Daemons of Chaos

The mortal world is merely a distraction, a side board to the Great Game. Beyond the walls of mundanity, stasis, and sanity that define reality there lies the Realm of Chaos. There the true masters of the world revel and slaughter in the service of the true gods. The residents of this realm are the daemons. Ageless and immortal, they embody concepts dreamed up by mortals or forged by the gods. At times the winds of magic will blow strong and open a rift into the mortal world. Then hosts of daemons will emerge to overrun the world and seize its people as prizes. Win or lose, they are banished back to their home eventually as the chaotic storms reside. Other daemons are summoned by foolish wizards or nihilistic cultists and thus interfere with the world on their own. Only at the end of the world will Chaos cover all, allowing daemons to roam free and reduce civilization to rubble.

Take 1000 CP

Starting Location

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

1) **The Bastion Stair-** A towering black wall marks the edges of Khorne's inner domain. This staircase is its only entrance, bending the laws of time and space so that travelers never meet other living creatures on it. There are landings along the stair, some the size of castles, where daemons battle one another. Climbing all the way reveals great farms where corpses are watered by aqueducts full of blood.

2) **The Drifting Castle-** This massive city and the castle it surrounds float in the skies on a giant floating chunk of rock. It is wholly abandoned and mortals who spend too long here tend to develop monophobia. Anything taken from the city will decay to dust in a few days and be replaced, though the dust itself is magical and can enhance any damaging spell it is used to cast.

3) **The Garden of Decay-** Nurgle's garden blooms with infinite fecundity. It not only sprawls far enough across his realm that it intrudes into Tzeentch's territory, but the plants are not mere vegetation. They are quasi-daemonic entities, with a crude will that makes them carnivourous.

4) **The Marcher Fortress-** This black fortress is surrounded by a forest full of bones and corpses from the countless but futile attempts Khorne has made at conquering it. Within the daemons of Slaanesh revel endlessly in what appears to be a decadent mortal court, though the food is putrescent, the furniture is torturous to sit in, and screams of both pleasure and pain are a constant.

5) **The Soul Forge-** This great smithery forges war machines out of twisted chaos metal and daemonic flesh. Daemons who lose their physical forms can make a deal with the Forge to become a Soul Grinder to have a new body made, at least after they pay their debt in mortal souls.

6) **The Inevitable City-** A nearly deserted city covered in black dust, the roads here can only be left by walking towards the city, while trying to step off the road to avoid the city paradoxically brings one closer. Daemons of all four gods live here, and they and mutanted mortal resident draw visitors deeper into the city's confusing, mazelike alleyways.

7) **The Chaos Wastes-** You are not in the Realm of Chaos at all. Long ago, the great polar gates the Old Ones constructed collapsed, letting Chaos into the world. Now barbarians eke out an existence in the Chaos-infected wastelands of the north, worshiping the Dark Powers and raiding the lands to the south.

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 one of the minor Chaos Gods, such as the Horned Rat or Hashut, 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 magic and the decadence of Slaanesh.

Tzeeneth (Free)- The Lord of Change, called Tzeentch in the Empire, is the purest embodiment of Chaos's power. He represents both spellcasting 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 life. This might seem strange to mortals, but their unenlightened perspectives do not comprehend how much more microscopic life there is in the plague that kills one man. 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.

Race

All daemons have some traits in common. They can see in the dark, their natural attacks count as magical, and the magical aura around them protects them like armor. 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 material world requires a sustained environment of magic or the summoning spells of an allied (or foolish) wizard.

Least Daemon (Free)- The lowest of the low, these daemons are usually no more than stray blobs of psychic residue until favored by one of the gods.

As a daemon of **Kharneth**, you are a Malice, a three foot tall warrior in black armor with the power to inspire your allies to a powerful berserk frenzy. Bizarrely, despite Khorne's hatred of magic, you have the ability to cast spells from one of the eight normal lores.

As a daemon of **Tzeeneth**, you are a Fearling, a small ball of pink flesh covered in mouths that spit pink and blue flames and which moves via extruding pseudopods. You can cast spells from one of the eight normal lores and the lore of Tzeentch and nearby allies have their own spells empowered.

As a daemon of **Nurgleth**, you have a choice. You may be a Bubo, a small and frail green humanoid covered with sphincters that excrete a foul yellow liquid. You can cast spells from one of the eight normal lores and the lore of Nurgle and your bite infects victims with a random disease. Alternatively, you may be a Nurgling (technically a very weak lesser daemon), a tiny but obese version of Nurgle himself. They are somewhat stronger than Bubos (plus they're ambidextrous) but their diseases are less virulent and they have no magic.

As a daemon of **Slaaneth**, you are a Muse, a beautiful three foot tall human youth with long hair of scintillating colors. You can cast spells from one of the eight normal lores and the lore of Slaanesh and once per day you can greatly inspire a single action by an ally, heightening the skill with which they perform.

All of the above (save Nurglings) can also permanently drain some of the charisma from a nearby enemy by overcoming their willpower.

There are no canon **Independent** least daemons, so you will have to design one in line with the above examples.

Lesser Daemon (100CP)- 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.

Regardless of Background, you may choose to be a Chaos Fury. These gargoyle-like cowards act as scavengers in the Realm of Chaos, inflicting their sadism on whatever scraps they can take. They are ambidextrous, have deadly rending claws, and wings that allow them to fly.

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 resistant to magic. Each one wields a Hellblade formed from their own essense.

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 are ambidextrous and your magic powers grow stronger the more Pink Horrors are around you. You may cast three spells: Tzeentch's Fire (a ball of blue and pink fire), Coruscation of Energy (a damaging vortex of magical energy that damages in a wide area), and Uncontrollable Mutation (touch someone to kill them and birth a new Pink Horror from the corpse, or if they survive inflict a random mutation on them). Unfortunately, there's a chance that with each time you invoke the winds of magic that you randomly explode and die. On the bright side, whenever you are incorporated or killed there's a 50% chance you will split into two Blue Horrors instead, though these are weaker, dumber, and without magic.

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 ambidextrous and can spew a mix of entrails,

maggots, bile, and filth from your mouth as a deadly and disease filled attack on a nearby foe. 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 their fascination with your graceful movements.

An **Independent** who does not wish to be a Chaos Fury can instead design a custom form in line with the strength of the above, similar to Zhthy'hl, a skeletally thin and horned daemon with black skin who can fly without wings.

Daemon Prince (300CP)- 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 mightier than the rank and file daemons, but are otherwise quite unique, each one exhibiting different mutations from its time as a mortal.

Soul Grinder (300CP)- 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 (400CP)- 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 an **Independent**, you are a Verminlord, the Greater Daemons of the minor Chaos God named the Horned Rat. You take the form of a towering humanoid rat with gigantic horns. You are also a powerful wizard of the Lores of your god: the Lore of Plague or the Lore of Ruin. Or you could be an equivalent servant to some other minor Chaos God or a custom equally powerful independent demon.

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, and are highly resistant to magic. You quickly regenerate wounds you take and can unleash a roar that drives any living creature who hears it into an uncontrollable frenzy of violence against friend and foe alike.

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, greatly favored by fate in all their actions, a wizard of either the Lore of Metal or Lore of Tzeentch, and more protected from the chaotic consequences of miscasting magic. You may use your willpower to resist any spell cast on you and anyone who does target you with a spell must contest their willpower against your own or else have their magical power completely drained away for a day. You may entrance someone with your gaze and drive them insane with the insights you blast their mind with. 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 ambidextrous, with Neiglish Rot infected claws, and a body full of corrosive fluids that destroy mundane weapons that pierce your flesh. An aura of disease hangs around you, infecting anyone who draws close. Your body naturally spawns Nurglings, and you leave behind a trail of yellow slime that can cause anyone who steps in it to be possessed by a Nurgling. Finally, you have the power to vomit a stream of entrails, maggots, and filth at a nearby foe which is both deadly and infected with Neiglish Rot. Neiglish Rot is a variant of Nurgle's Rot, the most deadly disease Nurgle has ever produced. It not only rots the body and mind, it induces mutations and turns the soul of anyone who dies of it into a Plaguebearer.

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, and have a beguiling aura that distracts enemies around you and weakens their willpower. You also have the power to mind control others if you can overcome their willpower.

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.

Chaos Wizard (200CP)- Magic comes easily to daemons. The winds of magic are, after all, what constitute the Realm of Chaos itself and their very bodies are formed of it. Even by their standards, you are a noteworthy master of one kind of magic, having reached levels of skill that even the Lords of Change would envy. With each purchase, choose one of the Lores. The eight standard Lores correspond to the eight colors the winds of magic naturally devolve into:

The **Lore of Beasts** (Ghur) revolves around control over and transformation into animals.

The **Lore of Death** (Shyish), common among daemons of Nurgle, deals with decay, fear, communication with the spirits of the dead, and control over the undead.

The **Lore of Fire** (Aqshy) consists of spells of fire and anger.

The **Lore of Heavens** (Azyr) involves divination, fate, and weather control.

The **Lore of Life** (Ghyran) specializes in plants, water, and healing.

The **Lore of Light** (Hysh) has many uses: control of light, stone, and time; healing; enhancement of the

intellect; and banishment and destruction of daemons and the undead.

The **Lore of Metal** (Chamon), favored by daemons of Tzeentch, has spells for control of metal and the creation and enchantment of material objects.

The **Lore of Shadow** (Ulgo), common among daemons of Slaanesh, revolves around illusions and darkness.

Your other set of options consists of the Lores that evoke the power of an individual Chaos God.

The **Lore of Hashut** grants spells of fire and cursing.

The Horned Rat offers two separate Lores: the **Lore of Plague** that controls disease and the **Lore of Ruin** which consists mainly of various damaging spells.

The **Lore of Slaanesh** grants spells of excessive emotion and pain.

The **Lore of Nurgle** contains spells of disease and insects.

The **Lore of Tzeentch** covers spells of destructive fires, mutation, and treason.

Finally, paying to master the otherwise impossible **Lore of Khorne** would make you the first to learn to twist Khorne's own energies in the name of sorcery, creating a lore 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, your number is 11, which would have been Malal's number if he existed.

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.

Cult Master (200CP, discount Independent)- Many tribes and cults worship a powerful daemon instead of the god it serves. Your intimate knowledge of mortal society makes you especially adept at manipulating men into your service. You would have no trouble setting up a large network of cult cells

throughout the Empire. You are equally skilled at the other two types of interaction daemons commonly have with mortals: servicing as a sorcerer's familiar or bound servant (and subtly corrupting them while creatively misinterpreting their orders) and staying hidden and acting normal while pursuing your clandestine goals during the possession of a mortal.

Chaos Undivided (400CP, discount Independent)- The Dark Gods are normally stingy and capricious with their gifts, jealous of their servants' loyalty, and quick to punish betrayal. That all goes out the window when it comes to you. Gods you serve are quick to offer you supernatural power. What's more, you can lay aside these blessings whenever you want with your deity holding no hard feelings but instead patiently waiting for you to recognize the superiority of their gifts. You could switch between the blessings of the four great Chaos Gods the way mortals change clothes.

Malal-icious (400CP, discount Independent)- The tradition for gaining leadership of a daemonic incursion involves the strongest daemons fighting each other until one emerges victorious. Indeed, the best way to get the forces of Chaos to work together is to start cracking heads until everyone acknowledges your authority. Luckily, you have the power to infuse your attacks and spells with Chaos's tendency towards self-destruction. Turning the power of Chaos against itself, you cleave through beings tainted by Chaos with all the force of a holy blade or an archmage of the Lore of Light.

Renegade God (600CP, discount Independent)- Whence come the gods? Perhaps you are the answer. Choose a concept to embody. Beware that Chaos does nothing half way or in accord with petty mortal concepts of sanity. Being the god of friendship would likely see the formation of hiveminds and eventually mutant balls of limbs that hunger to absorb more "friends" into themselves. A god of law might manifest barbed chains and mutations of hundreds of eyes and tongues covering the body to better ferret out lawbreaking. At the moment, you have only fully mastered a custom Lore based around this concept.

As you gain worshipers and they fervently spread the concept you champion, you will gain energy and strength. You can sacrifice these gains, investing them in mutations or blessings for your champions and eventually the elevation or creation of a host of daemons in your image. A race of billions of fervant worshipers like the hordes of Skaven lurking beneath the surface could grant you to the strength of the Horned Rat and his legions. Perhaps if you could overrun the entire world, the Ruinous Powers would be forced to acknowledge you as a fifth player in their Great Game.

Furious Charge (100CP, free Karneth)- Khorne's followers are known for their deadly charges straight into the enemy ranks. Your attacks are likewise empowered when performing a charge.

Locus of Abjuration (100CP, free Karneth)- Inspired by Khorne's great hatred of sorcery, you exude an aura that dampens magic. You and any allies around you, up to a unit of soldiers, are greatly resistant to magic.

Daemon Smith (200CP, discount Karneth)- The only acceptable use of magic according to Khorne is to produce arms and armor for real warriors. You are a skilled smith and enchanter, able to forge the equipment wielded by Khorne's army. You even know the secrets of working with daemonic essence, able to transform

Locus of Wrath (200CP, discount Karneth)- Blood for the blood god! You project an aura that brings out the bloodlust and berserk fury of you and allies around you, greatly improving their combat abilities.

Daemonic Tracker (400CP, 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. You are also an excellent general, albeit one specialized in herding berserkers and reluctant allies into the proper position.

Daemonic Power (100CP, free Tzeeneth)- All daemons posses magical defenses, but those of Tzeentch are blessed with superior magic powers that render theirs stronger. Like them, you possess a stronger than normal defensive aura.

Manipulator (100CP, free Tzeeneth)- Tzeentch is called the Great Conspirator and the Deceiver. In his likeness, you are also a great liar and trickster, able to outsmart what you can't outfight.

Locus of Conjuration (200CP, discount Tzeeneth)- Tzeentch is the master of magic. You project an aura of magic, empowering the spells of yourself and any nearby allies.

Strategist (200CP, discount Tzeeneth)- The average daemon is little more than mindless monster who marches forward and kills. The Architect of Fate has higher standards for his minions. You are an able strategist and tactician, able to lead soldiers to victory in battle. Maybe you should attach yourself to some Warriors of Chaos who will actually listen to your plans.

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. A short ritual with both of them in the same place can allow them to recombine into you. You can also freely split into them whenever you like, though while split this perk will not save you.

Changeling (400CP, 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.

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.

Lord of Flies (100CP, free Nurgleth)- All of Nurgle's daemons attract flies. You may summon and dismiss a thick cloud of flies around you at will. These are thick enough to make seeing you and engaging you in combat difficult.

Locus of Contagion (200CP, discount Nurgleth)- You possess an aura that empowers the diseases and poisons wielded by you and nearby allies, rendering them deadlier.

Locus of Fecundy (200CP, discount Nurgleth)- The life-giving power of Father Nurgle flows from you, granting you an aura that allows yourself and nearby allies to constantly regenerate wounds.

Crucible of Disease (400CP, discount Nurgleth)- Nurgle keeps a special daemon named Poxfulcrum in his workshop of new plagues. She is vulnerable to all his illnesses, but knows the cure to each and is worshiped as a goddess of healing in several lands. Like her, you know the method to cure any disease you become infected with.

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 fetid bodies of other daemons of Nurgle. Even the land and sky themselves can be infected by your work. Ku'gath is certain to be thrilled to have an equal to work alongside of.

Inured (100CP, free Slaaneth)- Willpower is not something that most would associate with the slaves of Slaaneth, but to even approach the Dark Prince's palace requires one resist the temptations of six circles of pleasures, much less be active in his court. You have the stamina to enjoy endless drugs, feasting, or sex, but also the willpower to set them aside and focus on necessary tasks

Locus of Grace (100CP, free Slaaneth)- You are blessed as a herald of the Lord of Excess. An aura around you grants you and nearby allies great agility and grace in your movements.

Locus of Beguilement (200CP, discount Slaaneth)- An aura of fascination surrounds you, driving enemies to distraction as they begin to obsess over your movements.

Locus of Swiftness (200CP, discount Slaaneth)- Channeling the favor of Slaanesh, an aura seeps out from your body. You and your nearby allies will be able to strike with inhuman speed in combat.

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. The Dance of Dreaming saps courage and willpower, while the Fleshspasm Polka weakens the body and the Waltz of Lethargy slows your enemies.

Secrets Kept (400CP, 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.

Perfect Gifts (600CP, discount Slaaneth)- Slaaneth is the god of perfection, and it seems that your creator had perfection in mind when forming you. You have a full set of all the Gifts of Chaos that the gods can bless their servants with, save any that come with drawbacks. Your strength and fortitude are increased as greatly as a greater daemon towers over a lesser one. Any allies attempting to dispel magic in your presence are empowered, can sacrifice health to empower your spells, your limbs and weapons can phase through armor, can regenerate health from dealing damage, your skin is as hard as the finest armor, your attacks are extremely speedy and deadly, you temporarily improve in body or skill whenever you kill someone, and you have a breath weapon of poison vapors. You are a true exemplar of the concept of excess.

Items

Daemonic Horde (200/400CP)- You have been granted command of a contingent of daemon soldiers. For 200CP, this is a smaller raiding party. A few dozen lesser daemons, a few supporting units such as chariots or skull cannons or a handful of bestial daemons or a horde of nurglings, and a daemon prince or greater daemon to serve as your lieutenant.

For 400CP, you instead lead an army set for a major incursion. Mortals who see your mighty and teeming host will be left quaking in their boots, for your force is the kind that overruns entire cities, leaving nothing but ruins behind after flowing over the petty homes of man in an orgy of torture and death.

Either way, you may set the composition of your army. You are strongly advised to use only daemons loyal to your own patron, as the Realms of Chaos do not easily accept long term alliances between servants of different gods. Demons not aligned with you are likely to eventually wander off or even openly rebel when not kept on a constant campaign with a concrete goal to distract them, to say nothing of what they will do in future jumps. The daemons have no concept of longstanding loyalty to an incursion's war leader over that of their own gods, so buyer beware,

Monolith of Chaos (100CP, free Independent)- It is tradition for the Warriors of Chaos to erect a monument to any Champion who completes their apotheosis into a Daemon Prince, which is forever after blessed with indestructibility by the gods. Daemon Prince or not, you have also been granted the honor of having a monolith erected in your name and inscribed with runes describing your deeds. Anyone nearby the monolith can invoke its power to enhance their spells' power. That is, unless you are a daemon of Kharneth, in which case it instead weakens all magic around it.

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.

Warpstone Meteor (400CP, discount Independent)- This gigantic chunk of warpstone fell from the dark moon Morrslieb long ago. Formed from the materialized energy of Chaos, warpstone has many uses for wizards. This is a sufficient quantity that a powerful Daemon Prince could keep himself embodied within the material world indefinitely so long as he kept close to it, even if he had been cursed by all the Ruinous Powers to stay in the Realm of Chaos.

The Chromatic Tome (600CP, discount Independent)- This girmoire counts as a follower, for it is actually a Lord of Change twisted into a bound form. The book explains fundamental secrets about magic which will greatly improve your spellcasting. By paying for it here, the book will avoid the tricks it normally plays, at least when you are the one reading it.

Blade of Blood (100CP, free Kharneth)- These massive swords are sacred to Khone and quite deadly in combat.

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.

Axe of Khorne (400CP, discount Kharneth)- These axes are made for the Gorelords of the First Circle. Each one has the essence of daemons mixed in to its iron, and the axe's bloodthirst allows you to attack much faster as long as there are at least three enemies around you.

The Eternal Blade (600CP, discount Kharneth)- This sword is said to have been at every major battle throughout history. Indeed, it does not always take the form of a blade, instead shifting to whatever weapon the wielder requires. It grants great strength, speed, and accuracy to its wielder, though exactly how much changes from moment to moment.

Wand of Whimsy (100CP, free Tzeeneth)- A staff of bone, carved from the Lord of Change Krysothos who tried to betray Tzeentch. Whenever you successfully cast or dispel a spell, there is a chance the staff will become a swifter and deadlier weapon for the rest of the battle as it absorbs the stray energies.

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.

Staff of Change (400CP, discount Tzeeneth)- Raw chaos in the form of multicolored fire constantly flows along this staff. Anyone hit by it has a chance to mutate horribly, exploding into a gout of unholy fire should the mutation kill them.

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.

Plague Flail (100CP, free Nurgleth)- A multi-headed flail made from the heads and entrails of plague victims. Disease spews from it and infects whoever is hit.

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.

Balesword (400CP, discount Nurgleth)- These deadly swords are said to be congealed from the waste produced by a single disease, with each illness having its own Balesword. Beyond its regular enchanted damage, it also inflicts illness with each strike.

The Rock of Inevitability (600CP, discount Nurgleth)- The Inevitable City has been destroyed before, but it will always rebuild itself from even a single brick. You can use this stone to call forth a new Inevitable city, slowly building itself wall by wall. Anyone not aligned to chaos will find themselves disoriented and lost within the city. You can dispel it all by pulling back out the rock.

Witstealer Sword (100CP, free Slaaneth)- A deadly magic sword forced by desire and cooled in Slaanesh's own blood. It was once wielded by the Keeper of Secrets called N'kari.

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.

Lash of Despair (400CP, discount Slaaneth)- This whip is made of spun soulstuff which twists and yearns to get free. The cords can stream apart when swung, striking all around the battlefield simultaneously.

The Portalglyph (600CP, discount Slaaneth)- The wizard M'kar created this rune covered stone to lure daemons into his service. Instead, the daemons who emerged from his portal only dragged him back into their home. This item can be used to tear open rifts between the mortal world and the Realm of Chaos great enough to march armies through.

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 for miles around, meaning that your enemies will always be able to see you're coming.

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.

One Who Heralds the Conquerors (+300CP)- When Be'lakor betrayed the Dark Gods, they cursed him to forever more be responsible for the mere coronation of their new champions, never to be allowed to lead their forces again. Like him, you have been forced to kneel before some mortal master whom you must serve loyally. Should they die, you will quickly be assigned another. Do not think you can shirk your duties by being Banished, as you master will still be able to communicate with you and task you with drumming up support for his causes among other daemons.

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.