Chaos Daemons

The Warp is not just an alternate dimension that can speed space travel. It is the Immaterium, the psychic plane, where souls reside and emotions leak out from the heads of the living to form daemons. These psychic entities crowd the warp, devouring souls and thirsting for the day that some mind has the right combination of psychic strength and weakness of will to form a portal into the Materium, either for a single daemon to possess or as an enormous rift that will allow a full scale invasion as the daemon hordes overtake the planet.

The greatest powers are the four so-called gods of chaos: Khorne, Tzeentch, Nurgle, and Slaanesh. Born tens of thousands of years ago, each is a great maelstrom of emotion: rage or hope or despair or desire. They control the majority of the warp's insane and ever-twisting landscape with their hordes of lesser daemons formed from the same emotion. They meddle with realspace where they can, turning living beings to their worship and pursuing an endless Great Game among themselves for dominance of the warp.

Take 1000 CP

Starting Location

Spend 50CP to choose from any location or roll 1d8 for one of the locations below.

1) **Eidolon-** This daemon world is divided into several continents. Most locations are held by the daemons (Khorne's maritime sea of blood rules the oceans while the other three hold near equal parts of the land), but the eldar of Biel-tan have carved out small refuges as well.
2) **Drakaasi-** A daemon world devoted to Khorne. The ocean is made of blood, with various city states around it. Humans and Chaos Space Marines reside here, with a xenos race called the Scaephlyds as slaves. Under the leadership of the Daemon Prince Ebondrake, the natives raid surrounding planets to sate the appetite of the dueling arenas in every city.
3) **Ichoria-** This daemon world is formed of twisted glass and bone, with great forests where hang the bodies of those who sold their souls for fortune. The Daemon Prince who rules the world takes great pleasure in how, once every 999 days, one of the prisoners regains their memories only to go insane once again.
4) **Bubonicus-** Ruled by a Daemon Prince of the same name, this daemon world features boiling lakes of blood from which rise giant spheres of fire to light it. A circle of humans endlessly dances on the equator with hands locked to each other, praying to Nurgle until they die of Nurgle's Rot and become Plaguebearers.
5) **Nardonis-** The ruler of this planet is a Daemon Prince of Slaanesh named Nardonis. All locations and all other people on the planet are also named Nardonis. Even the landscape tends to form into features that evoke the Daemon Prince's appearance, an entire planet erected as a testament to his narcissism.
6) **Pluvioris-** This daemon world is actually a gigantic creature constantly wracked by pleasure and pain. The beings who inhabit its surface are those who spent their lives chasing dreams while lacking faith. Whenever their imaginations run wild, their fantasies are brought to life by the planet and crawl out of its pores to kill them. The next night they will crawl from the planet's mouth, alive, to begin the cycle again.
7) **Uolesh-** Cast in eternal night, this daemon world's surface is a massive graveyard covered entirely by living corpses of those who made pacts with the Chaos Gods motivated by jealousy and spite. The

corpses with the claw down anyone who comes close and force the interloper to join them.
8) **Free Choice-** You can start anywhere you want.

Backgrounds

You can change your sex for 50CP. Any Background can be taken as a Drop In.

Independent (Free)- The limited mortals and the Daemon Princes that occasionally rise from them may believe in Chaos Undivided, but to the Daemon without a patron such comforting idealism is obviously false. Beset on all sides, a Daemon unaligned with one of the Ruinous Powers finds few friends and many opportunities to die. Some can claim at least a powerful unaligned patron, such as Vashtorr the Arkifane, as a master. The rest have only the cold comfort that they truly represent Chaos instead of bending the knee.

Kharneth (Free)- The Lord of Rage, who mortals know as Khorne, is the Blood God. Thinking of nothing but slaughter, his worshipers pile high skulls in his name. He is the god of pure violence and values nothing but martial strength and the ability to make ever deadlier weapons. He despises both psykers and the decadence of Slaanesh.

Tzeeneth (Free)- The Lord of Change, called Tzeentch in the Imperium, is the purest embodiment of Chaos's power. He represents both psychic powers and mutation. He constantly plans and schemes towards unknown and possibly insane ends. His cultists infiltrate and manipulate mortal society under the direction of his Daemons, who scour visions of the future so they can steer the fate of the world. His greatest enemy is Nurgle, whose passiveness rankles Tzeentch's sensibilities.

Nurgleth (Free)- The Lord of Decay, referred to as Nurgle by men, is the god of despair. This might seem strange to mortals, but their unenlightened perspectives do not comprehend the joy that comes with embracing nihilism. Nurgle and his daemons truly love life, and shower their "blessings" of disease onto anyone willing to sell their soul to him in exchange for survival. None are a jovial as Nurgle and his followers, who keep an attitude of jolly humor no matter what, whether it be spreading plagues, engaging in battle, or murdering their own underlings for fun. His most hated enemy is Tzeentch, who meddles with lifeforms instead of accepting them as they are.

Slaaneth (Free)- The Lord of Pleasure, whose title is often corrupted to Slaanesh, is the youngest of the major gods. He presides over sensation and perfection, tempting mortals with greater heights of pleasure or skill only to deaden their feelings and leaving them with no other way to feed their addiction than to become more extreme in their devotions to him. By the end, the thought of being eviscerated on the claws of his daemonettes appeals to their debauched minds. Though he is usually the weakest of the Ruinous Powers, the others fear his potential for growth, because his brothers know that his portfolio is simply more appealing to the average mortal than their own. His is known for his hatred of brutish Khorne. Conversely, Slaaneth is hated by the Eldar, whose empire was destroyed by the god's birth.

Race

All daemons have some traits in common. They can see in the dark, their natural attacks are charged with psychic might like force weapons, and a psychic aura around them protects them like armor which is pierced by psychic(-ly enhanced) attacks. The destruction of their physical bodies allows them to linger for a few moments in spirit form, during which time they can attempt to possess a creature or

object, before being drawn back to the Realm of Chaos. Being harmed in melee by another creature while in physical form, while being unable to at least hurt its foes in turn either right before or quickly after, forces the daemon to draw on its willpower to attempt to avoid being banished to the Realm of Chaos. Indeed, even appearing in the materium requires a sustained environment of powerful warp winds or the summoning an allied (or corruptible) psyker.

Lesser Daemon (Free)- The common foot soldiers of Chaos, lesser daemons are the primary residents of the Realm of Chaos and fill most roles as the Dark Gods' primary servants.

As a daemon of **Kharneth**, you may be a Khak'akamshy'y. Known to mortals as bloodletters, they appear as classical demons: red skinned, horned, and skull-faced. Their skin is like metal and they are proficient and powerful warriors Each one wields a Hellblade formed from their own essence.

As a daemon of **Tzeeneth**, you may be a Tsani'kchami'i, a constantly mutating ball of pink flesh and magical energy. Called Pink Horrors, you possess a forcefield that protects your body and you weaken the willpower of mortals around you. You are also a natural psyker of the pyromancy discipline. If you would be killed or banished, you instead split apart into two weaker Blue Horrors. The death/banishment of either of these bodies will in turn cause it to split into smaller, flaming Brimstone Horrors who are even weaker.

Or you can choose to instead be an Exalted Flamer. A strange vaguely eel-shaped being with two arms and many eyes and mouths randomly placed over your body, you are stronger than a Pink Horror and can float over the ground, pouring deadly warp flames from your mouths.

As a daemon of **Nurgleth**, you may be an Aghkam'ghran'ngi. You are green and decaying, with one large eye and a single horn on your head. You are hardy and powerful, you weaken the willpower of mortal around you, and your disgusting body will distract even from deadly combat with its various odors. Many of these so called Plaguebearers are formed from the souls of victims of Nurgle's Rot, the deadliest disease Nurgle ever crafted.

As a daemon of **Slaaneth**, you may be a Q'tlahs'itsu'aksho. Called Daemonettes by mortals, these vaguely human looking daemons often come in pastel colors and have a deadly sharp armor piercing claw for one arm and a sharp and deadly tongue. Though hideous, your glamours can still beguile viewers into finding you intoxicatingly lovely, enough that their willpower will weaken merely from coming near you and their ability to fight back as you eviscerate them will be hampered by the soporific musk your exude. Your own senses are sharpened in turn, the better to sample the delights of the Warp.

As an **Independent** you are a Brute, a generic muscular humanoid with horns and spikes.

Daemon Prince (100 CP)- The rarely fulfilled hope of a mortal Chaos Champion is to be elevated to the rank of a daemon. These mighty Daemon Princes are larger and more powerful than the rank and file daemons, but are otherwise quite unique, each one exhibiting different mutations from its time as a mortal.

Soul Grinder (100 CP)- When a daemon loses its physical form, it can sell its name to the Forge of Souls and be grafted to a fell machine of warpmetal. Now in gigantic form with six spiked spider like

legs and a massive claw of metal, the Soul Grinder must pay back a debt in mortal souls to be freed. But you don't have to worry about losing your identity from spending too long with these cruel metal enhancements, and so can freely enjoy your new and more powerful form without fear.

Greater Daemon (200 CP)- The greatest of the hosts of Chaos, direct attendants of the Dark Gods, there are few things in the world that can contest the hulking monstrosity that is a Greater Daemon.

As a daemon of **Karneth**, you are a Khak'akaoz'khyshk'akami. Called Bloodthirsters by mortals, you are a gigantic red skinned demon with a vaguely hound-like face. Bloodthirsters are ambidextrous, have wings that allow them to fly, have skill in combat that puts even other Greater Deamons to shame, drain the willpower of mortals around you, and are highly resistant to psychic powers. You also have the ability to breathe fire.

As a daemon of **Tzeeneth**, you are a Chi'khami'tzann. Known as Lords of Change by man, you are a large feathered bird humanoid with a long neck. You are ambidextrous, capable of flight, a powerful psyker of the pandaemonium domain, and your psyker abilities are far more powerful than normal, especially if you are not heavily injured. Finally, you have an ability to scry the future, looking for potential outcomes of the world around you, creating intricate plots based on your knowledge of the potential paths of destiny. You might arrange the murder of a woman who brought much wealth to an orphanage, in order to arrange for one of the orphans to become a sorcerer and befriend a boy who would have otherwise gone on to expose and destroy your cult in years to come. Take heed that this is appropriately random, and many of your kind have fallen from far more direct threats that they did not see coming.

As a daemon of **Nurgleth**, you Bahk'ghuranhi'aghkami. Called Father Nurgle by their subordinates or Great Unclean Ones by rest of the world, you are a gargantuan and obese pox-ridden green skinned humanoid, a smaller image of Nurgle himself. You are a powerful psyker of the soulstain discipline and quickly regenerate from your wounds even mid-combat, Your body naturally spawns Nurglings, and an aura around you weakens willpower of nearby mortals and infects objects with entropy, causing them to malfunction.

As a daemon of **Slaaneth**, you are a Q'tlahsi'issho'akshami. A pastel humanoid with either an androgenous or brovine head, a breast on the right side of your chest, two wickedly sharp armor piercing claws on two of your four arms, and a long and deadly sharp tongue, mortals call you a Keeper of Secrets. You are ambidextrous, exude a musk that clouds the minds of those around you to slow their movements, have a beguiling aura that distracts enemies around you and weakens their willpower., and are a powerful natural psyker of the soulstain discipline.

As an **Independent**, you will need to come up with a custom form in line with the above examples.

Archdaemon (600 CP)- Daemonkind's answer to the mighty Imperial Titans, you are a truly monstrous size. Around two dozen meters tall, you are a walking disaster able to literally crush enemy armies underfoot.

Perks

Chaotic Neutral (Free)- No one really knows the relationship between daemons and their gods. The gods might have a limited pool of power, able to weaken any daemon to empower another. Daemons

may even be part of the gods themselves. Whatever the truth is, you and any of the Ruinous Powers you serve do not have any true link. They will have no particular power over you they wouldn't have by leveraging their divine might against any random individual.

Psyker (100CP)- Psychic powers comes easily to daemons. The Immaterium is the source of psychic energy after all, and their very bodies are formed of it. Even by their standards, you are a noteworthy master of one kind of power, having reached levels of skill that even the Lords of Change would envy. With each purchase, choose one of the disciplines. The five standard disciplines are:

Biomancy, the manipulation of bodies

Divination, gazing into the future

Pyromancy, the generation of fire

Telekinesis, the creation of physical force

Telepathy, communication and control over other minds.

Your other set of options consists of the disciplines that evoke the power of an individual Chaos God:

Pandaemonium covers powers of destructive fires, mutation, and treason.

Soulstain grants powers of excessive emotion and pain.

Warprot contains powers of disease and insects.

Finally, paying to master the otherwise impossible **Bloodfury** discipline would make you the first to learn to twist Khorne's own energies in the name of sorcery, creating a discipline revolving around the control of blood and rage and the enhancement of physical strength. Take heed: learning that you can do this would drive Khorne to levels of rage he hadn't known he was capable of.

Conquest of Chaos (100CP, free Independent)- The battles in the Realm of Chaos change the very land over which they are fought. When Khorne's armies march, they transform the land into the blasted wastelands of Khorne's domain. Likewise daemons of Tzeentch and Nurgle expand the crystal labyrinth or the pestilent and fecund land of their respective homes. Choose a terrain like these. You may choose to slowly spread that type of terrain wherever you or the forces under your command

Sacred Number (100CP, free Independent)- Each of the major gods is associated with a sacred number. Khorne's throne room is supported by eight pillars and his bloodletters match in battalions of eight. Slaanesh's lesser daemons march in units of six, and six is also the number of circular pits one must descend to enter the Dark Prince's palace. You likewise find that fortune favors you when you arrange things in accordance with your Background's sacred number. These are six (Slaaneth), seven (Nurgleth), eight (Kharneth), and nine (Tzeeneth). As an Independent, you may choose a number of your own.

Beloved By The Gods (200CP, discount Independent)- Be'lakor was the first mortal to earn the position of Daemon Prince. So great was his favor with the Ruinous Powers that they all plied him with gifts to try to earn his loyalty, and he played them off one another to maintain his independence. This is

something you have the guile to replicate, for you know how to play potential patrons against each other and you tend to come to the attention of gods as an asset worth courting.

Soul Forger (400CP, discount Independent)- The Forge of Souls stands independent of the gods, being their primary arms dealer. You would be an able worker at the Forge, as you are knowledgeable in all the arts of warpsmithing: from getting a daemon to possess a specially prepared machine to form a daemon engine to the process of cybernetically enhancing a daemon to form a soul grinder.

Would Be God (600CP, discount Independent)- Vashtorr the Arkifane fancies himself a future god. Like him, you have battened yourself on some form of emotion in the same way he represents fear of and frustration over technology. Beware that the current Immaterium has no room for one who hesitates or constrains themselves with petty mortal concepts of sanity. Being a daemon of friendship would likely see the formation of hiveminds and eventually mutant balls of limbs that hunger to absorb more "friends" into themselves. A daemon of law might manifest barbed chains and mutations of hundreds of eyes and tongues covering the body to better ferret out lawbreaking. You have only fully mastered a custom psychic discipline based around this concept and can form minor daemons from this emotion's psychic resonance, much like how Vashtor makes his imps.

Blood For The Blood God! (100CP, free Karneth)- Khorne's followers put their trust muscle and fighting skill. You are stronger and a skilled fighter, especially in situations where you are surrounded by targets, your blows coming faster and faster as you spill each foe's blood.

Daemonic Tracker (200CP, discount Karneth)- Khorne's guard hound, Karnak, is a three headed hound. Each of his three heads has a different method of tracking targets, ensuring that no prey can ever escape him. The first head can follow a target through space, while the second can scent them through time. But it is the third head that is most terrifying, for it can follow someone into their very dreams and delusions, with only the truly mad able to hide from their own thoughts. You likewise have three heads, each one sharing one of Karnak's three extraordinary senses.

Skulltaker (400CP, discount Karneth)- Skulls for the skull throne! The greatest of all bloodletters is known only as the Skulltaker. He is infamous for challenging champions to duels and slaying them, growing stronger with each skull he claims for his master's throne. Like him, your might increases each time you kill someone. The gains for each death are minuscule, but you are immortal. You have time to build true mountains of skulls.

Member of the First Host (600CP, discount Karneth)- Your skill at arms is truly legendary. If you were a bloodthirster, you could easily earn a place in Khorne's First Host, which consists of the eight strongest greater daemons in his army placing you alongside such galactic horros as An'ggrath and Ka'Bandha. You are also an excellent general, albeit one specialized in herding berserkers and reluctant allies into the proper position.

Blessing of Tzeentch (100CP, free Tzeeneth)- Tzeentch is the master of sorcery. Your psyker powers are both stronger and less liable to backlash and invoke the perils of the warp. If weren't a psyker before, this gives you the potential to learn.

Changeling (200CP, discount Tzeeneth)- The Changeling is a special daemon of Tzeentch. He can take any shape from an insect to a greater daemon, and is such a good impersonator that even gods can be fooled when he infiltrates their palaces. The other gods will be greatly frustrated to learn that there is now another daemon with his powers, as they have been the repeated victims of his humiliating pranks

to the point that they dearly wish to rip him to pieces.

Blue Jumpers (400CP, discount Tzeeneth)- When a Pink Horror dies, it often splits into two Blue Horrors. Once per jump, or once every 10 years after the chain, when you die you will split into two blue colored clones of yourself instead of ending the chain. These clones only have half your power each and can likewise split into quarter-power Brimstone Horrors on death once per jump. A short ritual with any of them in the same place can allow them to recombine into you, less any that were lost to death. You can also freely split into them whenever you like, though while split into Brimstone Horrors this perk will not save you.

Fateweaver (600CP, discount Tzeeneth)- Within Tzeentch's Impossible Fortress lies the Well of Eternity, a repository of all knowledge that even the Changer of Ways himself fears to enter. You ventured into this vortex and emerged changed. You have two heads, one which sees the past as it really was, stripped of bias and subjectivity and the other which constantly views the shifting possibilities of the future. You have even surpassed your fellow venturer into the Well, Kairos who is known as the Oracle of Tzeentch for his great knowledge, for unlike him you were not robbed of the ability to see the present.

Father Nurgle (100CP, free Nurgleth)- The followers of Nurgle are notable for their good cheer regardless of circumstances. Like them, you can keep a positive and upbeat attitude no matter how dire the situation. You impart this to all your children and creations as well, ensuring that they love you and are willing to trust you no matter how many of their siblings you have killed.

Hardy (200CP, discount Nurgleth)- Very little can kill Nurgle's daemons. You are not only hardier and immune to pain, able to keep skipping along even with your guts hanging out, but you are immune to the effects of disease.

Proctor of Pestilence (400CP, discount Nurgleth)- You are one of Nurgle's chosen Tallymen, tasked with cataloging all the diseases he has unleashed on the world. You are not only an expert on all the varieties of plague in the world, but in battle you and your allies will be empowered more and more as disease cause more damage, regardless of who is spreading it.

Plaguefather (600CP, discount Nurgleth)- Though some of the Great Unclean Ones feel that only Father Nurgle has the right to create new diseases, you are a master of this art. You can brew a horrid variety of new illnesses, even ones virulent enough to infect the enhanced body of a Primarch, though such a feat would require the Primarch's own blood as a sample. Ku'gath is certain to be thrilled to have an equal to work alongside of.

Agile (100CP, free Slaaneth)- Your body and its movements are impossibly graceful, allowing you to dance around a battle with contemptuous ease

Secrets Kept (200CP, discount Slaaneth)- Slaanesh is the master of desire. By merely locking eyes with someone, you can learn all their darkest desires. And such is your charisma and way with words that you will have little trouble turning mere mortals into your puppets, dancing on your strings as you promise them fulfillment.

Dancer of Eternity (400CP, discount Slaaneth)- The Masque of Slaanesh was the greatest dancer of Slaanesh's court, but now in you she has an equal. Your dancing is not only impossibly sublime, but able to dance the story of things yet to come, even unto the mythical battle of Rhan'k'adanra in which

the Great Game will finally reach its conclusion, though you and your viewers will not be able to remember the details. You have learned a variety of supernatural dances that pull others into becoming your perfectly choreographed dancing partners, weakening and slowing them.

Jum'Per (600CP, discount Slaaneth)- The Daemonette Syll Lewdtongue and the Daemon Prince Eske have a relationship that traces back all the way to Eske's days as a mortal gladiator. Fighting their way to Slaanesh's throne itself, they begged to be bound forever and became the symbiotic entity Syll'Eske. Like them, you are two different daemons spiritually bound together, forming a true hive mind. Choose another selection from the Race section, ignoring background, of a price no greater than the Race you bought. It is acceptable to choose the same Race again. You are really two daemons, equally powerful and able to fight together with stunning precision thanks to your shared mind. Your secondary daemon body benefits from all your perks.

Items

Chaos Weapon (100CP, free Independent)- This weapon thrums with the foul power of Chaos. Whether it be a sword, a whip, a staff, or something more exotic to account for your tastes, it is a weapon fit for one of the neverborn.

Chaos Armor (200CP, discount Independent)- This armor, blessed by the Dark Gods, is infused with the power of chaos. It will always shift shape with the wearer so that it always fits regardless of form, and is the equal to that worn by the Bloodthirsters of Khorne.

Daemon World (400CP, discount Independent)- A world overtaken by the Warp is called a daemon world. They can range from seemingly normal planets to gigantic living creatures. You are the ruler of your own daemon world which you can design. Everything from the landscapes to the cultures (human, xeno, and/or daemonic) that inhabit it to the strange twists of the laws of physics that the warp has inflicted on it. Its original residents count as followers.

Forge of Souls (600CP, discount Independent)- The Forge of Souls is a mighty institution. Deep in the warp, its endless factories churn out the daemonic engines that fuel war throughout the galaxy. It is now yours to do with as you please, its facilities easily turned towards the production of whatever dark designs of horror your diseased mind might come up with.

Axe of Khorne and Gorewhip (100CP, free Kharneth)- A mighty chaos weapon in the form of an axe and a whip that can tear a man in half when cracked, these weapons are the standard equipment of a Bloodthirster.

Juggernaut (200CP, discount Kharneth)- These massive daemonic beasts have metal plates riveted onto their bodies, bathed in blood and engraved with symbols of Khorne. The vaguely rhinoceros-like beings serve as mounts for Khorne's favored champions.

Armour of Scorn (400CP, discount Kharneth)- Forged in Khorne's Brass Citadel and empowered by the Blood God's own spite, this armor is extremely durable especially against psychic assualts.

Skullreaver (600CP, discount Kharneth)- This mighty axe is a daemon weapon forged from a defeated Bloodthirster. The trapped daemon's rage and desire to spill blood render it a truly terrifying weapon, able to split entire tanks in half. Counts as a follower.

Baleful Sword and Staff of Tzeentch (100CP, free Tzeeneth)- The weapons of a Lord of Change.

Both are force weapons, empowered with psionic energies, and the staff both serves as a psychic focus and can rend the veil between the Materium and Immaterium to allow the user to teleport short distances.

Disc of Tzeentch (200CP, discount Tzeeneth)- Screamers are bestial daemons of Tzeentch, taking the form of manta rays that fly on the winds of magic. They are sometimes bound into the form of discs to serve as flying vehicles for Tzeentch's servants, taking the form of circular platforms covered in eyes, feathers, or stranger things.

The Everstave (400CP, discount Tzeeneth)- This staff writhes the wielder in magenta daemonic flames when held. It enhances damaging psychic powers when used, preventing them from being undone by rival psykers.

The Scrolls of Sorcery (600CP, discount Tzeeneth)- Tzeentch has tasked the Blue Scribes P'tarix and Xirat'p with recording all magic in the world. This copy of their collection of scrolls includes all spells ever developed by daemon or mortal. The scrolls can be used to cast the spell directly at the cost of the scroll itself, but can also be studied to learn the spell inscribed there-on.

Bileblade and Bilesword (100CP, free Nurgleth)- These paired and envenomed chaos swords are the weapons of a Great Unclean One.

Rot Fly (200CP, discount Nurgleth)- Beasts of Nurgle are jolly daermons, but sometimes one is so distraught by the violent rejection of its "playmates" that it transforms into a Rot Fly. These giant insectile daemons serve as flying mounts to Nurgle's forces, consumed with spite towards the mortal world that rejected them.

Corruption (400CP, discount Nurgleth)- This sword is the physical embodiment of corruption. A single scratch from its constantly dripping edge is enough to lay even a space marine low with its foul disease.

The Endless Gift (600CP, discount Nurgleth)- An ever evolving plague that changes its symptoms endlessly and with lightning swiftness, it is in fact a blessing for the way it heals the bearer's wounds so quickly its effects can even be felt in battle. One moment a mass of gelatinous bacteria may grow to fill in a wound, while the next noxious vapors billow from the infected's mouth, mysteriously leaving healed flesh behind as it dissipates. This version comes in a vile, in case you want to grant the blessing to someone else.

Witstealer Sword and Rapturous Standard (100CP, free Slaaneth)- A witstealer sword is the weapon of a Keeper of Secrets, sapping the foe's mind of memories and sanity as it bites into their flesh. Comes with an Icon of Chaos dedicated to Slaanesh, a war banner that lulls the minds of enemies that view it into rapturous complacency.

Fiend of Slaanesh (200CP, discount Slaaneth)- Fiends are a sinuous reptilian daemon. They are frail but swift by daemonic standards, constantly singing in a high-pitched chitter that mortals cannot hear. It exudes a musk that deadens reason and sensation and the scorpion-like barbed tail has poison that can knock out even greater daemons.

Whip of Agony (400CP, discount Slaaneth)- This whip coils itself around its wielder until ready to strike. Those it hits have their nerves linked to the whip, which feeds them a steady stream of agony

and torment.

The Forbidden Gem (600CP, discount Slaaneth)- This was once the finest diamond in the Elder empire. Now it holds the soul of its former owner, the noble Ydrisyll. Anyone who looks upon it will it is now filled with the uncontrollable jealousy and obsession Ydrisyll once felt towards the gem, hopelessly addling their senses even in the middle of combat.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose any daemon or Chaos God to become your companion per purchase. Alternatively, you can get a slot which can allow you to invite anyone willing to accept to become your companion.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Extended Campaign (0CP)- Have you been to Mallus before? You can continue on from where you left off.

Devoted (+100CP)- Choose one emotion: rage, hope, despair, or desire to be consumed by. Even if you manage to control yourself, you will constantly be distracted by this emotion, even in combat.

Omens (+100CP)- When a greater daemon is first summoned into the world, it is presaged by occult phenomena. A Bloodthirster might cause nearby surfaces to bleed, for example. You are always surrounded by such an arcane sign wherever you intend to go, even to other planets, meaning that your enemies will always be able to see you're coming no matter the distance or method of your travel.

Banished (+200CP)- You were killed in the material world and lost the ability to return for many centuries, far after this jump will be over. You will only be able to inhabit the Realm of Chaos for your full 10 years.

Soul Debt (+200CP)- Whether or not you're a Soul Grinder, you have come into debt with the Forge of Souls. You owe them a tithe of mortal souls, and if you cannot repay it by the end of 10 years then you will fail the jump. If you also took Banished, you will likely have to bargain with other daemons to have them collect souls for you in exchange for your aid in the Realm of Chaos.

Mere Mortals (+300CP)- Somehow, despite being infinitely less that the great neverborn, roided up men in repurposed construction armor are the ones who will decide the fate of the galaxy. Now it seems that whatever your ambitions, circumstances conspire to thwart them when you act on your own. Instead, you will need to manipulate the Space Marines (renegade usually, loyalist if you're feeling clever) into doing your dirty work for you and supporting your mortal champion from behind the scenes, serving as at best a partner to them.

The Exiled One (+300CP)- When Skarbrand betrayed Khorne, he was cursed to become a pure and mindless vessel of wrath. You have been cursed similarly, unable to do anything but mindlessly seek to kill. You have enough wit to recognize a hopeless challenge and retreat to lick your wounds, but you

are otherwise unable to do anything but seek to spill blood. Don’t worry if you have a Soul Debt, because you will instinctively seek out mortals to slay until your debt is paid.

End Choice
Go Home
Stay
Continue Jumping

Notes
A Generic Jump by Generic Anon.