-enhanced melee weapon designed for close combat.

The suits also offer significant protection, constructed from durable materials that can withstand the rigors of battle.

Wyrdstone [200DP]:

Warpstones, also known as wyrdstone, are a potent and dangerous materials. They are fragments of pure Chaos, imbued with dark and corrupting energies that can have both powerful and unpredictable effects. These stones are often sought after by those who serve the Chaos gods, as they can be used to enhance their abilities, craft powerful artifacts, and fuel various dark rituals. And now you have a crate full of them it refills every month.

Sky-port [400DP]:

Sky-ports are massive floating metropolises originally created by the Kharadron Overlords. These bustling hubs of trade and military strongholds are capable of drifting vast distances to reach new prosperous lands. While being some of the greatest centers of trade and industry in the Mortal Realms, the sky-ports maintain enough firepower to be all but impervious to frontal assaults. And now one has fallen to chaos and became yours to command.

Daemon Engine Factory [400DP]:

You now own a dark fortress that functions as a twisted facility dedicated to the creation of demonically powered war machines. These factories are a blend of advanced engineering, dark sorcery, and chaotic influence, producing some of the most fearsome and powerful engines of war known in the Mortal Realms. The fortress comes complete with enough slaves to act as sacrifices to summon the necessary demons and to keep the flames as hot as possible as it forges the strongest steel. And while most of the Duardin in these factory worship Hashut they are also loyal to you.

Demon Engine Factories are places where dark sorcery meets advanced engineering. The creation process involves both the physical construction of the war machine and the binding of a demon to its structure. This unholy fusion creates a machine with unparalleled power and resilience.

Central to the operation of a Demon Engine Factory are the binding rituals. These rituals summon demons from the Realm of Chaos and imprison them within the constructs. The process is extremely dangerous and requires skilled sorcerers to control the demons and ensure they are properly bound to their new mechanical forms.

The factories produce a wide array of demon engines, each designed for specific purposes. These productions can be increased with any known blueprints or skills you gain in future worlds:

Iron Daemon War Engine: a compact, steam-driven, armoured, profane traction engines with pressure-fed Steam Cannonades. It is a fully mobile arcane artillery engine, powered by a great furnace powered by coal, bones and screaming spirits, capable of smashing down fortifications and tear apart ranks of soldiers..

Skullcracker War Engine:These are arcane-mechanical conglomerations of iron hammers, hacking blades and brutal picks designed by Daemonsmiths to be used in sieges to smash down walls and tear fortifications asunder. The cruel blades of this hissing and grinding machine are just as capable of pulverising and shredding the flesh and bone of any enemy in its path. This weapon is specially good at destroying enemy constructs and war engines

Deathshrieker Rocket Launcher: One of their most diabolic examples of your mastery of blackpowder, a warhead bound with howling, malevolent fire-spirits. These rockets are unleashed in a barrage that detonates over the battlefield raining a fiery payload on distant or hidden targets, turning the area around it into an incendiary storm

Dreadquake Mortars : This are some of the largest and terrifying siege engines. It uses a vast steam boiler to generate pressure that fire its volatile shells bound with sorcerous energies. These Dreadquake Bombs are fired on a high arcing trajectory and explode on impact hitting the battlefield like a hammer blow and turning dozens of armoured warriors into burnt meat chunks in an instan

This fortress is not just an industrial center but a symbol of Chaos's power and technological prowess. It stands as a testament to your ability to corrupt and dominate even the most advanced technologies.

Slagor

Bleating Gnarlstaff [100DP]:

Infused with the warping taint of Chaos, this twisted branch emits eerie, bestial sounds that awaken the surrounding stones and plants with animalistic fury. As you wield the Bleating Gnarlstaff, the very environment around you becomes a chaotic ally, with rocks transforming into ferocious creatures and plants attacking with a wild, frenzied energy. This staff not only serves as a powerful weapon but also as a tool to bend nature itself to your chaotic will, making the landscape an unpredictable and dangerous battlefield for your enemies.

Slitherwrack Helm [100DP]:

This war-helm is fashioned from the skull of a toad dragon, its grotesque appearance causing enemies to retch and reel in horror, rendering them helpless in their disgust. The mere sight of this helm can break the will of even the staunchest warrior, making it a formidable addition to your arsenal. As a symbol of your terrifying prowess, it not only protects you in battle but also serves to demoralize your foes, giving you a significant advantage on the battlefield.

Brayblast Trumpet [200DP]:

Carved from the bone of a Shaggoth, the Brayblast Trumpet emits thunderous blasts that resonate with the primal call of Chaos. When sounded, it draws the true children of Chaos towards it. Once per battle, you can use this powerful horn to summon a unit of 600 Gors to your aid. The Gors arrive with a ferocious zeal, ready to tear apart your enemies and bolster your ranks with their savage strength. This trumpet not only serves as a beacon for reinforcements but also embodies the raw, untamed fury of the Beastmen, turning the tide of battle in your favor.

Axe of Morghur [200DP]:

The edge of this pitted greataxe fizzles with the corruption of the Shadowgave, tearing through steel, bone, and arcane wards alike. Wielding the Axe of Morghur, you can feel the raw, chaotic power of the Shadowgave coursing through you, amplifying your strength and striking fear into the hearts of your enemies. Each swing of the axe not only delivers devastating physical damage but also spreads the insidious corruption of chaos, weakening the resolve and defenses of all who stand against you.

Turnskin Curse Skull [400DP]:

In your possession, you now have a cursed skull, an artifact of immense dark power. Once a month, you can speak your enchantments and release a terrible curse seed, spreading the Turnskin Curse, also known as the Turnskin Plague. This dark and malevolent affliction is often bestowed upon individuals, usually humans, transforming the cursed into twisted hybrids that blend human and beast into horrifying forms. Those afflicted with this curse, known as Turnskins, bear physical deformities and a feral nature, forever caught between the worlds of man and beast.

The curse spreads insidiously through tales and gossip. Simply reciting folk tales of men twisted into beasts beneath the corrupting gaze of Chaos-touched monuments plants a seed of corruption in the minds of listeners. In many parts of Sigmar's empire, the beastmen are seen as a myth, a shadow cast by man's primal fear of the woods. Ironically, by trying to prove their bravery and repeating these stories, Sigmar's worshippers have provided fertile ground for the plague to spread.

The cursed skull in your possession is a powerful artifact that can unleash this dreadful plague, turning the unwary into monstrous Turnskins. Beware its power and the dark legacy it brings.

Herdstone [400DP]:

You now possess a Herdstone. At the beginning of every jump, you will choose a sacred location in your starting area where this stone will be erected. For the Beastmen, Herdstones are enormous megaliths, a fusion of nature and Chaos, raised wherever they roam. They serve as sacred objects, adorned with offerings to appease the Chaos gods: loot such as weapons, armor, and banners, or the mutilated corpses of enemies. The craftsmanship varies among Beastherds, typically crude except for the more intricately wrought flux-cairns of the Tzaangors. When draped with flayed skins and crowned with large horns, the effect is unsettling, to say the least. And once a month you can move this herdstone to another location by just using a fragment of it and plopping it on the new location the stone will follow.

As long as this Herdstone exists, it acts as a beacon for Beastmen to congregate and appear, even in worlds where Beastmen were never meant to exist, lurking

in the shadows. These Beastmen will recognize you as their master of the warherd and make offerings at the stone in your honor. At the end of each jump, you can collect any offerings left there for your personal use. Also Chaos energy will concentrate on it strengthening any spell you may have around this stone.

Additionally, when you and any Beastmen fight near a particular Herdstone, it heightens their ferocity. The sacred nature of the stone amplifies their primal instincts, driving them to greater acts of savagery and devotion to Chaos.



Aelves

Drug Collection [100DP]:

A collection of various substances, both mundane and demonic, to help you subdue your prey. This assortment includes many different types of poison in forms such as oils, pills, and liquids.

Pain Tattoos [100DP]:

A collection of demonic tattoos that enhance the bearer's power at the cost of increasing their sensitivity to pain. These tattoos can amplify your abilities to a maximum enhancement of 20% of your power, in return for experiencing 20 times the pain and agony, which you greatly relish.

Bloodbane Venom [200DP]:

One of the wielder's blades is coated with a deadly poison known as Bloodbane Venom. This venom causes even the tiniest wound to bleed openly and profusely, exsanguinating the victim within seconds. The mere touch of this poison is enough to turn a minor scratch into a fatal injury, as the venom prevents blood from clotting and accelerates the bleeding process. Those struck by a blade imbued with Bloodbane Venom will find themselves rapidly weakened, their life force draining away with every heartbeat. This lethal toxin ensures that even a single hit can be deadly, making the wielder's weapon a fearsome tool of death.

Luneth's Lamp [200DP]:

Luneth's Lamp is a revered relic salvaged from a desecrated shrine, its sanctity tainted by the corrupting influence of dark powers. The lamp's flame, once a beacon of purity, now flares with an eerie intensity whenever malevolent forces attempt to manifest in physical form. It serves as a warning and a safeguard against the encroachment of hostile entities into the mortal realms.

Lair of Suffering [400DP]:

You have a laboratory equipped with a vast array of surgical tools and torture devices, allowing you to torment prisoners to your heart's content. In this dark place, you can stitch together your victims, alter their forms into grotesque shapes like tables or other objects, or simply torture them in more traditional ways. The laboratory also contains extensive dungeons, always providing enough rooms for any victims you capture. To add to their suffering, your victims cannot die unless you will it, ensuring their agony continues indefinitely while they are operated on within this lab.

Sword of Khaine [600DP cant be discounted]:

The Sword of Khaine, a weapon that once existed in the Old World, is now in your possession. The last confirmed user was the god Tyrion, and the transfer of ownership is traditionally achieved by killing the previous owner. So, in your hands, it could be the real deal or a replica. Regardless, it possesses all of its abilities that existed before it lost its power during the End Times in the Old World.

The Sword of Khaine is a legendary weapon imbued with the dark and bloodthirsty power of the god Khaine, the aelves deity of murder and bloodshed. Wielding the Sword of Khaine grants its bearer immense power and combat prowess, allowing them to strike down foes with terrifying efficiency. The sword's edge is impossibly sharp, able to cut through the toughest armor and most resilient defenses with ease. However, this power comes at a great cost. The sword has a corrupting influence, driving its wielder into a frenzy of bloodlust and rage, often leading them to commit horrific acts of violence and destruction.

The Sword of Khaine's dark power can be felt by all who come near it, and it is said to whisper malevolent thoughts into the mind of its wielder, urging them to greater acts of slaughter. Only the strongest-willed individuals can hope to resist its influence, and even then, they are never truly free from its insidious grasp. The sword feeds on the blood and souls of those it slays, growing more powerful with each life it takes.

Dragon Ogor

Horn of the Mountain[100DP]:

This powerful artifact that, when blown, invokes the fury of the earth itself. Its echoing blast can summon forth rockslides from cliff faces and tremors that shake the ground, creating chaos and disrupting enemy formations in battle. The magical resonance of the horn amplifies natural geological forces, turning the battlefield into a realm of unpredictability and danger for all who dare to oppose its wielder.

Dragonbone Maul [100DP]:

This massive, enchanted maul is crafted from the bones of a dragon, granting it incredible strength and the ability to deliver devastating blows in combat. The bones, infused with powerful magic, not only make the maul exceptionally durable but also enhance its impact, allowing it to shatter armor and bones alike with ease. Additionally, the enchantment imbued within the dragon bones enables the maul to conduct electricity, making it a formidable weapon against foes vulnerable to electrical attacks.

Stormforged Shield [200DP]:

This formidable shield is imbued with the power of the storm, offering unmatched physical protection and the ability to reflect magical attacks back at their caster. Its surface is adorned with intricate carvings that glow with stormy energy, creating an aura of electric blue light. The carvings depict raging storms, bolts of lightning, and swirling clouds, symbolizing the shield's immense power. When struck, the shield can unleash a burst of lightning, stunning nearby foes and reflecting any magical attacks directed at the wielder.

Amulet of Endless Thunder [200DP]:

This powerful amulet, crafted from the heart of a storm, grants its wearer the ability to summon lightning clouds and wield lightning as a weapon. When worn, the amulet glows with a pulsating blue light, crackling with electrical energy.

Mantel Of A Unicorn[400DP]:

This exquisite mantle, crafted from the ethereal hide of a unicorn, radiates an aura of purity and protection. When worn, the Mantle of Unicorn Hide provides its wearer with a heightened resistance to all forms of non-magical attacks. Blades

glance off its shimmering surface, arrows lose their momentum, and blunt force trauma is mitigated to a mere fraction of its potential.

The mantle's magical properties extend beyond physical defense, offering a shield against elemental and environmental hazards as well. Fire, ice, and electricity are tempered by its protective enchantments, allowing the wearer to withstand extreme temperatures and adverse conditions without harm.

Thunder Mountain [400DP]:

Your mountain stronghold is a towering edifice, crowned by a mystical cave that serves as your sanctuary and command post. Situated at the peak, this cave is not merely a place of rest but a bastion of power and protection.

The mountain is naturally fortified against intruders. Its steep slopes are prone to rock slides, making it treacherous for any who attempt to climb by conventional means. Even airborne approaches are hindered by unpredictable winds and swirling currents, stirred up by ethereal thunderstorms that perpetually loom over the summit.

Above your stronghold, the sky crackles with continual bursts of lightning. These thunderstorms are not just a natural phenomenon but an extension of your will. You have the ability to summon and direct lightning strikes at will, using them to deter or punish intruders, ensuring that any who dare approach face swift and electrifying consequences. and they act as recharges station for your kind.



Chaos Gargant

Amberbone Totem [100DP]:

You have acquired a totem crafted from the rare and potent Ghurish realmstone, an artifact that imbues its bearer with the boundless endurance of the primal beasts of Ghur. This totem, intricately carved and pulsing with ancient energies, grants you a supernatural resistance to fatigue.

The primary boon of the totem is its ability to eliminate any hint of exhaustion. Whether you are running across vast distances, engaging in prolonged combat, or enduring harsh environmental conditions, you will remain tireless. Your muscles will never tire, your breath will never falter, and your mind will stay sharp and focused.

Scavenger Wake [100DP]:

This amulet has become a beacon for scavengers, attracting creatures such as wolves, blood vultures, and other carnivorous beasts to follow the giant's every move. Now, the giant can exert control over these savage creatures, directing them to attack any target as they see fit. These creatures serve as a ruthless and efficient cleanup crew for any messes the army may have made during meals or battles. With the ability to command these ferocious scavengers, the giant gains an additional advantage on the battlefield, using the beasts to harass and distract enemy forces, or to eliminate any lingering threats after a confrontation.

The Great Wrecka [200DP]:

This long-chained mace has been coated with special oils that react upon contact with the intended target, causing a miniature explosion upon impact. The volatile concoction contained within the oils enhances the damage inflicted by the mace, creating a devastating effect over time. With each strike, the mace releases a burst of explosive energy, amplifying the force of the blow and wreaking havoc on the target.

Wallopin' Tentacle [200DP]:

This living weapon is crafted from the tentacles of a kraken, imbuing it with incredible reach and versatility. Tipped with razor-sharp teeth that ooze with a potent venom, this weapon is designed to paralyze its target upon contact, making them easy prey for capture or dispatch. With its long tentacle-like structure, the weapon allows the giant to strike at enemies from a distance, ensnaring them in its grasp with deadly precision. The venomous bite ensures that even the mightiest foes are rendered helpless, succumbing to paralysis and allowing the giant to deal with them at their leisure.

Glowy Lantern [400DP]:

This lantern possesses the mystical ability to grant the giant access to the spells from the Lore of the Abyss, a powerful and forbidden form of magic. With the lantern in hand, the giant becomes a conduit for dark and arcane energies, wielding spells that tap into the depths of the abyss itself. From summoning shadowy creatures to unleashing devastating curses, the giant gains access to a wide array of spells that can wreak havoc upon their enemies.

With each incantation, the lantern pulses with eldritch energy, channeling the power of the abyss into the physical realm. This newfound mastery over dark magic elevates the giant to a terrifying new level of power, making them a force to be reckoned with on the battlefield.

Big Territory [400DP]:

You now have a vast territory of any biome you wish—it can be savannah, beach, or rainforest. The size of this territory is the same as Yellowstone Park and will appear in any future world near or around your starting location.

The land is rich in resources. The territory is abundant with ore, timber, and food. This ensures a steady supply of materials for weapon and armor crafting, as well as sustenance for a Gargant. The territory is strategically located with natural defenses such as mountains, rivers, and dense forests, making it difficult for enemies to invade. Also, for some reason, your territory contains key trade routes allowing for either economic prosperity through tolls and trade agreements with neighboring territories, or for plundering the caravans for your own greed.

Daemon

Harp of Pain [100DP]:

The Living Harp of the Infernal Enrapture is a macabre instrument of both beauty and terror. Crafted from the ethereal sinews of captured souls and infused with the essence of tortured melodies, this harp is a conduit for the raw emotional currents that flow through the Dark Prince's domain. The strings of the harp are not mere physical components but extensions of the souls ensnared within. Each string resonates with the trapped essence of its victim, emitting haunting melodies that range from dulcet harmonies to discordant cacophonies. When played by your hands, these melodies can bend the will of listeners, lulling them into a trance or inciting frenzied passions.

Mirror of the Contortert [100DP]:

Forged from the twisted essence of Slaanesh's realm, this mirror is a relic of arcane power and dark allure. Crafted by an arrogant craftsman, its surface gleams with an unsettling luster. When activated by a skilled practitioner of sorcery, the Mirror can cast its reflective surface upon any chosen target, mortal or daemon. As the mirror's enchantment takes hold, it distorts the reflection of the target, exaggerating their physical attributes to grotesque proportions or warping their visage into a nightmarish parody of their true form. Reflecting not just physical forms but the deepest desires and fears of those who gaze into its depths.

Slothful Claws [200DP]:

Your claws have been imbued with the languid essence of Sloth. These claws have known many forms and have been bound to the corporeal shells of countless daemons in service to Slaanesh. Each razor-sharp talon, glinting with an otherworldly sheen, carries with it a potent enchantment that transcends mere physical harm.

The touch of the Slothful Claws is insidious, as if the very essence of lethargy itself courses through their tips. Even the slightest scratch from these infernal appendages is enough to ensnare their victims in a suffocating embrace of listlessness and apathy. Those unfortunate enough to feel the claws' sting find themselves overwhelmed by a profound sense of languor, their limbs weighed down by an irresistible urge to surrender to idle repose.

Mark Of Excess [200DP]:

A daemon blessed with the mark of excess lives a life steeped in ceaseless, insatiable addiction. When the marked creature spills the lifeblood of a worthy adversary, it triggers an ecstatic sensory eruption—a euphoria so overwhelming that the daemon's very essence thrums with pleasure and exhilaration. This intense rush of bliss becomes a catalyst, driving the daemon to ever-greater heights of fervor and brutality in its pursuit of such exquisite sensations.

The mark's influence is profound and relentless. It heightens every sensation, transforming pain into pleasure and exertion into ecstasy. With each battle won and each foe vanquished, the daemon's addiction deepens, craving the next surge of euphoria with a hunger that knows no bounds. This addiction becomes a driving force, pushing the daemon to ever more audacious feats and acts of excess in its unending quest for fulfillment.

Soulstealer [400DP]:

The gluttonous blade forged in the crucible of Slaanesh's darkest whims, thirsts insatiably for the essence of souls especially the aelven . When Soulstealer tastes the life essence of its prey, it unleashes a ravenous surge of vitality upon its wielder and fully heals when consuming an aelven souls The blade's hunger becomes the wielder's strength, invigorating their corporeal form with the stolen life force of the fallen. This symbiotic relationship between daemon and mortal is a testament to Slaanesh's cruel mastery over desire and punishment—a cycle where each strike feeds both blade and wielder, perpetuating a cycle of gluttonous excess and unholy empowerment.

Soul Grinder [400DP]:

Your body has been enhanced back in the forge of souls. You are now several stories tall, your form is a grotesque amalgamation of twisted metal and corrupted flesh. Your lower body is typically a hulking, spider-like chassis, with multiple mechanical legs that allow it to scuttle with unsettling speed and agility. These legs end in wicked claws or crushing pincers, capable of tearing through the thickest armor and rending the flesh of any who dare to oppose it.

Your daemononic flesh is fused with iron, granting you immense durability. This enhancement makes the Soulgrinder resistant to most physical attacks, shrugging off blows that would devastate lesser beings.

Your flesh also slowly regenerates over time, healing wounds and repairing damage sustained in battle. This makes the Soulgrinder a near-unstoppable force on the battlefield.

And your arms are equipped with a variety of hellish weapons. Chose one for each arm from the options below.

Warp Sword:One arm might end in a colossal, serrated blade capable of cleaving through ranks of soldiers,

Warpclaw: A massive claw forged from the essence of the Warp, capable of tearing through armor and flesh with ease. This claw can also channel raw Warp energy, discharging it in devastating blasts.

Hellforged Cannon:A massive cannon that spews forth torrents of daemoniac fire, corrosive bile, or warp-infused projectiles. These weapons are as varied as they are deadly, tailored to maximize the carnage a Soul Grinder can inflict.



Origin Items

Invader

That Silky Sheen [100DP]:

You now own a magic brush that instantly cleans your clothes and weapons from any dirt and grime. This enchanted brush is crafted from the finest materials, with bristles imbued with powerful cleansing magic. Not only does it remove all traces of filth and stains with a single stroke, but it also forms an invisible barrier that protects against future decay and dirtiness.

Sensory Sealing Mask [100DP]:

You now own several face masks that, when worn, completely seal the sensory input of any of the five human senses. These masks are crafted with dark, elegant designs, reflecting the exquisite taste of Slaanesh.

When you choose to close off one sense, the remaining senses become twice as sensitive. For every additional sense you seal, the sensitivity of the others increases exponentially. For instance, sealing off your sight would make your hearing, smell, taste, and touch twice as acute. Sealing off both sight and hearing would further amplify the remaining senses, allowing you to experience the world in a heightened, almost overwhelming way.

Just a Normal Brothel [200DP]:

You now own a simple brothel where the employees are all exceptionally eye-catching and incredibly popular. Each worker is renowned for their charm and allure, drawing clients from far and wide. Despite the nature of the establishment, you will never have to worry about STDs or unwanted pregnancies, as any party involved will be perfectly protected from such outcomes when they do not desire them. This makes your brothel a haven of pleasure, free from the usual risks and complications associated with such activities.

Perfect Tool for Trade [200DP]:

Choose any toolset for any hobby you wish to master. If you choose painting, you get paints, brushes, and a palette; for sewing, you get needles and yarn. Regardless of the hobby, your tools are perfect for achieving the best results at your current skill level and will increase the speed at which you can master your skills. Once you have mastered a hobby or skill to the highest level, you can choose another hobby, and your tools will morph accordingly, allowing the process to start all over again.

The Beguiling Gem [400DP]:

The Beguiling Gem is an intricately carved talisman that exudes an otherworldly allure. Any who gaze upon it are instantly transfixed, their minds ensnared by its mesmerizing patterns and shimmering hues. The gem's enchanting beauty is impossible to resist, drawing the viewer into a state of hypnotic fascination.

Once under its spell, the victim finds their willpower eroded, becoming highly susceptible to suggestion and manipulation. The beguiling effect of the gem is so potent that even the most strong-willed individuals can find themselves utterly captivated, unable to look away or resist its charm.

The Rod of Misrule [400DP]:

The Rod of Misrule is a bejeweled staff of office, intricately adorned with gems that glimmer with an otherworldly light. When held, it plants insidious suggestions of megalomania in the mind of its bearer. This powerful artifact endows its wielder with an aura of undeniable charisma, making their words and presence almost hypnotic to those around them.

However, this charisma comes with a dark twist. The rod spurs its bearer to ever greater acts of depravity, driving them to pursue their most hedonistic and ambitious desires without restraint. Under its influence, the wielder becomes a magnetic leader, capable of inspiring and corrupting others to follow them down the path of excess and indulgence.

Pretender

Kings Ring [100DP]:

You are given a ring signifying nobility within the Eight Realms. Regardless of where you are, showing this ring grants you VIP status, affording you special privileges and respect. However, this ring also marks you as a target for criminals, so exercise caution when displaying it.

Queens bed [100DP]:

You now possess a large, luxurious bed that ensures you fully recover your energy after just six hours of sleep. When resting on this bed, your dreams are safeguarded from external influences and are filled with visions of your deepest desires.

Royal Throne [200DP]:

You now possess one of the most majestic and comfortable chairs in the Eight Realms. When seated in this chair, you radiate an aura of regality and charisma. This presence is so commanding that even lowly subordinates are compelled to listen to your divine commands with heightened respect and attentiveness.

Parade [200DP]:

Wherever you walk, a grand parade will spontaneously appear to herald your presence. The parade features elaborate floats, vibrant banners, and a procession of performers, all celebrating your importance and achievements. This display ensures that you are always accompanied by a show of grandeur, making a statement of your status and influence to everyone around you. The parade not only amplifies your presence but also garners admiration and respect from those who witness it.

Happy Town of Simps [400DP]:

Congratulations! Your divine presence has established a town where every resident is completely devoted to you. These loyal followers are dedicated to fulfilling any command you issue, executing it with their utmost effort and enthusiasm. Should you request something beyond their current capabilities, they will either strive to acquire the necessary skills or humbly apologize for their inability, eagerly seeking to appease you.

In this town, your wishes are paramount, and any request—no matter how challenging—will be met with fervent attempts to fulfill it. Whether you ask them to sacrifice themselves or serve as test subjects, their unwavering devotion means they will comply without hesitation.

Fallen Kingdom [400DP]:

You now possess a private island, a once-abandoned city in the mortal realms. This isolated domain offers you the opportunity to establish your own kingdom amidst its derelict grandeur. While the city's infrastructure and utilities are in a state of disrepair and were originally intended to ensure self-sufficiency, they provide a solid foundation for you to develop your realm further.

Despite its current state, the island is legally recognized as a 'sovereign' nation, granting you considerable autonomy and prestige. While the utilities and systems require significant effort to fully restore and activate, the island's status as a sovereign entity allows you to wield its power and resources as you see fit.

Godseekers

A simple Mask [100DP]:

This simple mask covers the top half of your face, rendering you impossible to identify. It provides perfect anonymity, making it an ideal tool for any stealth missions you may be interested in undertaking. With the mask on, your features become unrecognizable, ensuring that you can move unnoticed and conduct your activities without fear of being tracked or identified.

Cameo of the Dark Prince [100DP]:

This exquisite locket contains a cameo magically sculpted to emit the radiant aura of Slaanesh. When you gaze upon it, you are instantly enveloped in a surge of inspiration and resolve, strengthening your will and fortifying your resolve against any challenges you may face. The cameo's glow is not only visually captivating but also imbues you with a sense of divine purpose and empowerment, enhancing your charisma and influence over those around you.

Stealth Saddle[200DP]:

Sometimes you need to get to a location quickly and undetected. This saddle makes you and your mount completely undetectable by any form of detection, either mechanical or magical. This works even on big ancient dragons, ensuring that no matter your mount, you can travel swiftly and unseen. Whether you're sneaking past enemies or making a covert entrance, this saddle guarantees your movements remain hidden.

Girdle of the Realm-Racer[200DP]:

This magic belt digs in painfully at the waist, but it bestows a remarkable power upon its wearer. It renders the bearer feather-light, allowing them to skip across enemies and traverse even the most hazardous terrain with ease. Whether leaping across chasms or darting through enemy lines, the Girdle of the Realm-Racer ensures swift and nimble movement, making you nearly untouchable in battle.

Realm Gate [400DP]:

You now possess a Realm Gate connected to your warehouse. While in this world, it has the ability to connect to any Realm Gate within the Eight Realms and the Eightpoints. In future jumps, this gate can transport you to any worlds and dimensions that exist in that universe. This powerful artifact grants you unparalleled mobility and access to countless locations, allowing you to traverse realms and worlds with ease.

Intelligence Network [400DP]:

You now maintain a robust network of spies, agents, and influencers around the Eight Realms. Little happens in the realms without your knowledge. With this ability, you can keep tabs on rival faction warlords and especially the Aelven for any clues about your master, the Dark Prince. This organization gathers information using common tactics like bribes to corrupt nobles or even seduction. Your agents are embedded across the Eight Realms, feeding you crucial information to further your goals both here and in future jumps. This extensive network ensures you stay one step ahead of your enemies, making it easier to execute your plans and maintain your influence.

Mounts

As a follower of Slaanesh, speed is one of your most cherished assets. You have now been granted the ability to ride monstrous steeds into battle. Additionally, if you already possess a mount, you can import it here, allowing it to adapt to the unique conditions and enhancements of the Eight Realms. These steeds are not just ordinary creatures; they are imbued with the same dark energies that fuel your power, making them faster, stronger, and more resilient. With these mounts, you can traverse the battlefield with unparalleled swiftness, outmaneuvering your enemies and striking with devastating precision.

Horse Of Slaanesh [100 DP]:

These shadowy steeds are the favored mounts of the savage Chaos Knights dedicated to Slaanesh. Among the steeds granted to followers of the Chaos Gods, these creatures stand out for their exceptional speed and agility, surpassing even those aligned with other deities.

Exalted Steed Of Slaanesh [200DP]:

These serpentine daemons are formidable creatures, their sinuous bodies propelled by two long, muscular legs that grant them unmatched speed, outpacing any pursuer for eternity. Their delicate, bird-like feet are adorned with razor-sharp claws, capable of delivering vicious kicks to fend off attackers. The ever-changing hues of their hide mesmerize and enchant, shifting between soft blues, pastel purples, and gentle ochres in a hypnotic dance.

The Seeker Chariots [300 DP]:

The Seeker Chariots, the swiftest and most agile of the chariots utilized by the Daemons of Slaanesh, are propelled by the fleet-footed Steeds of Slaanesh. They dart through the ranks of chanting, sashaying Hedonites, aiming to crash into the enemy lines. Upon these chariots, Daemonettes stand poised, dancing from yoke to spar, their laughter echoing as each strike paints the air with a crimson trail.

Chimera [300 DP]:

A Chimera is a formidable beast, embodying the chaotic essence of the realms. This monstrous creature typically has the body of a massive, scaled lion, with a serpentine tail and the wings of a dragon. Its head is a grotesque amalgamation, featuring the face of a lion, a goat protruding from its back, and a serpentine head emerging from its tail. Each head represents a different aspect of the Chimera's power and malevolence.

The Chimera's abilities reflect its ferocious and chaotic nature. The lion's head breathes fire, unleashing torrents of destructive flame that incinerate foes and create a swath of devastation. The goat head can deliver powerful, magical breaths that cause terror and confusion among enemies, while the serpent's head delivers a venomous bite that paralyzes and weakens adversaries. Its wings grant it the ability to soar through the air, enabling it to strike from above or escape from ground-based threats. Additionally, the Chimera's sheer physical strength allows it to engage in brutal melee combat, using its claws, fangs, and tail to devastating effect. This combination of fiery breath, venomous attacks, and aerial maneuverability makes the Chimera a versatile and terrifying adversary on the battlefield.

Manticore [400 DP]:

Manticore is a terrifying creature that embodies the raw, chaotic nature of the mortal realms. It combines elements of several fearsome beasts into a single, monstrous form. The Manticore's body resembles that of a massive, powerful lion, with a muscular build and a predatory grace. Its head, however, is distinctly different, bearing the fierce visage of a dragon with sharp, predatory eyes and an intimidating maw.

The Manticore's most distinctive feature is its tail, which ends in a venomous stinger capable of delivering a paralyzing toxin. This tail is used both as a weapon in combat and as a means to incapacitate foes from a distance. The Manticore's wings, reminiscent of a bat's or dragon's, grant it the ability to fly, giving it an advantage in both aerial combat and rapid repositioning.

In battle, the Manticore is a fearsome predator. It can unleash a terrible roar that instills fear and panic in its enemies, often causing them to flee or falter in their resolve. Its physical attacks are brutal, using its claws, fangs, and tail to rend and

tear through enemy lines. Additionally, the Manticore's venomous sting can incapacitate even the most resilient foes, making it a versatile and dangerous adversary

Chaos Dragon [Variable]

A product of Tzeentch mutation, Chaos Dragon is a nightmarish fusion of draconic majesty and the corrupting influence of Chaos. These two headed creatures are often seen as symbols of the raw power and malevolence that pervade the realms of Chaos. A Chaos Dragon's appearance is both awe-inspiring and terrifying, with scales that shimmer in dark, chaotic hues—often a mix of unnatural colors that reflect its connection to the forces of Chaos.

Just like normal dragons Chaos dragons have their own unique immunities and additional breath attack besides their chaos breath weapon based on the color of their original species choose one color below:

Red [0 DP]: The Chaos Dragon can unleash a devastating gout of fire, reflecting its origins as a Red Dragon. This breath attack is immensely destructive and embodies the raw, primal fury of fire.

Blue [0 DP]: If based on a Blue Dragon, the Chaos Dragon can emit bolts of lightning as its secondary breath weapon. It also gains tremorsense, allowing it to detect creatures through vibrations in the ground.

Green [0 DP]: For a Green Dragon origin, the Chaos Dragon breathes a poisonous gas. It is amphibious and excels in psychological warfare, creating terror and playing mind games with its enemies.

Brown [100 DP]: If descended from a Brown Dragon, the Chaos Dragon has an acid and earth breath weapon and possesses the ability to burrow through the earth, using tremorsense to locate creatures underground.

Grey [100 DP]: A Grey Dragon origin grants the Chaos Dragon an acidic petrifying and wind breath weapon and the ability to detach stony spikes for use as weapons or to petrify foes. It is a skilled hunter that relishes the thrill of the chase.

Orange [100 DP]: An Orange Dragon origin gives the Chaos Dragon a breath weapon of hot liquid and ice that violently detonates upon contact. It is also immune to poison.

Purple [100 DP]: With a Purple Dragon origin, the Chaos Dragon can unleash a blaze of energy, either as a wide burst or a focused beam of light. This breath weapon allows it to engage with even larger and more dangerous opponents.

You also need to choose an age for your dragon choose one age of your dragon from the list below. The older the dragon the more powerful it is for you to command:

Hatchling [200DP]: Freshly hatched from its egg, a hatchling is not a fragile, vulnerable thing like the infants of lesser races. making it surprisingly formidable for its age.

Young [400 DP]:This dragon is the size of a small hut and has grown in strength and magical powers and has gained the ability of flight.

Adult [600DP]: An Adult dragon is one of the largest flying things within the eight realms. With the size of a small castle this dragon's physical strength and magic is one of the most fierce within the eighth realms.

Ancient [1000DP]: This is one of the most powerful dragons that has ever existed. It has reached the apex of power and magical power. Its mastery of the element of chaos is beyond frightening.

Scenarios

I see you have decided to take on some scenarios, either for yourself or, more importantly, for the Dark Prince. Regardless, you have been given a free ***Daemonic Weapon*** to help you in conquering these scenarios, as you will need all the help you can get. Once you take on a scenario, you can't leave this world until you have completed every scenario you have chosen in this jump. You can take multiple scenarios in this jump.

Conquering the Chaos Realms

At the beginning of the Age of Chaos, Slaanesh was the only major Chaos God missing from the excessive slaughter and chaos of the Eight Realms. This was because he was already captured back in the Age of Myth. The Aelven gods Teclis, Tyrion, and Malerion, along with the sorceress Morathi, formed a truce, using their own souls to tempt Slaanesh into a trap, trapping him in Uhl-Gysh.

Because of this absence, his domain in the Realm of Chaos is currently the smallest; it is even eclipsed by the domain of the newest Chaos God, the Horned Rat. That is why you have been tasked to conquer the Realm of Chaos in the Lord of Excess's name.

But before you can conquer the Chaos Realms, you will need to prove yourself worthy of this task. You will need to pass the test of first conquering the Palace of Slaanesh. The Dark Prince's realm is divided into six domains, arranged in concentric rings about the Palace of Pleasure. The palace itself can only be reached by passing through all six domains.

The first circle is the Circle of Avidity, which plays upon the interloper's greed. The second circle is the Circle of Gluttony, which plays upon the intruder's desire for lavish foods and wines. The third circle is the Circle of Carnality, where the perfect desires of the heart reside; it tests the individual's desires to the extreme. The fourth circle is the Circle of Paramountcy, where the traveler is greeted by roars of adulation; here, the intruder is tempted with absolute power over others. The penultimate circle is the Circle of Vainglory. The traveler is presented with their ideal self-image, and if they feel even an ounce of pride, for eternity will this circle be their prison. The last circle is the most perilous; it is a heavenly place, within which resides a seemingly perfect environment. Every second that passes fills the intruder with bliss, but to rest and enjoy the pleasure for a single moment

results in falling into a coma and eventually dying in idle bliss. One may walk the circles for centuries, but cannot give in to their ultimate desires for even a moment, or they will fall. If one successfully passes through the circles, they come before the palace, but unfortunately, it is empty. Regardless, the castle has now become your base of operations within the Realm of Chaos.

Once you have gained control of the palace, you will need to gather your armies and start conquering the adjacent areas around your base. Alternatively, since the Mortal Realms also affect the situation, you can start conquering the Mortal Realms in the name of the Dark Prince. This will be a bloody and difficult battle that will require a lot of grit and time. Regardless, your end goal in expanding the Realm of Slaanesh is to reach equilibrium with her rival, the Blood God Khorne. So once you have expanded the Realm of Slaanesh to at least the same size as the Realm of Khorne, this scenario will be marked as completed.

Rewards:

Completing this scenario will reward you by allowing you to retain any territory you have conquered and keep it within your sphere of domain in future worlds. This will create a pocket dimension where you can call upon either demons from the Chaos Realm or fanatic mortals from the Mortal Realms. This includes the Palace of Slaanesh, which will be one of the best-fortified fortresses under your command.



Archeon The Everchosen

Archaon, also known as Archaon the Everchosen and named the "Three-Eyed King" and the "Exalted Grand Marshal of the Apocalypse," is the most powerful of the Chosen of the Chaos Gods. Archaon served as the greatest mortal instrument of the Ruinous Powers in the World-That-Was and was ultimately responsible for the destruction of that world during the events of the End Times.

None stand above Archaon in the hierarchy of Chaos save the Dark Gods themselves.

You are extremely envious of him and harbor a deep hatred for him. Therefore, you have decided to bring him down a notch and prove to the realms that you are the most powerful champion within the Eight Realms.

The goal of this scenario is simple: you must kill Archaon the Everchosen. However, this task is easier said than done, as he is incredibly powerful. He was able to defeat Sigmar himself in a duel. Under his upraised blade, the minions of Khorne, Nurgle, Tzeentch, and Slaanesh bow low, and the multitudinous legions of Chaos are united into a single terrifying entity intent on the destruction of the Mortal Realms. Not to mention, he commands his armies from the Eight Points, one of the most heavily defended fortresses in the Eight Realms. Regardless, you will complete this scenario by taking down Archaon.

Rewards:

Upon slaying Archaon, you gain claim to his treasures of Chaos. Here is the equipment you gained from his dead corpse:

Armor of Morkar: An ancient armor once worn by the first Everchosen. This plate armor is incredibly powerful, as it can withstand both magical and physical attacks from actual gods themselves.

Crown of Domination: This crown is equally dominating and prominent, exuding an aura of dread and malice that chills the soul, making you the center of attention.

The Eye of Sheerian: Created by a long-dead Tzeentchian sorcerer, the Eye connects to the wearer's mind upon being set into their helm or skull. Through it, the wearer can see through the mists of time and prophecy. The immediate future and past are always as clear as water, while the further one peers, the more one must rely on deciphering metaphor and interpretation.

Slayer of Kings: Inside this infamous blade is bound the soul of U'zuhl, a daemon who delights and excels in consuming the souls of kings and champions. It is one of the most powerful daemon weapons in existence as it is a known god slayer.

Dorghar: Dorghar is a Daemonic mount, his massive winged form swollen upon the souls of his vanquished foes. Such is the fell sorcery coursing through Dorghar's blood that the foes he consumes never truly die; instead, their souls are trapped within his gut, and their tormented faces mark his hide.

Mark of Chaos Ascendant: A sigil now on your soul, denoting the favor of all the Dark Gods and providing you with the power of all other Marks of Chaos. You now gain access to supplements for the armies of Khorne, Tzeentch, Nurgle, and Slaanesh for free and do not gain any of the downsides. You also gain 600 favor to use in all four supplements.



Revenge On The Aelves

Back in the Age of Myth, the Aelven gods Teclis, Tyrion, and Malerion, along with the sorceress Morathi, formed a truce, using their own souls to tempt Slaanesh into a trap, trapping him in Uhl-Gysh. Through true torture, they began extracting the souls of their races from deep within his gullet and slowly but surely started to recreate the Aelves of the Old World.

Though many Aelven souls were freed from the essence of Slaanesh, they were tainted by the experience of being part of the corrupt substance of the Chaos God and became something other than Aelves. The souls freed by Morathi were made by her into the Scathborn, such as the Melusai and Khinerai.

Any Aelven souls that were too weak to truly be reconstituted or too corrupted became the Leathanam, a class of enslaved laborers. Teclis created the Cythai, but when they rejected his teachings, they became the Idoneth Deepkin.

But that's not all, as Slaanesh has been continuously imprisoned in Uhl-Gysh under 66 chains, of which five have been destroyed:

Chain of Purest Hatred: Could only be undone by Slaanesh's greatest enemy. The Aelven gods assumed one of them would be this enemy; however, in truth, this title belonged to Khorne. The chain was broken when the Infernal Enrapturess Sen'sathra killed Karanak and the Blood God's rage rippled across Uhl-Gysh.

Chain of Utmost Betrayals: Could only be broken by extreme dissonance. The chain was destroyed when the Stormcast Eternals of Vindicarum, Excelsis, and Hammerhal Aqsha slaughtered innocent civilians under their protection in their search for Chaos cults.

Chain of Cosmic Law: Could only be destroyed by breaking the cosmic laws of the Realmspheres. The chain was undone by the Necroquake.

Chain of Leashed Wrath: Could only be damaged by the claws and weapons of daemons of Khorne. The chain was destroyed by the Khornate head of Dorghar, Archagon's Steed of the Apocalypse.

Chain of Stolen Apotheosis: Snapped by Morathi's ritual to ascend to godhood. And here is where the scenario comes into play.

Your duty is to find and snap the remaining 61 chains that hold your god down in her prison. This is not easy, as finding the information will require you to scour the Mortal Realms and uncover it. It is clear that the Aelven gods will keep this information secret and encrypted. Regardless, you will need to do this, as this scenario will only be fulfilled when Slaanesh is free.

Rewards:

Upon the freedom of your patron god, she will now become your eternal companion in the future worlds you will visit. And no, she will not be nerfed in any way. Her powers will depend on the mortals that exist in those worlds, and the extent of her power will correlate with how much excess and debauchery is common in that world.



Extra Rewards

These are extra rewards depending on what race you have as an origin. These rewards are given upon completing any of the scenarios above.

Accession to Daemon Prince/Princess of Slaanesh

This is limited to Origins Races to Mortals

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

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

Regardless of which Scenario you have fulfilled, upon completion, the sky would turn green, and the earth would produce toxic gas of hallucination and cracked sweet wine , imbuing the mortal flesh with warp energy. Transforming them into a Daemon Prince. As a Daemon Prince of Slaanesh , you receive the following benefits:

1. You are 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 that your body has grown by at least four times its previous size. Additionally, when slain, you are instead banished to the Pleasure Palace and will reappear in the mortal plane after one year has passed.

3. The form gained by you is usually either you look extremely attractive based on the mortals standards. Or you could be one of the most horrifying things that a mortal could imagine.
4. Normally, a Daemon Prince is bound to the will of Slaanesh whims and plans. However, in this you have retained your autonomy.
5. Slaanesh Powers run deep within the very essence of the unit's being. As a result, any and all abilities granted by the Dark Princess have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Keeper of Secrets without any issue in terms of strength and speed.
6. You now gained every perk that has the restriction of Daemon Only Free in the Daemon section. Also you gain one perk of either 200DP or 400DP in the Daemon section for free.
7. You also gain another three free Chaos Mutation from each tier.
8. From Supplement AOS Grand Alliance Of Chaos Army of Slaanesh, pick (no rolling needed) any eight Slaanesh Gifts that you qualify for. In future jumps, you can choose another eight gifts (again, no rolling) to upgrade your abilities based on the rewards found in the completion of scenarios found in that supplement. All restrictions of gifts mentioned in that supplement still apply to you as you can only have 16 gifts.
9. All possible equipment and mounts that that you have has been upscaled to fit the new size of its body. For example, the Horse Of Slaanesh that you were riding has now grown to the size of an elephant.
10. Your very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of Slaanesh prove that immortality is within their grasp. Those who wish to attain such power will follow the will of Slaanesh without hesitation.

Accession to Daemon King

This is limited to Origins Races to Daemons

You have become the right-hand man to the Prince of Pleasure, wielding authority over her daemon armies. In your ascension to Daemon King, your path to ultimate power within the realm of Slaanesh has been marked by trials, devotion, and relentless pursuit of excess. As a Daemon King, you have risen above all other daemons, securing your place as the chief lieutenant and enforcer for the Dark Prince of Pleasure. This position grants you unparalleled power and influence, making you a key figure in the ongoing war for dominance in the mortal and chaos realm.

Regardless of which scenario you have fulfilled, upon completion, Slaanesh has decided to destroy your ethereal body and reshape your form to be akin to hers, with your height now matching that of a chaos mega-gargant. You gain the following benefits:

1. As the right-hand man of Slaanesh, you are now probably the strongest daemon in his command. Because of this, you are at a minimum powerful enough to fight 6 Keepers of Secrets on your own without breaking a sweat. And You now gained every perk that has the restriction of **Free For Keeper of Secrets**.
2. If you are originally a Keeper of Secrets, your strength and potential will be similar to Dexcessa and Synessa. Additionally, you gain the **Newborn** perk for free.
3. If you have the Newborn perk from the very start(not a gift from this reward), you have successfully ascended to that of a minor Chaos God, making you a full-fledged deity. You now have your own little cult that worships you exclusively and you have begun to generate your own power. Normally, even minor Chaos Gods can't walk in the mortal planes because their powers would shatter the realms. But not you; like the Chaos God Malice, you can enter the mortal realms without destroying them. Additionally, you can now design your own lesser daemons with both your and the Dark Prince's image.

4. From Supplement AOS Grand Alliance Of Chaos Army of Slaanesh, pick (no rolling needed) any eight Slaanesh Gifts that you qualify for. You are considered a General, Wizard and Monster. In future jumps, you can choose another eight gifts (again, no rolling) to upgrade your abilities based on the rewards found in the completion of scenarios found in that supplement. All restrictions of gifts mentioned in that supplement still apply to you as you can only have 20 gifts.
5. You also gain two Exalted Keeper Of Secrets only gifts for free from the Supplement.
6. You also gain another four free Chaos Mutation from each tier.
7. You also gained 600 Favor to be used for both the Supplement AOS Grand Alliance Of Chaos Army of Slaanesh and Beastman army supplements. If you have the Newborn Perk (not a gift from this reward), then you gain 1200 favor instead.
8. The form gained by you is usually either you look extremely attractive based on the mortals standards. Or you could be one of the most horrifying things that a mortal could imagine.
9. All possible equipment and mounts that you have have been upscaled to fit the new size of its body. For example, the Horse Of Slaanesh that you were riding has now grown to the size of an elephant.

Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +2000 DP from drawbacks.

18+ [+0]:

Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited.

Hope you have fun with this.

Arrogance [+100DP]:

You are one arrogant boy, even for someone in Slaanesh's armies. You don't listen to other people's advice. You will always prioritize your own plans in battle, leading to many stupid and avoidable mistakes.

Addiction [+100CP]:

You have a debilitating addiction to one substance, either alcohol or drugs, making you intoxicated around 90% of the day. Unfortunately, you cannot control your urges.

Self Hate[+100CP]:

You have one part of your body that you are ashamed of, whether it's your lips, breasts, or arms. If this part is exposed, it will hinder your movements and thinking processes, as insecurities will attack you, making it difficult to focus.

Insanity [+100CP]:

Unfortunately, your indulgence in excess and exposure to the hells of Slaanesh has made you a bit unstable. You now have an imaginary friend named Bob who will always argue with you and wrestle with every decision you need to make.

Hated [+200CP]:

For some reason, people now know that you are aligned with the Dark Gods. That is why whenever you are seen by anyone aligned with Chaos, they will attack you on the spot and try to eliminate you as if you are the scourge of the realms.

Jealous [+200CP]:

From the looks of it, other champions of Chaos are jealous of your abilities and wish to claim them for themselves. That's why, every week, at least one champion of equal strength to you will fight and try to kill you to gain your gifts from the Dark Gods.

Tendency towards Domination or be Dominated [+200CP]:

Unfortunately, you have fallen victim to your tendencies to either inflict the maximum amount of pain on your enemies or receive the maximum amount of misery from them. This is so severe that it hinders both your allies and yourself in battle, as you will always prioritize one of these options above the other. Choose one to take this drawback twice for the extra DP of the other option:

1. Inflicting the maximum amount of pain.
2. Receiving the maximum amount of misery.

Innocent [+200CP]:

Welp, I don't know why you are in this army when you are as innocent as a child, and you are very gullible, like the many hentai heroines at the beginning of their own games. You will stay that way for the entire jump.

Ritual Fananza [+300CP]:

For some reason, you are now addicted to performing human sacrifices to your Prince of Darkness. This craving must be fulfilled at least every six hours, or you will go into a murderous rampage to find your victim. Additionally, the ceremony is incredibly tedious and complex, taking 3 hours to complete.

No Outside Power [+300CP]:

All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Easily mutated [+300CP]:

Your body is now susceptible to daily mutations. Every day, you will receive a new mutation that replaces the previous day's. These mutations will consistently hinder your daily life, and no countermeasures will be effective against them.

Turn into An Ornament[+600CP]:

It seems you've been transformed into an inanimate object by some dark aelves. While you can't move on your own in this form, you will still survive to the end of the jump with your friends. At least you have that going for you!

Chaos Spawn [+600CP]:

Your body has now been heavily mutated, making you a Chaos Spawn. Covered in grotesque growths and lacking much intelligence, you are treated as one of the expendable minions in battle.

Aelves target [+1000CP]:

Oh boy, it looks like the Aelven gods Teclis, Tyrion, and Malerion, along with the sorceress Morathi, have found out about your existence and have rallied the forces of the aelven and any variants that emerged from them to go after you. These factions will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leaders of the factions, i.e., the gods themselves, will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000DP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This is probably the most difficult jump chained I have ever made as I understand why so little of Jumpchains of AOS are out there so I decide to mix in not only AOS lore but also from Fantasy old world and 40K.
2. The sword of Khaine is not discounted because of just how broken it is from the total war series it when making it and I was surprised it did not exist in AOS anymore.
3. The supplements mention here was just to make sure that this jumpchain was not absurdly long. As I know people will like to have some customization when building their armies.
4. Dragon Ogor Units will be brought in a future supplements.
5. Changes from 0.1 to 1.0
 - Added extra rewards for Daemon princess and Daemon king for Scenario rewards.