Warhammer Fantasy - Warriors of Chaos



“From the harsh snow lands they come. Blonde of hair they are, and blue of eye, and tattoos upon the arms and face and chest. Their eyes are mad with bloodlust, for blood they thirst for, driven forth on the whims of the Gods they seek to appease. Clad in but few garments and wielding clumsy, brutal axes and maces, they rage against the civilised lands of the south, burning, pillaging, looting all before them to offer up as sacrifice to their uncaring masters beyond the gates of hell in the northern Wastes.”

The land of Norsca is thought by some to be the birthplace of all the evils of the world. While not entirely accurate, it will become an understandable belief when one attempts to travel through that hellish landscape. The contents of the lands themselves are poorly understood, as those who attempt the perilous journey in the hopes of finding secret treasure or other such riches rarely return. Those that do escape often return with little in the way of wealth, except in the number of truly disturbing tales that they will try their hardest to forget for their entire lives.

This is where the Norsemen call home. For this, the people of the North are often seen as inhuman, some tales suggesting that they are some half-breed of human and daemon. Other stories suggest that they are in fact the descendants of Giants. The truth is not so grand. The Norsemen originate from the tribes that were united under Sigmar's rule to fight against against the barbaric Orcs and Goblins that threatened the Old World. While some tribes accepted Sigmar's rule and combined together to create what became the Empire, the decision was far from unanimous. Some rejected Sigmar, believing that he was not fit to rule them. For this they were exiled and forced to take refuge in the lands to the North, leading those disenfranchised tribes to the snowy and mountainous lands of Norsca. These pilgrims soon began to become more savage in response to the grisly conditions they were forced to live in as a result of the influence from the Chaos Wastes to their north. They had to become strong to so much as survive in the lands of Norsca, let alone attempt to thrive.

Their savage nature is what makes the Norsemen so reviled in the more civilized lands of the south. But not all men of the north are bloodthirsty barbarians who raid and kill to appease their gods. Some simply establish small tightly-knit communities and attempt to make the best of their situation. But this is overshadowed by the frequency of battle between the northerners and the people of the Old World. Many people of the North believe that Sigmar stole their lands from them and now raid and pillage purely out of spite. When the people of Norsca come, many would prefer to hand over supplies, wealth, and even their own children rather than ire the Northmen and have their people killed and raped and their communities burned to the ground.

In an attempt to appease their gods or out of religious fervor, most Northmen will do this anyways. The Norse people have turned from the gods of the Old World, believing them weak and corrupt. Instead, they serve a more depraved pantheon of gods that seek to bring an end to all things good and sane - The Chaos Gods. They are the masters of the Northmen, now the constant Warriors of Chaos that wish only to bring a glorious end to all things.

And for the next ten years, at least one of the Chaos Gods shall be your Master as well.

They can provide you with so much, and give you power beyond what any mortal could ever dream of. All they ask of you is to provide them some...entertainment during your stay.

+1000CP. Consider it a welcoming gift for their new guest.

Location:

You may choose to start anywhere you please within the realms of Norsca. There is no unified government in this land. Instead, land is mostly divided between the seven prominent tribes, who are headed by their Kings and Jarls. There are also many, many small communities and tribes across all of Norsca. Each tribe has their own culture and beliefs, as well as their own views of the Chaos Gods. There are many roaming warbands as well, looking for great warriors to fill their ranks.

Backgrounds:

Either background can be used as a Drop-In option if you so choose. Roll 18+1d8 for your age. Gender is a free choice, though most Warriors of Chaos are male.

Chaos Marauder (+300CP): A crude and unruly warrior, the Marauder is usually considered to be the lowliest killer in the warband - the rank and file. Do not be deceived however, for there are very few Northmen that are incapable fighters. Even the most mundane Warrior of Chaos is considered a powerful fighter, and despite usually using low-quality equipment and poor tactics in comparison to the soldiers of the Old World, Marauders are a force to be reckoned with on the holiness of the battlefield. The weak usually do not last long enough to become a proper warrior as you have, after all.

A Marauder can still prove themselves mighty enough to become a proper Chaos Warrior, but you will have to earn it yourself, and that is a far from trivial task.

Chaos Warrior: Clad in Chaos Plate Mail and armed to the teeth, Chaos Warriors are considered by many to be the ‘true’ Warriors of Chaos, for many have forsaken their previous lives in order to be an instrument of the Gods. Chaos Warriors are highly respected, both by tribal societies as well as the warbands that utilize them for through the destruction of their foes do they get closer and closer to the Gods. Their Plate Mail is a sign of great prestige, as it is given only to the most favored and accomplished warriors of a tribe. To become a Chaos Warrior is to be given a chance of obtaining ultimate power by becoming favored by the Chaos God they venerate. Chaos Warriors possess superhuman strength, and even more impressive hate in their souls. The Chaos Warrior is still far from the summit, however. Chaos Warriors usually still answer to the Chaos Champion that leads their warband, but there is nothing stopping you from grasping at greatness and becoming a Champion, or possibly even more, through your choices here.

The Chaos Gods:

The Ruinous Powers derive their powers from the dark emotions that fester in the hearts of all beings in the world. Every blade swung in hate honors Khorne, as every successful plot in the interest of personal gain pleases Tzeentch. This much is obvious to the denizens of the Old World, who have struggled against the might of the Chaos Gods and their mortal followers for so long.

But the Chaos Gods are not so simple as to derive from solely evil emotions.

The Chaos Gods also represent beliefs and concepts that may surprise those who do not know them well, and even the most fanatical Chaos Lord can forget this fact.

Choose ONE God to swear fealty to for the entirety of the Jump.

You will gain discounts on their gifts and abilities in exchange for your service and loyalty, although you are not necessarily barred from purchasing the blessing of other Gods. Just keep in mind that none of the Gods are fond of a servant who betrays them for the power of another Chaos God, and taking the Gifts of Slaanesh as a Warrior dedicated to Khorne will likely have dire consequences.





Khorne, The Blood God:

Khorne is the God of Violence, Rage, and Hatred. Khorne is empowered by sentient acts of killing, and smiles upon vicious warriors who kill using their raw martial skill and continue to battle, no matter the odds. Many Champions of Khorne kill completely indiscriminately, with the mentality that Khorne cares not from where the blood flows. Khorne has an immense hatred for mages, for they desecrate the battlefield with their cheap magics and indirect approach of warfare. Khorne also detests the cowardly, and none will feel his wrath more acutely than one who flees the battlefield.

Khorne also embodies Honor, Courage, and Strength. A Champion of Khorne may be a mindless berserker who kills without a care for whom he is killing, but there are also Champions of Khorne who are genuinely interested in a fair fight, and prefer to fight one on one with their enemies. Khorne genuinely admires warriors who prevail over impossible odds, and grants his gifts only to those who have earned them honestly through their own mettle and strength. Warriors who dedicate themselves to Khorne will become princes of the battlefield, living death machines that few other mortals could hope to match through sheer strength and skill alone.



Tzeentch, The Changer of Ways

Tzeentch is the Chaos God of Plots, Lies, and Trickery. Tzeentch embodies the concept of change itself, and thus has a strong claim over not just the servants of Chaos, but the actions of almost every race at all times. Tzeentch is also the truest embodiment of the pure mutating power of Chaos, for even a Champion of Nurgle must Change in order to better reflect his patron. Tzeentch's servants are great plotters and mages, who constantly scour the world for the knowledge that they value so greatly in the pursuit of furthering the plans of their God. Servants of Tzeentch are rarely if ever loyal, and sometimes not even betraying their own God seems too ambitious to them.

However, Tzeentch also represents Magic, Hope, and Destiny. No mortal should need to simply accept their poor lot in life, and no slave should be subjected to the will of his master. Even to the people of the Old World, this can be a very comforting thought in a world gone mad. Even the weak of body can strike back against a cruel and uncaring universe with the magics that Tzeentch can offer.



Nurgle, Lord of Decay

Nurgle is the Chaos God of Death, Disease and Decay. Nurgle is the oldest of the four Chaos Gods, for Death and Decay have been a part of reality since Life came into existence. The gleeful servants of Nurgle seek to spread the influence of their God by infecting as much of the world as they can with vile toxins and diseases, their untimely deaths kept at bay by the very diseases that they spread, their bodies bloated and decayed, their organs so irrelevant to them that some barely notice that they drag on the ground as they walk due to their opened chest cavities. Nurgle himself often keeps to himself in the pantheon, concocting newer and more deadly diseases to arm his followers with.

Yet, Nurgle represents Rebirth, a chance for all life to take their place in the completely natural cycle of Life. All things are born, live, then finally die and provide for the new form of life that comes after them with what they leave behind. Nurgle also stands out from the other Chaos Gods in regards to his feelings of paternal love for his followers. While other gods are mostly indifferent to the fates of the mortals that worship them, Nurgle admires his followers for their determination to stay alive.



Slaanesh, The Prince of Excess

Slaanesh is the Chaos God of Obsession, Excess and Decadence. Slaanesh is the youngest of all the Chaos Gods, for the concepts of Love and Excess are ones that only the truly sentient species of the world can appreciate. The servants of Slaanesh are often megalomaniacs and hedonists. Such traits are exemplified most by Slaanesh's favorite Champion, Sigvald, who forces his bodyguards to carry shields with a mirror sheen so that he can admire his own beauty even in battle. Slaanesh spurs their mortal followers to seek every single new sensation, every new flavor, every possible experience that the body can possibly take. Whether it be through drugs, sexual deviancy, or utter obsession with a trade or skill, every follower of Slaanesh seeks to take every skill, pleasure, and feeling to their absolute limits.

Slaanesh also represents Love, Passion, and the Arts. Art created by followers of Slaanesh are able to convey so much more than oil on a canvas should be capable, and dance becomes more than choreographed movements, it becomes impossibly seductive and enthralling to all viewers. Some followers of Slaanesh are renowned lovers, keeping the many men and women in their personal harems satisfied for the rest of their lives.



Chaos Undivided

You do not wish to be the lapdog of any one god? Very well. The Ruinous Powers are intrigued by your choice, and on the condition that you reject immediately receiving the greatest of their individual gifts, they are willing to share their new...guest. I cannot guarantee that they are not bickering between each other out of earshot, however...

Ahem. The path of Chaos Undivided is perhaps the least treaded path, as only a few individuals have been able to accomplish the great task of truly earning the favor of all the Gods. Warriors of Chaos Undivided have very different philosophies and reasonings behind their faith. Some see the Ruinous Powers as a pantheon, and other see Chaos itself as one entity with the Gods only being different facets. Perhaps the most iconic Warrior of Chaos to walk this path is Archaon the Everchosen himself, the most favored of the Chaos Gods. Archaon actually has surprisingly little loyalty to the Gods, and only uses them to further his own ends.

Chaos Undivided is perhaps the riskiest choice for you, Jumper, for you will not excel in any one area. At least, not right away. There is a reason that Archaon is considered to be one of the most powerful mortals of all time, if he is in fact a mortal any longer. One immediate benefit, however, is that it will be far easier to find common ground with the servants of every god by default.

Perks:

General Perks (No discounts):

Barbaric Strength (Free and Mandatory for all):

The weak do not survive in the lands to the North for long. The tribes know this well, and often test and vet newborn children to see if they will be capable of pulling their own weight. If there is any sign of weakness, the child is killed as to not endanger the tribe by forcing them to coddle the weak. As children grow into men, they are shaped by constant brawling and fighting, and by the gruelling work necessary to contribute to the tribe. This results in a people that are tall, strong, and hardy. A people unafraid of death and, in some cases, a people so bitter that they will seek to tear down the cruel world itself, as ordered by their dark masters.

You have now inherited this strength. Without even taking into account the work of the Dark Powers on your body, you are almost at peak human strength and endurance, able to sprint for miles in heavy plate mail without feeling a bit of fatigue, and swing an axe or sword for even longer than that. You are so strong, in fact, that even the most built men of the Old World struggle to keep up with you physically. You are also the furthest thing from a coward, and even the nightmarish realms of the Chaos Wastes fail inspire fear in you.

A Fine Sword Arm (Free and Mandatory for all):

The forces of Chaos likely consist of the most feared warriors in the entire world, and that is for a very good reason. Entire battle lines have been known to be easily torn apart by even small units of Chaos Warriors, their combination of supernatural strength and vast combat experience making them nigh unstoppable. You too possess this unnatural skill with one weapon of choice. You'll also be at least moderately proficient with just about anything you pick up that can be considered a mundane form of weapon.

Jump-Chan's Protection (Free, not Mandatory with Drawbacks):

The raw stuff of Chaos is a very, very dangerous thing to be playing with. You might poke an eye out. Or grow a few. Look, I'll just get to the point. I'll keep you safe from the really nasty parts of working with Chaos for the Jump. You won't be permanently entombed into your own armor, and you won't turn into a gibbering Chaos Spawn either. You're also protected from mutations you are genuinely rather uncomfortable with. You can, however, lift this protection with one of the usual drawbacks if you're feeling...well, stupid. We've known each other long enough to know that I won't rob you of any chances to make very poor decisions.

Nomadic Encampment (100CP):
The people of the North are mostly nomads, forced to keep moving through the lands due to the threat of raiding as well as scarce resources. It's also why they're so fond of raiding, as it allows for the warriors of the tribe to enjoy a good fight AND secure ample supplies at the same time. Due to their nomadic nature, the Northmen are experts at creating tents and other structures that can be packed up so that the tribe can always have shelter regardless of where they are. You, however, have taken this to the next level. So long as you're in charge of a group, such as a Warband, you can quickly get them into the same habits and proficiency of the Northmen, allowing your group to remain unnaturally self-reliant.

Walker of the Wastes (100CP):
Due to their extremely close proximity to the Chaos Wastes, the Northmen are actually capable of moving through the Wastes, their knowledge of the hellish environment, and their sword arm, keeping them...relatively safe. You are one of these people too, of course, but in other truly hostile environments not in this world you will find that this talent extends to them, as well. Even your fellow Northmen will be astounded at how little the environment hinders you.

Chaotic Tamer (200CP):
The Chaos Wastes are filled with creatures that seem as if they come from the nightmares of men than the world itself. These creatures can slow or even outright stop the advance of Old Worlder armies that attempt to move through the Wastes for whatever foolish reason. Anyone else would find that interacting with creatures of this caliber is a terrible idea. But not for you. You'll find that you can actually build rapport with these nightmarish creatures, as well as other seemingly completely untamable beings so long as you are able to keep them restrained long enough to actually interact with them. With enough time, patience, and training these creatures could be implemented on the battlefield alongside your armies. Perhaps even as mounts. Do note that this does not apply to proper daemons, just the gruesome magical creations below them.

Corrupting Influence (200CP):
Some servants of Chaos have become so attuned to the Powers that they slowly radiate these hellish energies, slowly warping the ground around them...and the people as well. In an area a few miles wide around you, you can slowly cause the ground to blacken and shape to be more useful to you, along with other...oddities. People who are in this area will be affected as well, as the Gods will use you as a conduit to get into their souls. It is a slow process, yes...but a certain one.

100CP perks are free for the respective god.

Perks of Khorne:

Mark of Khorne (Free, Khorne Only):
On a prominent part of your body, you will be branded with Khorne's unholy mark. In return, you find that you have the strength of several men. You'll also find that in battle, you will have absolutely no fear, whether it be a natural one bourne from seeing horrible things or artificially through magic. With this obvious sign of Khorne's favor, you'll also find that you easily build rapport with other servants of Khorne.

The Biting Tongue (100CP):
Khorne sees it fit to modify your tongue to serve as a surprisingly useful weapon. At will, you can rapidly mutate your tongue into a prehensile whip-like appendage coated in extremely sharp teeth. It will take some getting used to, but with a bit of practice you'll essentially be able to have a surprise whip that easily induces severe bleeding on bare flesh. The tongue as a weapon is leathery and very durable, but should the tongue become extremely damaged or outright cut off it will retract back into your mouth and turn back into your normal tongue, after which you will need to wait a day to use the whip again.

Musk of Hate (100CP):
A warrior of Khorne could not be disserviced more than having his allies flee the field of battle. Therefore, Khorne has given you the ability to exude a musk smelling of sweat and blood. How does that help, you ask? Those who smell this musk will slowly begin to go temporarily mad with rage, and the longer they inhale this musk, the more deranged they become, eventually tossing the concept of safety to the wind. The only downside, if it can be called that for a servant of Khorne, is that this musk works on ANYONE that smells it, and that includes the enemy. But who wants to fight an enemy that's trying to run away?

Furious Charge (200CP):
The warriors in Khorne's service are devoted utterly to battle in melee combat, and the only other part of warfare that exists to them is how to get INTO melee. Everything else is for cowards and lickspittles. You are filled with a unique speed and skill when you charge into melee at full speed, which allows you to attack incredibly precisely and, more curiously, attack five times as quickly with your weapons for a very brief time, just enough to totally shatter most battle lines. You can use all of these attacks on one foe or divide them up and take down multiple opponents.

Deathdealer (200CP):
As a warrior of Khorne, you will put your weapons through so much torment that in their service they may suddenly shatter in your hands if the craftsmanship has even a small flaw, such is the superiority of your strength to mortals. In such a situation you may have to take up arms from the ground in order to remain killing. You are talented at quickly figuring out how to use even esoteric weapons, and in the event that you should be left with only broken blades and stones, anything you pick up will be temporarily granted hefty weight and effectiveness as a weapon, which will last until the remainder of the battle. When life gives you lemons, beat life to death for it's paltry offerings.

Resanguination (400CP):
Khorne's warriors have no desire to stop the killing to nurse their wounds from battle, but for many it is a simple fact that they will have to live with. Some of the truly blessed of Khorne, however, have earned a highly coveted reward from him. Instead of requiring first-aid or a sorcerer to use filthy magics to fix your wounds the unnatural way, Khorne allows your victim's last breath to serve the purpose of doing the healing for you. For every kill your wounds will lessen slightly, the flesh mending of its own accord. This will continue until all of your wounds are completely gone, so as long as you do not receive an immediately fatal wound or run out of victims you can remain in the fight indefinitely.

Bloodletter's Visage (400CP):
For one who kills alongside daemons and kills daemons as needed, it is not unthinkable that just a bit of that otherworldly nature will rub off on them. There are reports of warriors with the beast-like face of a daemon, who terrify all who stand against them. At will, your face will quickly transform to resemble Khorne's favored beings, which inspires disabling fear in normal men and even causes those with supernatural willpower to recoil at the sight and re-evaluate their chances of defeating you.

Fury of the Magebane (600CP)
The only thing that Khorne hates just as much as his dark kin, Slaanesh, is magic. Khorne revels in the mass slaughter of mages and sorcerers because he thinks of them as cravenly for stealing the power of another and claiming that it is their own. A warrior of Khorne is still a mighty warrior without his blessings. A mage without his pathetic spells is nothing. For one of his best blessing yet, it is most appropriate he grant you this. You will be HIGHLY resistant to magics, though it is not immunity in the same way that Khorne's Collars grant. But the second part of the blessing easily makes up for this. When an enemy mage engages you in combat, Khorne will release his wrath on the caster from beyond the void, slowly mutating their bodies in ways that are typical of

Chaos mutation on those with poor favor or fortune. The stronger the caster is in their own brand of magic, the more effective this is. The weaker they are, however, the more they will be able be able to take. If the mage in combat ceases to use magic, Khorne will pause and allow them a chance to see what truly makes you strong.

The Beast Unbound (600CP):
Rage, as insinuated by the weak to the south, causes a soldier to lessen themself as a warrior and cause one to behave more like a beast than a true warrior. Khorne's retort is that the beast is the most pure warrior there is, unapologetic for its nature and uncompromising in the killing that it commits. Much of all murder is committed in anger, in *hate.* Would letting rage into your heart completely make you a better murderer? Khorne seems to think so, as Khorne has granted you a unique blessing. The more angry you become, the more you toss away your civilized instincts and simply do what feels *right* in battle, the more you *hate* the degenerate subhuman in front of you, the more your strikes seem to ignore any barrier between their target. In the height of your fury, armor becomes completely useless, and even magical defenses will quickly give way to the most pure warrior.

Perks of Tzeentch

Mark of Tzeentch (Free, Tzeentch Only)
Either on your body or permanently upon your soul, Tzeentch leaves a mark of his claim on your service. The Mark of Tzeentch causes your intellect to swell massively, and you'll find that even the most difficult mental tasks are child's play to you. You can easily translate languages that are completely new to you with even a small amount of information on the language itself, and information that would threaten the sanity of a stern mind is easily accepted by you as a simple truth, nothing more. Lastly, you have the basic capacity to utilize the Winds of Magic, and you are a decent sorcerer currently.

Insidious Plotter (100CP):
You naturally find yourself coming up with extremely complicated plans for every situation. A highly expected trait among servants of Tzeentch, but unlike some fools you're actually willing to make backup plans…
Anyways, you are good at estimating the resources you have access to, whether they be actual resources or, you know, people. You're also personable enough to make yourself more agreeable, although if things are going well you shouldn't even need to be personable, for you are simply laying out the best course of action for them. Or so they think.

A Humble Emissary(100CP):
Tzeentch requires his minions to spread his influence as deeply as possible so that he may enact his plans. Like a certain old man, you've got the ability to easily quell suspicions and insert yourself into various groups and factions. Despite typical elf haughtiness, you could get the ear of an important figure among their kind, allowing you to manipulate them personally. Even the brutish races like the Orcs and Skaven will allow you a chance to speak with them civilly.

Glean Magic (200CP):
Tzeentch is the God of Sorcery, and he will not allow his minions to be bested in the arcane arts. Once per day, you may redirect any magic that you see casted by someone else. If a wizard fires a fireball towards your army's lines, you can quickly fling it back. If someone attempts to use magic to seduce you, you can direct it back to them, or anyone else within the range of the mage that casted it. Do keep in mind that the spell is still coming from someone else, and that you need to be just as magically adept as the enemy mage or better to gain control.
Touch of Tzeentch (200CP):

Tzeentch's way of battle is almost always indirect, many battles won before they were even thought of by those who'd intended to fight them. However, there are times where the lesser beings will make things difficult, so you will need to sully your hands. Once per day, you may use the Winds of Magic that you can muster, or any other magical source such as your mana, to make a very small scale attack against a single foe that totally bypasses physical armor and gets at the fool on the inside. Depending on the amount used, you could rupture internal organs with a flick by erasing the tiniest bits of flesh in their bodies.

...Or, should you require something for off the battlefield, you may use the exact same method to affect a person's mind. On a small expenditure, you can implant ideas into other people, making them assume the idea came from them. On a large one, you can almost warp the mind, causing them to follow an order to the end or even fill them with a false sense of hope. Keep in mind that all of this can only be done after physical contact is made, no matter how small.

Withering Gaze (400CP):
Magic can be either subtle or quite obvious, but at times, Tzeentch's nature causes his gifts to become both. You will very quickly find that people will have a hard time making eye contact with you, and they will excuse themselves as quickly as possible to get away from you. When you look into a mirror, you'll find that your eyes have a unnatural amount of intensity about them despite still physically looking normal. Soon, the reason for this becomes apparent. With a stern gaze your *intense* eyes intimidate others and leaves them bumbling messes who submit to you socially. On the battlefield, foes in close range will find themselves distracted and unwilling to confront you immediately. This look can be toggled on and off when you desire more normal interactions.

Arch-Sorcerer (400CP)
The servants of Tzeentch are more connected to the Winds of Magic than any other beings of the Gods. Whether others desire to admit it or not, the truth is the same: All magic comes from the realms of Chaos, and Tzeentch is the controller of magic. All other theories are simply fools attempting to deny being truly damned. For your dedication to Tzeentch, he will make you mighty indeed, for as magic is his, his magic is yours. You ability to use the Winds of Magic to your own ends is impressive, and you will come to find that your magical abilities from other jumps have been boosted greatly. Where one meddler of magic would cause a rapidly growing fire, you would cause a impressive maelstrom of fire that torches all it touches.

Destiny of Tzeentch (600CP):
One of the most infamous abilities that the powerful servants of Tzeentch possess is a look into the very future itself, given to them by their dark patron so that they can masterfully manipulate they very outcome of battles, and in some cases entire wars have been orchestrated by Tzeentch's chosen. By choosing to dedicate yourself fully to Tzeentch, the Changer of Ways has given you this very same ability. By utilizing magical relics or large amounts of magical energies, you can look into the future of the mortal realm and even some places..beyond. The more used for this view, the further you can look and the more information you can glean from it. What kind of fool thinks that they can defeat an enemy that sees and knows all?

Changing of Ways (600CP):
The ways of Tzeentch are never set in stone, never set on one path. The Changer of Ways can be said to represent possibility itself, one that takes what should not be and makes it what it still could be. As things are not set in stone for Tzeentch himself, they will not be for you, either. Tzeentch has blessed you with a way to keep yourself from stagnating, a way to remain ever changing as your Patron does. At will, you may use some aspect of yourself to change another aspect of yourself. An example is sapping your own strength and using that to further boost your intellect so that your mind is more able to take on a particular task. This blessing works with sources of power that you possess as well. Lower the effectiveness of your Chi to further boost your mana, for example. This can be seen as essentially using a "respec" temporarily, taking points representing your essence and strength in some areas and putting them somewhere else to diversify your skillset. Almost all parts of yourself can be changed as you please, so long as you actually have the thing you are trying to change in the first place. This blessing changes, not gives.

You may reset all these changes and return back to your original form when it please you.

Perks of Nurgle

Mark of Nurgle (Free, Nurgle Only):
The Lord of Pestilence's followers are known for their inhuman constitution which is the result of their God's touch on them, whether it be his personal blessing or the indirect benefit of his innumerable diseases. The Mark of Nurgle, in return for your helping hand, will bestow upon you this very same unholy fortitude. Your innards could be hanging out of your body and the only thing you would feel is perhaps a very dull pain, just enough to make you aware of it. You can still be killed, of course, but actually managing to do so will become far more difficult than your enemies had planned on. As a small bonus, you'll find the struggles of life simply don't worry you as much as they used to! You may even find your personality adjusting to become...surprisingly pleasant for a servant of Chaos.

Papa Jumper (100CP):
To Nurgle, even the smallest of beings are worthy of his love, and they all have a place in his world. Papa Nurgle does not leave his servants to suffer to the everyday horrors of life, and others can see that you will not as well. Your kind nature is apparent to others, and instead of seeing you as a leader, they see you in an almost familial light, like an Uncle that's always been there for them. People will confide in you and come to bask in your love, and will ultimately become extremely loyal to you and protective of their Papa. Nurgle's love is there for all, all they must do is accept it.

Trail of Slime (100CP):
Nurgle's taint follows wherever his children go, their deformed bodies "generously gifting" their viruses and toxins to those they pass and the very earth around them. Wherever you go, you leave a sticky slime in a trail. If stepped in by any other than yourself, it's quite easy for their foot to become stuck, allowing the disease within you to spread through their body in the time they are stuck. This can also be quite useful in battle, tripping up your foes and leaving openings wherever you go.This can be turned off as you please.

Plague Squall (200CP):
Nurgle has prepared such an array of diseases in his putrid existence, and he is happy to accept test subjects for his projects. Once per day, you may designate a target within your sight to be suddenly and violently afflicted with one of Nurgle's latest projects. The disease itself will not kill them, but without a cure developed or their death delivered,

they will most assuredly live the rest of their lives in horrible, agonizing pain, wondering why this happened to them.

The Walking Plague (200CP):
The servants of Nurgle are a conduit of disease and rot, slowly murdering all that they touch until they are stopped or until there is nothing left to infect. You can freely disperse one disease within yourself at any time as an miasma that emerges from your body. Any that come into contact with this gas are almost surely infected with the disgusting afflictions emanating from your body. Do keep in mind that you can only infect with on disease at a time, and that the disease spread in a small aura around you through that gas, so ranged attacks on you are still safe.

Afflicting Brew (400CP):
A persistent depiction of the beings of Nurgle are those who create all sorts of vile substances in the comfort of their own realm, and this is not without some truth. Even with very rudimentary tools and methods, such as a simple cauldron and a stick, you will find that you are able to take almost anything that you can find and create something truly harmful with it. The most effective substances are things with previously existing harmful qualities, like the venom of a dangerous spider or the rotting meat of an unnatural beast, but you'll find that just about anything has its share of downsides that you can bring out to great effect. Also, you become a pretty good cook!

Everlasting Decay (400CP):
Nurgle represents the rot and decay of the body, of course, but that is far from the only thing that Nurgle represents. Even the materials of the world, like wood and metal, are not safe from the cycle of Life. Metal rusts, and trees die and rot away like anything else that lives. With a touch, you can cause very rapid decay on on anything that you desire to be hastened to their doom. Living beings can resist this, but it's true effect lies on the weapons carried by those who resist Nurgle's gifts, Swords will rapidly rust and eventually shatter, and even arrows loosed from archers will fall apart, their fletching decaying into nothing and their tips blunted by the ceaseless aeons of an instant in Nurgle's grasp.

The Lord of Plagues (600CP):
Nurgle smiles upon you for your dedication to the natural cycle of life. Feeling very grateful to his new child and wishing to spoil them like a newborn baby, he grants to you one of his best blessings. You can be inflicted with many diseases, but oddly enough, you will not feel your body bloat and decay away. Instead, you will feel...stronger. The negative effects of diseases no longer affect you, but their positive effects will remain

thanks to the work of Nurgle. A disease that causes your brain to rot and your bones to harden will result in only creating stronger bones for a better body. A magical disease that causes your organs to slowly swell and fester, but potentially cause your body to remain alive far beyond the age it was intended to die will give you simply a far longer lifespan, as Nurgle feels that you are fit to remain and spread his rot and love alike to the world. This will affect absolutely all of the diseases you are afflicted with, and their benefits will remain always. But this is not all. Not only will you feel these effects, but any of your offspring, whether they be your true blood children or beings that grow from your body will inherit these diseases and positive effects as well. Let your love bless all your children.

Nurgle's Stagnation (600CP):
While it is true Nurgle represents Rot, Decay, and the Entropy of all things, he is also Stability, and Rigidity itself, unchanging, unswaying. Consider an old tree, and how it's surroundings change so much over the course of its life, but besides this noble tree's age, it remains exactly as it was, a sole remaining trace of what was before. Nurgle will allow you to bless an area with this very rigidity, spreading itself over a large city at most or perhaps even a single home should it please you. That area will simply refuse to change for anything but the strongest magics. If a castle is blessed, then those who seek to siege it will find that cannonballs simply bounce off the walls and refuse to leave even a mark on their target. They may ram the gates all they wish, but it will simply not budge. They could perhaps use ladders to scale the walls, but actually changing the walls to suit their needs simply will not do. Keep in mind that the people in this blessed area can still die, and if a mage with truly immense powers blasts at those gates, it is no longer guaranteed that they will hold.

Perks of Slaanesh

Mark of Slaanesh (Free, Slaanesh Only)
Upon your body, Slaanesh leaves their Mark to show to all that you will now serve your own whims and passions, and nothing else. You will quickly find that your body no longer feels the same as it quite did. You are far more quick and agile, your actions bearing the same grace as the Elves display with their every move. This is useful in battle, as you quickly settle into a dance of death that is unnaturally swift and precise. You may also choose one skill that you will gain a truly unmatched level of skill at. Whether you are an artist whose works cause all onlookers to weep at the perfection of your work or a bard whose singing and music all but leaves onlookers infatuated and entranced, you represent the very height of aptitude possible. But is it truly good enough?

Dreams of Desire (100CP):
Whenever you go to sleep, you will have truly wonderful dreams. In your land of sleep, you will find yourself in a situation intended to please you thoroughly. Whether you find yourself cutting down your foes in battle with quick and surprised strikes like a god of death, or caressed by the touch of a hundred lovers, you are guaranteed to have a truly enjoyable rest that you will find invigorating...as well as revealing to you your truest desires. While you may wake up slightly disappointed that it was only the realm of dreams that you indulge yourself in, you are now much more sure of how you want to pass your time that day…

Salacious, Scandalous, Sensational (100CP):
You are now a master of alliteration and prose, practically able to talk in masterful poems on the drop of a hat. People will find this extremely impressive and as a result be more attentive to what you have to say, taken with your manner of speech and if nothing else, amused by truly massive dictionary that you must have in your head to speak so eloquently and *verbosely.*

Sadist-Masochist (200CP):
The servants of Slaanesh often revel in pain, one of the strongest sensations your body is capable of without requiring substances or strong blessings of Slaanesh. Who the pain is delivered to is usually irrelevant, they love to give and take in equal measure. Whenever you're dealt a particularly painful wound or cause great pain on another, your body is enhanced somewhat, making you slightly faster and stronger. It will also be much harder to break your mind when you are feeling pain. The more pain, the *better.*

Aesthetic of Slaanesh (200CP):
You feel the invisible caresses of a thousand different hands, some caressing you like a lover, some clawing at you with truly sharp nails, driving your body wild in so many different ways. You feel both elevated and stooped low, dominating but also dominated. This continues for some time, but when it stops you are shocked when you next look into a mirror. Your face has been changed to what you would deem most beautiful for yourself, your features perhaps more rough and sharp, oozing masculinity. Or perhaps you desire something much more feminine, your skin becoming milky smooth and your gender, if male before, becoming truly questionable. The rest of your body changes as well, to match your face. This does not change your body's capabilities, your strength and athleticism being the exact same as before. It is simply an aesthetic change to match the ideal you.

Intoxicating Personality (400CP):
There are some in Slaanesh's cults who believe that a truly unnatural charisma makes one a fine controller of the mind. Most people's desires can be achieved by having others do the hard work for them, so it is not a rash assumption to think that through manipulating others, you can get everything that you ever wanted. You now possess a absolutely startling amount of this charisma, which lets you easily accomplish small things like getting someone into your bedchambers, but where it truly shines is diplomatic actions and palm greasing. It would be child's play to establish an impressive cult within a week, and even the machinations of a nation are within your grasp.

Confident Display (400CP):
It is such a shame. Many of Slaanesh's warriors have bodies that they wish to show to others out of vanity and pride, yet to do so will leave them tragically exposed and result in a quick death on the battlefield. Slaanesh has decided to let your beauty shine no matter the situation, however. You no longer need to be fully protected by your armor, for as long as your outfit is still made from good materials and would be considered by most to be sensual and revealing, it would be as if you were wearing a full set of plate mail. This means that instead of running around in bulky and hot iron plate, you can wear a bikini make of iron chainmail and receive the exact same effect. This works with more stern materials of course, including the Chaos Armor given to the Chaos Warriors. If you possess a set of Chaos Plate from this jump, you may visually change it to something more revealing if it should please you.

Jumper the Magnificent (600CP):
Slaanesh is pleased that you have decided to give into your base urges. The Prince of Excess promises you that with their help, you can enjoy everything that you love with no restraint, no shame, and no regard for others. Slaanesh vows that all of the world shall be your plaything. The people in it, from this day forth, will be no different. From now on people will ignore the negative aspects of your personality entirely, and seek to please you for they believe that only through you will they gain the opportunity to succumb to their desire fully as you have. But sadly this will never come to pass, for Slaanesh's mountain of pleasure only has one summit, and you will stand at the top. Mortals with only average willpower will quickly throw away their very lives and virtues simply for a chance to be elevated by you. However, some will not submit, for their grasp on foolish notions like honor and purity are strong. They may even be able to bring sense to those under your spell, but if you can silence them or make them submit with your own personal...attentions...then you will be left unopposed.

Glorious Perfection (600CP):
Slaanesh believes in mortals being able to fully express themselves. What reveals your soul and passion quite like stealing the show and revealing the extent of your abilities? An artist can sometimes convey his love through a painting far more strongly than with any mere words, after all. But some lack the ability they need to reveal themselves to the world, and Slaanesh finds this displeasing. Through you, Slaanesh will reveal to others their passions. At will you may create a powerful drug, whether in the form of a powder that must be snorted or some other kind entirely is up to you. You may focus one of your skills, such as swordplay or singing or dancing into that drug. When it is taken the user will experience a high in strength that reflects how good your talent is at that skill. The user must then survive the toll that the drug has on their body, which depending on the user and the level of skill granted could be a risky proposition. A general rule of thumb is if the skill is something a normal human could a achieve, a normal human can survive the drug. If that skill has become superhuman, then it may be necessary for the recipient to have a body that is stronger than a human's to "safely" take the drug.

Should the user survive through the whole process, they will fully acquire the skill that was inside the drug and they will retain it permanently. Keep in mind that the skill must be something that the user is actually capable of using. Attempting to make someone who is completely incapable of a certain magic better at that magic is pointless.

Perks of Chaos Undivided

As stated before, Jumper, the Ruinous Powers have managed to set aside their differences for the first time since...well, Archaon, and have all agreed to sponsor you. The road of Chaos Undivided comes with many rewards, but it also comes with several great risks. But we shall get to those later.

For now, let's simply go over what you will receive for your choice.

- You gain ALL of the Marks of the Gods. For free.

- The Chaos Gods will no longer consider punishing you for taking the blessings of different gods, both in-jump and in regards to the perks you buy here.

- You gain 600 extra CP to spend on perks, and perks alone. You may receive a discount on one 200CP perk and one 400CP perk for each God.

"Well, this is fantastic!" You say. "...What's the catch?"

I did say before that not all the Chaos Gods will not suddenly grant truly great favor to a warrior that did not commit to any one God. Chaos Undivided is the path of great rewards, but it is also one of great risks. Here is the catch.

There is no discounts whatsoever for 100CP or 600CP perks.

This simply means that you are almost entirely denied the greatest of boons from the Gods in regards to perks, but your decision has caught the eye of the Gods, and there's no telling how powerful you can become over the next ten years if you impress them enough.

Great power still awaits you out there. But you will need to seek it yourself.

You may still buy items however you please, there are no restrictions.

Mutations

A mutation is the first step on the road to certain doom. Due to a foolish mistake or even purely at random, a mortal's body changes and marks them as a vile Mutant forever. Although some mutations can be concealed, others mark the mutant so thoroughly that their only choice is to die or flee to the only places in the world that could possibly accept them. This exact scenario is how many Warriors of Chaos come to be, for no one in the Old World will truly accept those touched by the taint. While most mutations are useless or outright unhealthy for the mutant some are completely beneficial for the mutant, for some mutations are not gained at random or the ire of the Chaos Gods, but as invitations from the Gods towards a new path.

Chaos Warriors get two chosen Mutations for free, and Marauders get one. More mutations may be bought by all for 50CP.

Tail:
You grow a prehensile tail that comes from the base of your spine. The tail's look is largely up you. It can be reptilian, demonic, or even outright bone. You become more agile, since the tail acts as a counter weight and helps you keep your balance.

Thick Fur:
Fur rapidly grows across your entire body, giving you a very animalistic appearance. The fur lessens the impact of blows and as a result you are now more durable.

Strange Voice:
Your voice rapidly changes into a totally different sound. You may choose to sound however you like, perhaps gaining a loud, booming voice that demands attention from all, or even something that sounds eerily close to something you know…

Spit Acid:
In your mouth you will suddenly grow special glands that slowly produce a very potent acid. At will, you may release this acid in the form of spitting it wherever you want. The acid is strong enough to easily melt flesh and even does quite a bit of damage against good metals.

Powerful Legs:
New muscle will suddenly grow in your legs, and as a result you can now run at very high speeds and make great leaps into the air. Your legs will still look the same as they did before.

Multiple Arms:
Two new arms sprout underneath where your other two arms should be, giving you a total of four. These arms are the exact same as the other arms that you already possess, so they are just as strong and just as useful.

Horns:
Great horns sprout from your skull and are now a prominent part of your head. Your neck is also strengthened so that you can reliably use them as a weapon when you headbutt your foes. The design of them is left to you, but most horns carry marks of the Dark Gods subtly engraved into them. The horns can disappear temporarily should you need to don a helmet.

Fangs:
Your teeth sharpen and become surprisingly useful weapons when lacking anything else. Whether your teeth become reminiscent of a vampire or all evenly sharp, they are always just as effective. Try not to bite your tongue too much.

Claws:
The ends of your fingers rapidly change, sharpening to the point of becoming dangerous weapons should the need arise.

Regeneration:
Initially it will seem as if nothing has changed about you, but the first time you take a wound the mutation will become apparent. Your body slowly but surely stitches itself together, wounds closing of their own volition faster than should be possible. While great wounds are still a concern, medical attention for smaller cuts and gashes is essentially pointless for you. Sadly, hacked off limbs seem to stay gone.

Wings:
You will suddenly sprout a pair of decently sized wing from your back, which are capable of flight but the process of flying will tire you quickly, making long distance flying quite an ordeal. If you pay 50CP, these wings are actually quite large in size and much less tiring to use, allowing you to easily fly at your discretion. The design of the wings is up to you. Chaos Warriors can use both their free mutations in order to get the Large wings.

Unnatural Appetite:
You feel a strange shift in your belly, and find that you can eat and digest just about anything that would be otherwise stupid to consume. Rotting meat and human flesh will no longer lead to health issues. Low on food and willing to eat your own boots? Can't hurt to try!

Flatulence:
One night while you slept, a tiny dying daemon snuck into your residence and attempted to take refuge inside your body. It ultimately perished and was left unnoticed, but as you go through your day you find out that your flatulence is so potent that it can literally knock those who smell it too long unconscious.

Zoological Mutation:
A part of your body that you choose changes into something closer to a certain animal's. You may now have the head of a Lion, for example. You might also grow the tail of a particular animal if you wish. The change is for the most part cosmetic, but some minor bonus appropriate for the animal is reasonable, such as a dog head having an enhanced sense of smell.

Blackened:
Your skin begins to tingle and rapidly darken in color, rapidly doing so until it becomes completely black. This has a surprising amount of uses, such as remaining camouflaged at night or against dark surfaces.

Chaos Organ:
A benign growth comes into existence in your torso. The mass of flesh actually contains miniature organs that serve as short-term backups should your organs cease working, whether through some kind of complication or from a deep wound in battle. The Organ will keep you alive when you would normally die for about a week, but if you cannot get that organ restored or your body otherwise repaired through intensive surgery or magic, you will finally die.

Headless:
With a good tug from yourself, you can remove your head from your body without fear of death. The head acts completely normal, and you can see see and talk, but you will need to carry your head or something in this state, for you have no neck to control your head. Having your head chopped off will no longer kill you so long as it was cut off at the neck. You may easily reattach the head.

Detachable Limbs:
Very similar to Headless, you can now tear off your and legs without any consequences. You can manipulate your limbs while torn off, and easily reattach them when you need them back onto your body. Tearing off your arm and throwing it at your enemies is likely ineffective, but will probably scare the hell out of anyone that sees it.

Alcoholism:
Curiously, your body reacts very positively to the effects of alcohol. Your strength and dexterity increases and your sense of pain dulls much more greantly than is normal. Your motor skills only suffer a small amount as well. This makes fighting while drunk, while normally a dubious advantage at best, a viable tactic.

Eyestalks:
Your eyes are now able to pop out of their sockets and be manipulated with the stalks that lie behind them. You can use this to get a closer look at objects and look around corners, as well as other advantages if you are creative with this.

Blood Substitution:
You blood has been permanently changed into something that is more amusing to the Dark Gods. Perhaps your bloodstream carries a strong poison that debilitates all that it touches, or tainted body fluids that disgust or even entice your foes. Even bugs are quite possible. When wounded, the new blood will spray liberally instead of drip and leak like normal blood.

Levitation:
You are surprised to find that your feet hover just an inch above the ground, although you can walk totally normally as if your feet were on the ground. You will still need to step over obstacles and can still trip, but even then you refuse to touch what lies below. Perhaps walking on the ground is...beneath you?

Multiple Heads:
An extra head sprouts right next to your normal head. It has it’s own neck, thought process and independence, but you maintain control of your body. The head can eat and talk totally separately, and the other being is just as intelligent as you are. Try to get along, you’re stuck with them now.

General Items

No discounts unless otherwise stated.

Blade and Hide (One Free, Chaos Marauder Only):
Marauders of Chaos are known to frequently go into battle bare chested with little desire to wear armor. Their weapons are either crude or of generally poor make, but it speaks wonders that these rabid killers manage to sack and pillage the better trained and armed southlanders on a regular basis. You possess a set of leather “armor” and a single mundane melee weapon of your choice, whether it be a sword with jagged edges or a two-handed axe.

Chaos Plate Armor (One Free, Chaos Warrior Only):
Many of the warriors that serve Chaos wear armor that proudly displays their devotion to the Ruinous Powers, but this armor is far beyond anything you’ll see possessed by the average mortal. Many of these sets of armor come from the hellish forges run by the Chaos Dwarves, and others are ancient relics passed down in important families from generation to generation. Some sets are even reported to be gifts from the Chaos Gods themselves. Each set of armor is covered in engravings dedicated to the wearer’s God, and many other subtle marks exist on them that make these armors appear truly profaned. This armor’s metals surpass anything mortal forges can make, and they are arguably one of the most resilient sets of armor known to exist. They are only rivalled by the masterwork Gromril armor from the Dwarves, which are commonly believed to be made of the strongest metals in the whole world.

Many consider warriors wearing this armor to be almost invincible, and for good reason. Arrows clatter off harmlessly and mundane weapons often fail to damage the armor in any notable way. Some even say that they have seen weapons shatter outright when they strike a set of Chaos Plate. What’s more,this armor feels like a second skin to the user (although some Warriors of Chaos are unfortunate enough for this to become literal), often feeling almost weightless and laughably easy to move in compared to normal sets of armor. The armor will also change to fit the wearer, so it will still be perfectly usable despite any sudden mutations. A final great boon of Chaos Plate is that most sets will slowly repair any damage done to them over time, a massive advantage for the Chaos Warriors, whose dark crusades are long and filled with bloodshed. You may import a set of armor to gain the same protections and bonuses as a set of Chaos plate if you like. You can also choose to change the armor to look more Chaotic or keep its looks intact.

Teeth of the Chaos Gods (Two Free, Chaos Warrior Only):
You receive two high-quality melee weapons of your choice. Many Chaos Warriors opt to carry two weapons into battle, eager to use both their hands for killing. These weapons are still mundane, but highly reliable and you can depend on them always.

Daemon Name (100CP):
A Daemon Name is often granted to a truly blessed servant of Chaos, often in preparation for the reward of Daemonhood. Sadly (or perhaps thankfully), you will not receive that boon, but the Daemon Name itself carries a great deal of weight among the Northern tribes and even the ranks of the Chaos Warriors themselves. In commemoration you receive a large seal of sorts that seems to mock the seals worn by troops of the Empire that is topped off by the eight pointed star rather than a seal of wax. On that seal your deeds in service to Chaos will be written automatically in the tongue of the daemon, and all who look upon the seal will understand your importance. You may affix this seal to any armor you possess, including your Chaos Plate, should you possess it.

Chaos Weapon (200CP, discount Chaos Warrior):
Chaos Weapons are usually bladed weapons of some form that have either been awarded to an exceptional servant of the Chaos Gods or have been (un)naturally created through continuous contact with the energies of Chaos. Ranged Chaos Weapons do exist, but the Chaos Gods normally look down on cowardly ranged combat so weapons of that type are exceptionally rare. Chaos Weapons are certainly dangerous, but they are essentially a lesser form of a proper Daemon Weapon and are usually awarded to the lesser servants of Chaos, as opposed to their great Champions. They are unnaturally powerful, but they will not strike horror and awe like Daemon Weapons do.

When this item is bought, you may choose TWO Traits from the Weapon Trait table to grant to the weapon. If you possess a weapon that you would like to import as your Chaos Weapon, you are allowed to do so free of charge.

Items of the Gods

The Chaos Gods has a plethora of artifacts scatters around the world, their dark taint affecting them in unpredictable ways. They have agreed to allow you an opportunity to acquire a few of them.

Servants of a particular God get a discount on their God's items. They also receive their 100CP item for free. Those of Chaos Undivided get a discount on 100CP, 200CP and 400CP items.

Items of Khorne

Helm of Iron and Blood (100CP):
This helmet has been seen on the heads of many Champions of Khorne, constantly being taken and worn as a trophy by other champions when the owner was killed. As it was passed along, it seemed to gather a curious effect. Those that wear their helmet are able to artificially inflate their rage, becoming immensely furious over absolutely nothing. The helmet is of good construction, and if the wearer has a set of Chaos Armor on when it is first donned, the helmet will take up the durability and traits of Chaos Armor when put on. Otherwise it is simply a fine helmet. The Helm sports a pair of sharp, massive horns which can literally be used to gore enemies like a bull.

Banner of Rage (200CP)
This banner is inscribed with daemonic words and the sigils of Khorne, and all who look upon it feel their inner rage flaring wildly, driving them into furious killing should even the smallest excuse provide itself. This is extremely useful for warding away cowardice within the ranks, and is considered a holy item by most servants of Khorne, so those willing to carry it into battle are treated with great respect.

The Collar of Khorne (400CP)
This spiked collar is worn only by the greatest champions of Khorne and his many Daemons. Khorne's immense hatred of magic is reflected in this collar, which protects the wearer against ANY spells that aren't impressively strong or are casted by a weak-willed mage. This is not complete immunity, but you may stride much more confidently into battle knowing that underhanded tricks are of no concern. Normally, these collars are impossible to remove, but this one is able to be unclasped and removed if you desire.

Khorne's Anvil (600CP)
This massive anvil is a one of a kind gift from the Master of Murder, completely engraved with the markings of Khorne. It will seem like it is otherwise unassuming until you begin creating weapons on it. Weapons that are hammered into shape in this anvil will be of masterwork quality regardless of the metals used, and they are eternally sharp and will never wear and tear. But this is not the greatest gift of the anvil. Khorne is willing to use the souls of magic users who are sacrificed on the anvil to grant a weapon a magic effect that reflects the magical "strength" of the mage that was sacrificed on it...with no limits. This may seem hypocritical for Khorne, but Khorne believe that magic weapons made from a subjugated mage is perhaps the greatest example of might over magic, and the weapon's existence confirms his ideals.

Items of Tzeentch

Eye of Fate (100CP):
Supposedly the eye of a nameless Chaos Lord who fell in battle, the self-assurance of the previous owner now seeks to guide you. This constantly bleeding eye will move itself in your hand, always looking the the direction of a solution for a current problem that you designate. It will give no more answers than that, but you will always know where to start looking.

Tome of Secrets (200CP):
This journal looks completely unassuming at first glance, but when one looks inside they will find that no matter how many pages they turn, the journal will simply have more pages available, the texts on those pages perfectly preserved regardless of the conditions. This will make an excellent place to write down information you keep to keep but also remain private, for if any who are not welcome attempt to take or open the book will be on the receiving end of a powerful blast of magic that will likely take off their hands and arms. The book will also magically notify you that an intruder is attempting to steal your precious secrets.

Talisman of Tzeentch (400CP):
This silver amulet with a large blue gem allows Tzeentch's Sorcerers to magically store some of the Winds of Magic to be used at the Sorcerer's discretion, rather than rely on the whims of the Winds for the magical energy that they need. This special pendant is made specially for you, and it can store ANY kind of magical energy to be used whenever you desire. You can utilize some of the stored energy as fuel for spells or use

them for some other nefarious purpose, but there seems to be no upper limit on how much can be stored. You may import another piece of jewelry if you wish.

Eternal Library (600CP):
Over the course of your life, you will learn so much of magic that it will become utterly impossible for a mortal to fully comprehend the extent of your mind, but with this warehouse attachment you might be able to help others stick their toes into the sea of your knowledge. This massive library can be access by a door in your warehouse that will automatically add books written from your magical knowledge. You could find absolutely every single magical technique you know somewhere in this library, and the library will keep expanding in size to accommodate your swelling intellect. The library will keep expanding and the books will come into existence with no upper limit, meaning that over the course of your adventures this could become the most complete source of magic knowledge in all of the multiverse.

Items of Nurgle

Plague Bombs (100CP):
These chunks of flesh appear relatively normal...until they are intentionally infected with a disease or injected with a poison, which will cause the flesh to swell grotesquely. This hunk of infected flesh can then be thrown and will explode on impact, causing infected pus to spray liberally in all directions with a gut-wrenching odor. These are extremely useful for breaking battle lines and quick infections of cities in urban warfare.

Mindrot (200CP):
This badge of honor previously belonged to a brave Bretonnian Lord before he was graced with Nurgle's touch, causing him to despair and join in servitude to the Plague Lord. This badge's meaning has been...technically preserved, for when it is affixed to armor it protects the user from despair, instead transferring that mental affliction onto others around them. In your case, the badge causes deep despair and horror when seen by the enemy, and if your mind should be sent reeling from some manner of horror, its effects will be passed onto your foe.

The Suppurating Plate (400CP):
Import a suit of armor to be blessed by the Lord of Decay, which can include your Chaos Armor. The armor has now become such a beacon of rot and disease that so much as making indirect physical contact is certain doom. The blades that strike you will rapidly rust as your infections run up the blade and into the wielders arm, his attack

causing his own demise. Animals that bite the armor have their jaws rapidly rot off and amd the skin fall off of their skulls. Worst of all, the armor almost seems to bleed a green slime that destroys all it touches, splashing outwards when struck to attack anyone in the vicinity. Cultists of Nurgle might ask for you to touch them with this armor in hopes of being blessed with it's innumerable amount of blights.

Nurgle's Seed (600CP):
This small, unassuming seed is far more significant than it's appearance lets on. Planting this seed into the ground will rapidly have an effect on the earth itself, the horrifying changes it makes are so visible that you could follow the path of destruction. The ground will rapidly become infected with Nurgle's favorite diseases, as well as diseases that you have within yourself. Animals will be rapidly changed by the afflictions now coursing through the ground itself, and humans will be no better off, kept alive but quickly becoming bloated shadows of their former selves. This infection will go on for miles in every direction from the seed until it quickly stops, creating a clear infected zone on the world. Over time, new plants and wildlife will come into existence, based on the things that lived here before but markedly changed by Nurgle's touch. You will inherit a kingdom of rot and ruin, for the creatures left in this area submit to you as their glorious tainted master. You gain one new seed every jump.

Items of Slaanesh

Irresistible Jewelry (100CP):
This box of jewelry has perhaps some of the most high-quality necklaces and rings that you've ever seen, and they will quickly prove to be very popular at social gatherings and high-class occasions. They give you an air of confidence and presence that makes you very prominent socially, allowing you to tempt and manipulate others with the aid of their subtle effect.

Artist's Tools (200CP)
This set of paintbrushes and sculpting tools are simply perfect for their mundane uses, but they have a use beyond mere tools to create art. You can use them to literally remake the appearance of others by magically changing the flesh how you please. Under your touch, the ugly would become astonishingly beautiful, and the entire process is so pleasurable that others might ask you to change them purely for how it feels.

The Jade Idol (400CP):
This is a small statuette of an androgynous individual, covering their chest and groin with their arms. It seems like a small conversation starter and nothing more, but it is more than that underneath the surface. When placed in a dwelling, such as a church or a bar, regulars will over the course of a few days feel an odd excitement stir in themselves. Their repressed desires will become harder to stop and eventually all will gather not for what they originally planned to do, but to release these strong despires. Even if it is done in secret, occupants will eventually drop all pretenses and party, potentially creating a Slaaneshi cult over the course of a few days. The new club will simply acknowledge you as their new leader and allow you to indulge yourself with them as the master.

The Ineluctable Standard (600CP):
This standard shall change the way you fight war forever. This banner allows all who see it to just barely live out their darkest desires inside of their head, stopping short of truly experiencing them. This drives them to complete and utter madness, the their greatest pleasures just out of their reach. Marching through town with this might allow you to take it with the least deaths in history. Armies that see this standard will almost unanimously surrender and beg to be taken captive, hoping that you will give them what they so desperately want. However, exceptional individuals can resist this standard and wake up others from their fits of desire, but they are one in a thousand. A surrendering army will still have pockets of resistance due to these people but mobile and fast troops can easily cut them down, leaving only your willing slaves to use however you wish. Praise be to Slaanesh.

Daemon Weapon (500CP, No Discounts)



"For seventeen, long centuries have I remained in this blade, confined within these metal walls. During all of my time of imprisonment you are the first I have seen who is worthy to bear me into battle. Come, take my hilt, and I will serve you in the manner of my kind, drawing blood of your enemies, protecting you in the midst of the fight, bringing you safely home again. Now, draw me from the scabbard and test the fineness of my balance. See how easily I swing, how my keen edge cleaves the air. A good choice, am I not? Willingly you picked me up. Your first mistake. Willingly you drew me. Your second mistake. I do not allow my servants to make three mistakes, foolish mortal..."

The Daemon Weapons of Chaos are perhaps the most terrible weapons in all of the world, mighty not because of the sharpness of their blades or the weight behind their strikes, but for the horrible evils that lie within it. Forged at the very heart of the Chaos Wastes by truly mad servants of the Ruinous Powers, these weapons contain within them a being feared by many - a Daemon. These weapons are no longer truly weapons, but unholy vessels, and servants of Chaos in their own right for they are always sentient in some fashion. Daemon Weapons are created with a specific warrior in mind and each one is perfectly suited to their wielder.

Upon the purchase of this weapon, the very Chaos Voids themselves project the howls of the daemon being forced inside your blade and upon its completion a whole cult of eyeless cultists will claim the weapon and seek you out to bestow it upon you. Their

eyes are gone because they are unworthy of so much looking upon your new weapon. Once you receive the weapon they shall disappear, never to be seen again.

Each and every Daemon Weapon possesses the following traits.

- They are a beacon of unnatural energies, and most magic users not aligned with Chaos may become utterly horrified with the truly unnatural thing that they can not just see, but really *feel*. Mages in other universes may not react so dramatically, for they have no true connection to the weapon, but they will still have a good idea of what they are looking at and aren't likely to overlook it.
- Daemon Weapons care not for whether their victims are even of the material realm. These weapons can do harm to virtually anything they strike, including spirits such as ghosts. The magical protections of this world are unlikely to be sufficient to stop this weapon.
- You may make use of the abilities and weapons skill of the Daemon trapped inside the weapon when you are using it.

If you are dedicated to a single God, you are required to take the Daemon dedicated to your God for the weapon. Those who are on the Path of Chaos Undivided may freely choose the Daemon inside. **You may import any weapon you possess (Barring Chaos Weapons) to be the host for the Daemon, including ranged weapons if it please you.** These Daemons are normally troublesome at the best of times, but as a special consideration, you will find that your God(s) have totally broken the will of the Daemon you receive, so while they may show their usual problematic traits to others if you do not step in to reign the demon in, you are safe from their treachery.

Khorne: The Bloodthirster.

The greatest Daemon of Khorne, the colossal beasts exist only to kill in Khorne's name. The Bloodthirster is a true master of war, able to use it's raw strength to destroy all who oppose it in battle and can outmaneuver even the most genius of human generals. Bloodthirsters on this earth are known to be totally unstoppable, and while trapped in your weapon it will grant much of it's martial mastery to you. Even the most inept and incompetent fool will find himself able to butcher entire elite regiments on their lonesome, and by bearing this weapon you will also be tutored by the Daemon on tactical acumen, making you a virtually unstoppable force as a commander as well as a killer.

The Daemon itself is a rowdy sort, and will happily urge on any slaughter you commit with great fervor. Great prowess in battle will earn it's surprisingly deep respect.

Tzeentch: Lord of Change.

The Lord of Change is Tzeentch's greatest Daemon servant, known for being wholly unpredictable and truly manipulative. Many short-sighted fools have attempted to outwit these beings, only to be crushed utterly by the incomprehensible amount of trickery these beings are capable of. These Daemons are true masters of magic, and having this Daemon within your weapon will result in an absolutely monstrous amount of magical power available to you from this world, secret spells and long forgotten techniques and rituals revealing themselves to you by the Daemon's will. The Daemon will also give you counsel when desired, and it's intelligence will quickly prove to be valuable to you.

The Daemon is often sarcastic in its dealings with you, but press it enough and it will eventually tell you the truth about what you wish to know.

Nurgle: Great Unclean One.

Nurgle's most powerful Daemon is the Great Unclean One, who are capable of bringing everything that crosses their path into despair and rot, their presence absolutely impossible to mistake. It's innumerable diseases permeate in the air, and anything that comes into contact with the blade is all but guaranteed to rot and decay away, perhaps before the weapon makes contact with its intended target. You will also become nearly impossible to kill through any mundane means, save for being blasted apart so strongly that there is absolutely nothing of you left.

This Daemon has a surprisingly fatherly view of you, and will often tell you tell you jokes even while on the battlefield.

Slaanesh: Keeper of Secrets.

A manifestation of both temptation and torment, the Keeper of Secrets are Daemons of Slaanesh who wholly represent Slaanesh's two-faced nature. When they arrive, they entice the minds of all mortals who lay eyes on them with their impossible charisma, and despite their hellish appearance most cannot bear to tear their eyes away. In battle, the Daemon flows through the enemy like water, and carves them to pieces with unnatural precision. You will receive a gargantuan boost to any skill of your choice, the skill now likely unmatched by any mortal alive which is the result of the Daemon being practiced in almost any hobby and pleasurable activity. Your agility is now utterly otherworldly, a trait characterizes Slaanesh's kind.

In times of peace, the Daemon will likely seek...entertainment from you, but the Daemon knows better than to force you to try anything you are not interested in.

Chaos Undivided ONLY: Drach'nyen.
How incredibly unusual. A Daemon that has ties to all four of the Chaos Gods is virtually unheard of, but it seems that the Ruinous Powers are willing to give you a Daemon that has remained entirely silent...until now. This Daemon was born from the very first murder that occurred long before Sigmar had even been conceived. The Daemon has a truly immense amount of knowledge and lore it can grant you and no shortage of power, but it has been in a sort of sleep for thousands of years and as a result is not necessarily a great expert in any one area. The Daemon grants you some of the benefits of all of the Daemons above, but their effects will be not be of full strength. You've gained the immense power of a Greater Daemon, make no mistake, but the term jack of all trades is only appropriate.

The Daemon is for the most part silent, but the process of forging it into a weapon has served to simply awaken it rather than break it. It is very curious about your otherworldly nature and desires to understand its wielder. You will find it surprisingly civil, so perhaps it did not necessarily even need breaking.

Weapon Traits

Daemon Weapons are forged out of all kinds of different materials, and different smiths can use different techniques in their almost infinite madness, so Daemon Weapons are completely unique and take up a myriad of different Traits. Many Daemon Weapons are capable of much more than what was listed above, but should you buy a Trait here you can rest assured that the Trait is always within the weapon's capabilities, regardless of the circumstances.

Select five Traits for your Weapon. You may buy more for 100CP each (Daemon Weapon only).

Breathe: When holding the weapon, you will be able to safely breathe in any environment, including underwater or in a vacuum, should you end up on the receiving end of some strange spell.

Blood Drinker: The weapon turns out to be completely hollow on the inside, with small holes along the blade, but it remains an completely effective weapon. The reason for it's hollowness is revealed when it bites into its first victim. The weapon rapidly drains the blood of the victim, potentially completely exsanguinating them with enough strikes.

Commanding: The runes etched along the blade inspire loyalty and fellowship in others, indirectly making you more charismatic to absolutely all sorts of creatures, including even daemons to some extent.

Animated: The weapon has gained the ability to control itself independently from yourself. At will, you may allow the weapon to take control of itself and fight on it's own by levitating, allowing you to essentially fight side by side.

Cool: Looking at the weapon, for some strange reason, seems to fill you with confidence. Your willpower becomes stronger when wielding the weapon, and you are far more self-assured.

Singing: As the weapon is swung, it whistles with an oddly enticing tune that greatly tempts enemies to drop their guard and come closer for a better listen. Those with high amount of willpower can resist this effect somewhat.

Mutating: Your weapon is intrinsically tied to the energies of Chaos, and as a result foes that you strike with this weapon may gain a minor mutation, such as growing a horn or having extra extra eyes sprout on their arm. Consecutive strikes will result in more mutations. Daemon Weapons are likely already corrupting, but now your foes will rapidly mutate simply by being within proximity.

Mind Eater:
Strikes from this weapon will sap away at your victim's intelligence, which grants a very obvious advantage over your foe in their confused daze. Consecutive attacks can result in greater losses, and your victims can eventually be rendered braindead and die.

Resilience:
Weapons with this Trait become extremely durable, with Chaos Weapons becoming able to take horrid amounts of punishments, and Daemon weapons go from physically unbreakable to *completely* unbreakable, regardless of what magics or other means are used..

Screaming:
When drawn from it's sheathe, the weapon makes an unearthly cry that terrifies all enemies that hear it, and even great heroes are unnerved by the voice that *cannot be*.

Hurling:
The weapon becomes extremely easy to throw great distances, making it a good ranged weapon in a pinch. When the weapon hits it's target, it briefly shimmers and returns to the owner's hand. You may return your weapon to your hand regardless if it was thrown or not.

Enchanted:
The blade is covered in glowing blue runes and feels much easier to handle, making the weapon more quick. If it could not before, the weapon is now capable of dealing damage to beings that are not susceptible to mundane weapons like spirits. If it already could, it becomes far more powerful against these creatures.

Enfeeble:
Victims that are struck with this weapon lose muscle mass and generally become more physically frail. Consecutive hits will result in more losses, and the victim's body can eventually completely shut down and die after too many hits.

Maddening:
Those struck with this weapon will feel their sanity begin to crack and crumble, their grasp on reality rapidly slipping as they take damage from the weapon. At most, victims can be reduced to a gibbering, cowardly mess that will never truly recover from the weapon's effects.

Relic:
Well, this is certainly odd. Most weapons of Chaos are made from materials found from the forces of Chaos or other evil and maddening creatures, but perhaps in a fit of madness or a strange oversight, some of the materials used for the weapon were from a wholly good creature. Rather than corrupt, it cleanses the taint of Chaos and other evil forces from it's targets and as a result is effective against daemons and corrupted beings. The wielder will also slowly feel the the blade remove the taint from their body over the course of weeks, and if allowed to finish it's ministrations the wielder will have the taint totally removed and all traces of their fall are gone. What do you intend to do with this? The gradual removal of Chaos taint is optional for the userif you have no use for it.

Morbid:
Rather than directly destroy or corrupt, this weapon seems to affect its victims by causing them to fall into a deep depression with every strike. With each blow, your

enemies lose all hope for the future and with enough strikes they may simply decide to finish the job for you by killing themselves.

Swiftness:
The weapon was crafted with some of the lightest materials possible, and after the weapon's corruption the result was a weapon so unnaturally quick it leaves afterimages of it's previous locations when swung. Such a weapon is extremely difficult to defend against.

Firestorm:
The weapon has been enchanted with the soul of a sorcerer who failed too greatly to be allowed to live. The weapon's blade will erupt into flames when drawn, and it burns so hot that when it hits its target it often causes them to erupt into flames as well, potentially causing a slow and excruciating demise.

Lashing:
The weapon initially appears oddly fragmented, but when you press a switch on the weapon it extends into a bladed whip. Such a weapon requires quite a bit of skill to use, but the unexpected shift and the extra length of the weapon will likely prove to be a large advantage.

Summoning:
This weapon has the eye of the Gods, and it's every movement is watched by some of the beings beyond the veil. Whenever you kill a foe, there is a small chance that a Lesser Daemon fitting of your god will arrive to assist you in battle. Those of Chaos Undivided will receive a random Lesser Daemon from any of the Gods. These Daemons are not truly loyal to you however, so should there be no more enemies to fight or if they are bested in combat and slain they will disappear. It is possible to have more than one Daemon at a time but the chances are very low unless your death dealing is simply that quick.

Cursed:
Great magics were used on the weapon during it's forging, and as a result each strike carries with it a curse that causes wounds to refuse to heal. The wounds will remain open regardless of how much time has passed or what medical practices are used. This curse can be broken or overpowered, but the curse is unique and it would take some time researching the curse before a magical cure could be made, and the magics required to simply overpower the curse would have to be immensely powerful.

Sharpened:
Many of the unnatural weapons of Chaos can easily slice through mortal armor, but this weapon has been magically enchanted to allow it to punch through even magically enchanted armor with ease. If the weapon is a Deamon Weapon, this gets to the point where physical armor has become essentially useless for your foes, the difference between metal and flesh is non-existent.

Steeds of Chaos

Some of the elite Warriors of Chaos ride into battle on monstrous steeds, barely controlled creatures with an ache to spill blood that rivals their master's. For many of the tribes of the north, horses are a necessity, since they are strong enough to carry each man's belongings and that is a necessity.
Should you have a mount already, you may upon the purchase of a mount here import that mount into the role of the purchased mount - a mere horse becoming a mighty Chimera or Chaos Dragon.

War Pony (50CP, Free Marauder):
Perhaps the product of excellent Hung tribe horse breeding, this horse is the pinnacle of speed and stamina for a normal horse. But that is the catch - the horse is otherwise normal, fit for a warrior of Chaos that likes to chase down their victims with great speed. The horse is not of any Daemonic nature, so it is well-trained and obedient.

Chaos Steed (100CP):
These dark stallions are the mount of choice for the brutish Chaos Knights. Colored black as night and normally the host to the mutations of Chaos, these mounts are now closer to the forces of darkness than their previous heritage. They bear sharp horns on their head and spikes on their hooves, and with a cruel intelligence they will use them in combat to gore their foes. These mounts receive ONE mutation from the Mutation table.

Daemon Steed (200CP):
The Dark Gods grant you a Daemon in the form of a massive horse to carry you to glory. Normally difficult to control due to their arrogance and belief that they should serve only a worthy master, this steed is completely faithful to you by order of the Ruinous Powers, and will serve you in all things. These horses are only granted to great champions of the Gods, for they are far stronger than any normal horse and move with

speed and violence in battle that leave foes mystified. These horses are superior to Chaos Steeds and possess THREE mutations from the Mutation table.

Juggernaut (400, Discount Khorne)
These Khornate Daemons from beyond the veil are no longer a purely biological creature, made of meat and bone. These beasts are somewhat similar in appearance to a bull in shape, but profaned armor and a series of cables hide the mass of corrupted flesh within. These beasts are extremely strong and eager to use their entire body as a means to slaughter your enemies. Some Juggernauts can be found alone on the battlefield, not because they never had a rider, but because the rider was killed but none had the desire to attempt to kill his steed next.

Disc of Tzeentch (400CP, Discount Tzeentch)
Previously a Screamer, one of Tzeentch's Daemons, this large flying disc was transformed by Tzeentch to better serve as a mount for his sorcerers. Round and flat, these Daemons are less traditional mounts to be ridden and more like...well, discs that you surf on as it flies through the air at greats speeds, giving you an excellent view of the battle, and a fine perch to cast your magics at a distance.

Beast of Nurgle (400CP, Discount Nurgle)
These disgusting amalgamations of different beasts are surprisingly friendly creatures, eager to play with others and even willing to allow those who can survive their plethora of Nurgle's diseases infecting their body to ride on them as a mount with mixed results. Ironically, these beasts want to play with everything peacefully, but due to their infectious nature kill all that interact with them. While most of these creatures are unable to focus on much more than play, this particular being is quite calm when serving as your mount, casually shrugging off almost all injuries and spreading its taint as it slothfully tramples on the enemy.

Steed of Slaanesh (400CP, Discount Slaanesh)
These Daemonic beasts make excellent servants for the children of Slaanesh, as their precise and swift movements make them useful for moving across uneven and dangerous terrain. They are extremely quick and their tongues are like whips, ripping the flesh of those that they lash out at. They are bipedal creatures, and possess an uncanny beauty that stun your enemies long enough for you and your unholy partner to do your work. Such is the danger of these mounts that Daemonettes often use them as their mounts of choice, and when encountered by themselves it usually means something is afoot.

Chimera (300CP)
These three headed monstrosities are perhaps one of the most dangerous creatures that are the product of Chaos' corruption. Some of these beasts shoot fire from their mouths like the Dragons of legend, others shave supernaturally sharp teeth that they strike at their prey with. Some Chimera are even coated in a beautiful ever changing pattern of colors that are a wonder to look at. These beasts are only ridden by particularly powerful Chaos Lords who have somehow managed to tame such a dangerous creature. Upon purchase, pick FIVE mutations from the Mutation table.

Manticore (400CP)
These giant beasts somewhat resemble lions, fur coating their entire bodies save for the leathery wings that sit on their back. These creatures are considered to be the apex predator in the north, easily killing and devouring anything in sight. Naturally, this means that if tamed they are a force to reckoned with in battle but taming such a wild creature is difficult to say the least. It's often said that it is better to fight several Manticores rather than a single Manticore and the one dangerous enough to ride it…
This Mount receives the Large Wings Mutation for free, as well as SIX free mutations of your choice.

Chaos Dragon (600CP):
Spoken of only in whispers by the people of the north, these two headed beings are corrupted versions of the beasts of legend that are extremely rare and often sleep away the eons, never seen by the eyes of mortals. When anyone sees one of these deeply corrupted bringers of destruction, it is likely for the very first time...and the very last time. Their bodies are covered in extremely thick scales that ward off all attacks and their heads breathe fire that destroys all it touches. They rout entire armies with their terrifying presence and destroy all that are not wise enough to run. They are no longer exclusively powerful due to their nature, but in addition to the dark magics of Chaos, changed by the energies of Tzeentch. Although they are products of Tzeentch's meddling, they do not swear an allegiance to the Master of Magic and instead go where they please and ally with whomever they will, for they feel that they are above the plotting of the Gods and instead see themselves as the true servants. When a Chaos Dragon serves it serves because it wills it, not because it must.

Companions of Chaos

Jumper's Chosen (50CP per Companion):
Introduce your poor, poor Companions to the Gods of Chaos. Imported Companions gain 600CP and one Patron of their choice, and can take the Marauder background for the extra CP if you so choose. They are allowed to buy Daemon Weapons and get all the freebies that come with their background and Patron. Companions cannot take drawbacks nor take scenarios. You may spend 50CP to create an OC Companion as well, who have the same options as imported companions.

Chaos Warhound (50CP, One Purchase Free Marauder)
A large and unsightly creature, Warhounds are animals mutated by the powers of Chaos, making the animal into a violent beast. These creatures are relatively common, for watchmen often fear hearing a pack of Warhounds sneaking up on him and ripping him to shreds. These four hounds being given to you looks like a large demonic dog, and seems to act like a huge but otherwise normal housepet until you order it to attack something. Then it's violent nature comes out and you'll likely see thing torn to shreds. Chaos Warbands sometimes use tamed Warhounds en masse as cannon fodder.

Chaos Spawn Squire (50CP):
One day, you came across the leftovers of a battle, and found this rather short hunchback Chaos Spawn clad in robes rummaging through the corpses for weapons and supplies to keep themselves alive just a bit longer. The Spawn's mind seems surprisingly clear when it speaks to you, and whether you were interested in a slave to hold your weapons when you didn't want to or genuinely took pity on them you agreed to let them come along. The Spawn has no memories of their former life, but acts somewhat childish at times and constantly stays at your side to lend a hand when it can for it sees no other options for their life.

Bloodletter (200CP, Discount Khorne)
These Lesser Daemons make up the majority of Khorne's mighty forces, wielding fiery swords known as Hellblades that easily cleave through chaff and mighty heroes alike. These Daemon warriors exist to kill and only kill, the reason that Khorne favors them so. They revel in slaughter so greatly that they fight each other beyond the void simply for a chance to be summoned into the material realm and kill as men do. Though they are savage beasts, do not think them to be stupid. They do possess a cunning that often goes unnoticed on the battlefield.

Pink Horror (200CP, Discount Tzeentch)
Tzeentch's main Lesser Daemon, the Horror, comes not in one form but two. The first is the Pink Horror, which is the main form of the Horror. Pink Horrors focus on using their energies and magics to deal death to their foes, firing blasts of magic of their hands and mouths. Horrors are dangerous foes like this, but if seriously wounded the Horror will cackle and change into two of it's second form - the Blue Horror. These smaller beings are like Daemonic temperamental children, lashing wildly at their enemies and strangulating an tearing until they finally expire.

Plaguebearer (200CP, Discount Nurgle)
Created from the souls of mortals that have perished to Nurgle's diseases, these shambling Daemons carry some of Nurgle's most potent afflictions, slime leaking from their skin rapidly and their bloodshot eyes weeping pus. A Plaguebearers approach is impossible to ignore, the very winds that come from their direction are likely to make one ill, such is their diseased potency. Some say that Plaguebearers represent mortal's need to project meaning onto an uncaring universe, the bodies violated by the ages as they shamble forwards anyways.

Daemonette (200CP, Discount Slaanesh)
Beings cloaked in a perverse beauty as they dance through the battlefield, Daemonettes are the Lesser Daemons of Slaanesh. Obsessed with sensory experiences and glad to help others indulge in the intense feeling of pain, Daemonettes are uniquely cruel creatures that relish in the suffering of every mortal they kill. Their unnatural speed and agility make them horrifying creatures in combat, death often coming before one can even muster the effort to fight back. Such a creature should have no beauty at all, but the Prince of Excess decides what is beautiful and what is not.

Canon Companions (100CP/300CP)
Perhaps there is a denizen of this realm that you have plans for? Perhaps you simply want an ally in these trying times? Either way, I am willing to arrange a meeting between you and one fated individual in canon of your choice. For 100CP, you may receive mortal characters such as Wulfric the Wanderer or Sigvald the Magnificent. For 300CP, you may receive an ally that has already amassed massive favor from the Gods and ascended in some form. This includes those like the Daemon Princess Vaika the Bloody and Archaon the Everchosen...should you not have already chosen to try and best him.

Drawbacks

Are the best gifts from the Ruinous Powers not enough for you? Do you really want to put yourself in greater danger just so that you can get more power? ...I suppose that's a rhetorical question, we've done this song and dance before.

Arrogance (+100CP):
Many Champions of Chaos are sure of their great destinies, unafraid of what the future brings. To some extent this can be a blessing, but your confidence has become far more than that. When others tell you that your plan is bound to fail, you'll shrug them off and go through with it anyways. You're not quite stupid, but you will probably make very stupid mistakes.

Addiction (+100CP):
You are completely addicted to some sort of substance or action, and in your off time will do little else but indulge yourself. Your addiction could be anything from killing people to simple alcoholism, but your incessant need to partake in that thing will begin to grate on others.

Rash (+100CP):
An unsightly rash forms on some part of your body. It will never stop feeling itchy, and you feel the need to compulsively scratch and scratch until it subsides for a brief moment or bleeds. No medicine seems to impact it significantly and it is quite simply infuriating.

Madness (+100CP, +200CP, +300CP):
Your mind begins to twist. At 100CP, you develop very strange habits that may annoy others and waste a bit of your time but others will ultimately learn to ignore how you talk to yourself every now and again. At 200CP your mind is now genuinely stunted, your brain making connections that simply don't make sense and arriving at wild conclusions about situations and other people. At 300CP your mind is quite simply impossible to understand and you can barely function normally at all, needing others to help you with simple tasks. Some medical incenses and procedures may be able to relieve the effects somewhat but your mind will never be quite right.

Kill the Northmen! (+200CP):
Well, this is rather unfortunate. Whether due to your appearance or just bearing, people seem to figure out that you're in league with the Ruinous Powers just by looking at you.

It's impossible to convince the southern weaklings you are in fact not a servant of the Dark Gods, and hiding in plain sight is simply no longer viable.

Prove your Worth (+200CP):
The Gods often test their warriors, lest they grow complacent and weak like the "men" to the South. Whether you have done something to anger the Gods or perhaps they are simply interested in seeing your capabilities, the result is the same. Your Patron(s) will now occasionally guide champions and bring forth a Daemon to hunt or duel you to keep you on your toes. While the Gods will send nothing out of your league, their champions of choice will scale to your power somewhat, and they are willing to send their greatest creatures if they must.

Their Influence (+200CP)
The Ruinous Powers affect all of their servants, in both obvious and subtle ways, and you will no longer be an exception. Servants of Khorne will find themselves short-tempered and loudmouthed, Tzeentch will make you prone to disloyalty and trickey, Nurgle will make you tragically apathetic and difficult to rouse to action, and Slaanesh will make you develop rather deviant habits and prone to rather inappropriate forwardness in your desires. Those of Chaos Undivided are being emotionally tug-of-war'd by the Dark Gods, and bipolar isn't quite strong enough a word.

FOR THE DARK GODS! (+300CP)
Well, now you've gone and done it. If this is the price you're willing the pay for power then we'll see if it's what you really want when you're through here. You now subscribe to the most violent and utterly abhorrent practices of the servants of darkness, and your desire to please you dark masters means that absolutely nothing is off the menu to you any more. If you would get something out of it you would happily kill children and even babies in their crib, such is the extent of your depravity. Is this really worth it?

Not-So Friends in High Places (+300CP):
Apparently you raided the wrong village or hit the wrong caravan, because now there's a big player in the world that would love to watch you die slowly. Perhaps you've disrupted Malekith's plans and now he's constantly trying to have you killed, or maybe even Karl Franz himself is willing to amass armies just to hunt you down and bring your head back on a pike.

Poor Mutations (+300CP):
Many is the poor soul with a mutation that weighs deeply on his body and soul alike. Few are those so heavily mutated that despite not being Chaos Spawn, though they

teeter on it, their bodies can no longer be called strictly human. You sadly are now one of these people, perhaps by angering the Gods or doing something so extremely foolish in the Chaos Wastes that you didn't have the good fortune of just dying. Your body is covered in growths and you likely have eyes all across your arms and your face totally rearranged into a parody of humanity. You're barely recognizable anymore and if you do not keep these "developments" hidden even other servants of Chaos will likely deem you too far gone and exile you.

Pure Strength (+400CP)
The Warriors of Chaos kill, plunder and destroy with only their own strength and the will of the Gods. Can you really say you are stronger than them if you cannot accomplish the same? For a CP bonus, I will strip away your outside powers and leave you with only what you purchase here. You will still be under my protection from the fickle nature of the Gods and be able to make a difference here in your own way, but you'll do it as the Men of the North do.

Protections Lifted (+400CP):
Do you really think that you can serve the Chaos Gods safely without my help? Are you really that arrogant? So *foolish?* Well, be it beyond me to say no. For extra CP, I'll lift my protections on you and anything that prevents the forces of Chaos from adjusting you as they see fit is gone. You will need to genuinely gain favor from the Gods in order to survive, let alone thrive. You were their guest before, Jumper. But now? You are their servant. Their *slave.* Anger your God(s) and you might very well be turned into a Chaos Spawn. If that happens then you won't end the chain immediately, but at any time you can opt to simply die and go home. Your suffering will be legendary, so don't scoff at the idea that you might take me up on that offer.

I tried to protect you. I really did.

Scenario

Chaos Lord Jumper

Five years into your adventure, you will receive a vision in your sleep of a major part of your destiny in the deepest parts of the Chaos Wastes, at a location unknown to you but somehow familiar. You feel inexplicably drawn to the place, and will make preparations to search for the mysterious location. Travelling through the treacherous corrupted wasteland is a gruelling experience, but something tells you that a great destiny lies in the place that you seek. It may take you a few days, weeks, or even months, but eventually you will arrive at a large staircase surrounded by giant Chaos Warrior statues that tower over you and any of the company you may have brought. A feeling of corrupt power seeps into your mind as you approach, and you know in your heart that this is what you were looking for. Making your first step on the staircase results in a crackle of energy at the top that grows in size as you continue. Your compatriots move to follow, but the giant statues take the stone weapons in their hands and slam them into the stairs behind you, blocking their entry. A flash of light and a sound like thunder turns those crackles of energy into a large portal, and you can hear a voice in your mind.

Your Patron(s) have been adequately entertained, and as a reward they will grant you the opportunity to face a challenge that will test the limits of your abilities. Your outside powers will be stripped from you temporarily, and your Companions and other allies shall remain behind. Beyond the gate you will find a realm that has been constructed entirely for your test. You may choose to refuse and continue in this world as you are, and the portal will simply close and the weapons from the massive Chaos Warriors will be lifted up so that you may exit. Accept and step into the portal, and you will be face to face with your trial. Immediately.

Each Patron has a different test for their guest.

Khorne: You will enter a hellish colosseum, surrounded by 20 Bloodletters. You will duel these Bloodletters one on one until you perish or kill them all. The Bloodletters will wait until your foe has fallen, then another will immediately take their place. You will get

no time to rest or get your bearings. Prove yourself the better of even Khorne's favored beings and Khorne will smile in pride at his new chosen warrior.

Tzeentch: You must escape from a convoluted maze designed specifically for you by a Changer of Ways. The maze is full of magical traps and Horrors wandering it's halls, given the task of killing you and making you fail in your trial. You will be beset by illusions and lies, and it will seem like your chances of getting out of this hellish maze are nil, but keep up your hopes yet, for a genius disciple of Tzeentch may still be able to escape from these false halls...

Nurgle: You must survive a treacherous journey through a mutated swamp, the personal growing grounds for a Great Unclean one. The journey will not last more than a day, but for most it will take perhaps an hour or so to succumb totally to the horrible pain and despair from the rapidly mounting poxes and diseases that are treacherous to even a Champion of Nurgle. Surviving here pleases Nurgle, as it reflects your drive to continue despite the cruelty of the world around you.

Slaanesh: You must quickly travel through a world made to appear to be your ideal world - your own paradise. But you must not stop, for this world is an illusion, and you will be offered the pleasures of the flesh by the most beautiful yet androgynous humans you have ever seen in your life. Do not look for too long, for they are Daemonettes disguised as different forms of your ideal lover. To take them up on their offer is to likely invite a slow and painful death, for their pleasures are not the same as yours. But if you're confident enough, you may be able to overpower them and simply *satisfy* them instead...

Chaos Undivided: A trial as a leader of men, you will be given an army of 1,000 phantasmal troops composed of Chaos Warriors, elite units of Chaos Chosen, two Chariots, and three units of Chaos Knights, all temporarily granted to you for this trial. The Gods have given you your battlefield and an enemy, composed of a similar roster and led by another Champion of Chaos Undivided who wishes to build the largest Warband ever seen by the world. His tactical acumen is stellar and he has a wide array of other skills to utilize. Defeat not just him, but his whole army with your own.

Should you fail, you will be flung out of the portal, your life preserved but your pride not quite as much, for you have been found wanting are unsuited for a better position. Your powers will return and you may leave with your tail between your legs. Get thee hence.

But should you succeed, you will be granted the reward that you came for. No longer a mere Warrior or Champion, a greater being you shall become. Mortals shall see you as a demigod, a transcended being that shall lead the forces of Chaos towards greatness. A Chaos Lord.

Chaos Lords are the highest beings to the men of the North. Clearly blessed by the Gods and possessing battle prowess that no mortal could ever match, Chaos Lords easily recruit warriors hoping that this chosen warrior will show them a path of death and destruction, of pillage and conquest. When a Chaos Lord gathers his armies and marches to war, the whole world shakes with fear. Chaos Warriors are like children compared to the might of the Lords of Chaos, and for this reason they follow these Lords into battle, hoping that one day they too will be exalted as the Chaos Lord clearly has. An unmatched warrior and a merciless conqueror of the world, all it takes for you to own the world now is an army and an iron will…

Gain the following benefits befitting your status.

- If you possess a Chaos or Daemon Weapon from this jump, it seems to mutate and gain new power. **Add three free Traits to them of your choice.**
- Your Chaos Plate Armor hardens further, becoming much more protective than even the sets worn by Chaos Warriors. **If you were a Marauder, get a standard set of Chaos Plate for free. You may still import other armor into that set.**
- You become far more powerful naturally then you were before. Chaos Warriors become far stronger than their brethren, now able to cut them down with ease and beat most Champions of Chaos in single combat. Chaos Marauders become stronger than most Chaos Warriors, but not as strong as the above result.
- Gain two free mutations.

You exit the portal, any companions you brought with you are likely stupified by the sudden promotion. Other Chaos aligned followers may swear their loyalty right off the bat.

But there is more for you than that. From distant lands, a small army appears all around you through the will of the Gods. These are the ideal warriors for your new Warband.

That's right. What is a Chaos Lord without a Warband?

Use the Chaos Warband Supplement to create your new host of warriors.

Daemon Prince

Does not require the Chaos Lord Scenario, but can be taken after it.



"With a mighty shout he rose, brighter than the sun and more fierce. In his hand he held a rod of twisted bone, crossed and double-crossed to form the sign of his dark lord, a symbol of his power and fruit of mortal longings well-fulfilled. He rose above the company, far taller than they, and looked with black pride upon these, his frightened slaves. He snarled and heard the sound of noble hatred echoing from the skies. He stared the savage stare of immortal fury and death was in his gaze. And on that blasted hearth his ashen servants burned, cowed by fear and awe alike to see their lord transfigured into that most mighty of creatures which mortals call a Daemon Prince."

There are but three fates for a mortal servant of Chaos: To die in glorious battle, to displease his masters and be mutated into a Chaos Spawn...or to actually succeed in their quest by pleasing his dark masters greatly and achieving the greatest gift the Gods can grant: Ascension as a Daemon Prince. To become a Daemon Prince is the ultimate achievement, the highest boon one can be granted. To become a Daemon Prince is to be granted godlike power and the veneration of all the Servants of your Patron(s).

This is a gift that your Patron(s) are willing to grant you, but while you are their Guest, this does not mean that you will get it for free. The Ruinous Powers choose only the most successful mortals to receive this mighty blessing, and you will need to do something that may change this world forever: Defeat one of the leaders opposing the Ruinous Powers in this world. This means men such as Karl Franz, Louen Leoncour,

and Mannfred Von Carstein. Such a task will not be easy, as all of your targets utilize powerful weapons and have massive armies that readily answers their summons.

This is a task that you will accomplish with all your strength. You may still use powers from other worlds and your boons from this one, and your time shall be extended until you fail with your death or complete the task by slaying them. Keep in mind that while indirect methods may be used, assassins will almost certainly fail against such protected and powerful individuals, and engaging them on the battlefield is perhaps the most reliable choice. Doing such a thing may even make the skies themselves turn an unnatural color and make you feel a massive presence watching you, as if the Gods themselves were watching you closely to see if you are worthy...

Since you have chosen to undertake this task of your own volition, there is no turning back. Should you fail and perish, you will return home with only what you have gathered so far, robbed of your chance at immortality.

But should you succeed, your Patron(s) in their great surprise and satisfaction shall make you a god among men, a beacon of might that crushes all that opposes it underfoot. A being of eternal and undying darkness you shall be made, one of your Patron(s) greatest agents in the material realm.

You shall become a Daemon Prince.

As a now truly ascended being that has cast off their mortal shell, you are fully entitled to the following benefits, regardless of your following choices or Patron:

- You are now completely unravaged by time, your form maintained eternally and completely untouched by magics that might seek to destroy you before you were born or turn time back, for you are no longer a being entirely of the physical realm.
- You gain a perfect memory that allows you to remember your mortal life even eons after you've ascended. You are still no Slave of the Gods, and retain your individuality.
- Your power swells massively, and your are capable of fighting toe to toe with even the Greater Daemons of the Gods and the most powerful beasts in the land. Mundane weapons are borderline useless, it takes something magical to do more than annoy you.
- All of your equipment previously owned scales to your size, as does new items when picked up in case you should desire for a change of pace.

- You may grow up to three times your current size, reflecting the new daemonic might that you wield. You may also simply remain human sized if you wish, retaining the same strength but exchanging the imposing height for convenience.

And now for the main course. Daemon Princes vary wildly in appearance, strength and skill, **so you shall now specify your new form**. Simply keep your Patron in mind when deciding how your Daemon Prince form appears. Khornate Daemon Princes are usually full of muscle and taller than other Princes, Slaanesh Daemon Princes are unnaturally beautiful and so on. As Daemon Princes of Chaos Undivided are relatively rare, jumpers who have taken that particular route may have greater freedom in customization.

You may simply evolve your body into a Daemon Prince, or maintain your current form and make your Daemon Prince from an altform that requires only that you wait a brief moment for the transformation into it and back again.

Enjoy your new power, Jumper. I hope it was worth it.

Ending:

You know the deal, Jumper.

- Go Home: Spread the might of Chaos to your own home, or finally get some well-deserved rest.
- Stay Here: ...Really?
- Move On: The rest of the multiverse itself shall know your might.

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