The Weaver Option
By Sentry342

The Weaver Option is a crossover fanfiction by Antony444 between the settings of Worm and Warhammer 40,000. In the 45th Millennium, the God-Emperor of Mankind has sat upon the Golden Throne for a hundred and fifty centuries, but his reign is coming to an end. With the fall of the Cadian Gate in the 13th Black Crusade, the forces of the Ruinous Powers have spilled out of the Eye of Terror into the Imperium. The vast armies that the God-Emperor could command are dwindling, and the light of the Astronomican will soon fade.

Despite this the gods of Chaos are not happy as the galaxy is on the brink of falling to the endless hordes of the Tyranids who have devoured everything in their path. In a desperate attempt one of their warband attempts to summon a champion into the past to change history. However, the summoning is disrupted, and the champion arrives as a free agent in an alternate reality.

This champion is the supervillain turned superhero Taylor "Weaver" Hebert who had been battling the Endbringer Behemoth. Transported ten thousand years into the past, she appears on the Imperial world of Fay, which happens to be in the middle of an Ork invasion. Depending on what choices you make you may be summoned alongside here or you could be a new threat created by this dark timeline. Only time will reveal how this world shall unfold.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

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Location

You can either choose one of the locations below or roll d8 and receive +100 CP to let the whims of fate decide your path.

1.) Fay
Fay is a small planet of little importance out in the fringes of the galaxy. Currently however, the planet is under siege by the Orks due to the arrival of a space hulk and the sheer incompetence of the nobles in charge of this world. Taylor, also known as Weaver, will arrive here shortly due to the ritual performed by the Chaos Sorcerers in the far future. Perhaps you could lend her a helping hand or instead eliminate her as a threat before she can grow stronger.

2.) Nyx Prime
Nyx Prime is a hive world located in the Segmentum Obscurus. It is the capital of the Nyx Sector and the location of Weaver's future empire. Currently however, the planet is being run by corrupt nobles. It is a run down and pathetic world even by the Imperium's standards. You could choose to wait here in order to meet Weaver or you could try to enact your own forms of justice on this world.

3.) Catachan
Catachan is a jungle world located in the Ultima Segmentum, known for its dense rainforests and dangerous wildlife. The planet is home to many deadly creatures, including giant snakes, venomous spiders, and man-eating plants. The planet's environment is so harsh that even the plants are deadly, and many of them have evolved poisonous thorns and sap. Despite the dangers, Catachan is also a valuable source of resources, and many brave individuals risk their lives to harvest its rare minerals and exotic flora.

4.) Commorragh
Commorragh is the dark city of the Dark Eldar, located in the depths of the Webway. The city is a sprawling labyrinth of twisted spires and winding streets, home to millions of Dark Eldar and their twisted creations. The city is ruled by powerful Archons, who compete for power and influence through political maneuvering and bloody raids on other realms. The city is also a hub of illicit trade and commerce, with markets selling everything from exotic slaves to forbidden artifacts.

5.) Fenris
Fenris is a harsh, icy world located in the Segmentum Obscurus, and the homeworld of the Space Wolves Chapter of the Adeptus Astartes. The planet is covered in ice and snow, with towering mountains and frozen seas. The planet's environment is incredibly dangerous, with ferocious beasts and brutal storms that can kill even the hardiest warriors. Despite this, the Space Wolves have thrived on Fenris, and their warriors are known for their fierce determination and unbreakable spirit.

6.) Macragge
Macragge is a planet located in the Eastern Fringe of the galaxy, and the homeworld of the Ultramarines Chapter of the Adeptus Astartes. The planet is covered in sprawling cities and verdant fields, with towering mountains and vast oceans. The planet is also home to the Fortress-Monastery of the Ultramarines, a towering fortress that serves as the heart of the Chapter. The Ultramarines are known for their strict adherence to the Codex Astartes, and their warriors are some of the finest in the Imperium.

7.) Terra
Terra, also known as Earth, is the birthplace of humanity and the capital of the Imperium of Man. The planet is covered in sprawling cities and vast oceans, with towering mountains and ancient ruins. The planet is home to the massive Imperial Palace, which serves as the seat of power for the ruling Emperor and his High Lords of Terra. The planet is also a hub of commerce and culture, with people from across the galaxy flocking to its cities to trade and seek their fortunes.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Summoned Champion - 100 CP

You are a legendary champion summoned from another time or universe to fight in the Imperium's battles. Your unparalleled combat prowess and unique powers make you a force to be reckoned with, but with great power comes great responsibility. Your knowledge of the future can be a double-edged sword, as the slightest alteration could have catastrophic consequences. Nonetheless, your presence on the battlefield is a beacon of hope for the Imperium, and you will stop at nothing to ensure their victory over the Tyranid threat.

Imperial Guard - Free

You are a member of the Imperial Guard or associated with them in some way. By default this will be the Fay 20th, a regiment of the Imperial Guard tasked with defending the planet Fay from an overwhelming Ork invasion. As a soldier in one of the Imperium's most elite fighting forces, you must use all of your training and equipment to help turn the tide of the battle and save the planet from destruction.

The Mechanicus - Free

You are a member of the Adeptus Mechanicus, the tech-priests of the Imperium who are responsible for maintaining and developing the advanced technology that keeps the Imperium running. As a member of this highly respected order, you have access to some of the most advanced technology in the galaxy, but you must also navigate the complex politics and power struggles that define the Mechanicus.

Chaos - Free

You have pledged your allegiance to the dark forces of Chaos. As a fervent follower of the Chaos Gods, you must use your cunning and abilities to advance their cause and bring destruction to the Imperium. However, you must also navigate the treacherous

waters of inter-faction politics and keep a constant watch for potential betrayals from within.

Aeldari - 100 CP

You hail from the ancient and highly advanced Eldar species, possessing unmatched speed, agility, and knowledge of the universe's secrets. But with the Eldar population dwindling, you must tread carefully to avoid the many dangers that threaten your people's survival. As an Eldar, you are sought after for your unique abilities and must choose your alliances wisely to ensure your continued existence.

Necrons - 200 CP

By choosing this origin, you are either a member or closely associated with the enigmatic Necron race. Once a powerful empire of undying machines, the Necrons now awaken from their long slumber to reclaim their lost dominion. As a Necron, you possess advanced technology and an unyielding will, but also face the challenge of restoring your race to its former glory amidst a galaxy of foes.

Remnant - Free

You are one of the few remaining parahumans from Taylor's world, who were pulled through time and space along with her. As a parahuman, you possess unique and powerful abilities that can help turn the tide of the war against the Tyranids, but you must also contend with the complex politics and power struggles of the Imperium, as well as the distrust and suspicion of those who see you as outsiders.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Catachan Barking Toad +300 CP
The Catachan Barking Toad is a reclusive and highly toxic amphibian species found on the Death World of Catachan. It has a unique self-defense mechanism that unleashes a lethal cloud of toxins when threatened. This cloud can reach up to a kilometer in every direction, eradicating all life forms within its range and leaving behind a barren wasteland. The poison is incredibly potent, capable of penetrating even the most advanced forms of armor, including Power Armor. As a result, encountering a Barking Toad is extremely dangerous, and most beings take great care to avoid them. These creatures tend to live in or near dark and damp places, and their movements can be highly unpredictable, making them difficult to track and avoid. While Catachan Barking Toads are extremely rare, the devastation they can cause means that even a single encounter can have catastrophic consequences. Normally an barking toad exploding would kill the Toad as well, but you will now survive the process. It however, will take a month or two for your body to build up your toxins once more. So feel free to act like a merry little suicide bomber. Please do not abuse this or at the very least allow a Space Marine to throw you at the enemy beforehand.

Gretchins +300 CP
Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear minefields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored. If you really want to become one then by all means.

The Skaven +100 CP
The Skaven are a race of rat-like humanoids. Individually they are not that much of a threat, but a Skaven is never alone. Their species breeds at an incredibly fast rate easily restoring any losses they suffer. They are the patron species of the Chaos God Malal. Originally thought to have been wiped out during the Great Crusade it appears that they survived before they were unleashed upon the Word Bearers by Weaver. Taking this option will allow you to become one of the horrifying vermin. Perhaps you could enter their great game and prove yourself worthy of becoming Malal’s champion.

Abhumans +100 CP
Abhumans are a diverse group of humanoid species that have evolved from humanity through mutation or have been accepted by humanity despite their xenos origins. This option includes popular subspecies such as the Ogryn, Squats, and Ratlings, as well as lesser-known variants. Abhumans are generally physically superior to humans, possessing greater strength, endurance, or agility, but may come at a cost to their height, intelligence, or other attributes. This option allows you to become one of the various Abhuman subspecies. You will acquire some sort of enhanced physical ability and stand out compared to the average human.

Sheed - Free
The Sheed are a savage and brutal species of xenos known for their fearsome appearance and vicious nature. They possess a reptilian head with sharp teeth and glowing, malevolent eyes that seem to reflect their insatiable hunger for destruction. Their bodies are covered in a hard, chitinous carapace that is opened at the center to reveal two appendages that serve as crude hands. The Sheed also have a long, spiked tail that they use to impale their enemies with deadly precision. Despite their horrific appearance, the Sheed are known to be cunning and intelligent predators, capable of outmaneuvering and outsmarting even the most skilled opponents. Their insatiable bloodlust and merciless nature make them a formidable and terrifying foe to any who cross their path.

Humans - Free
Humans are a versatile and adaptable species found throughout the galaxy. While they lack the innate physical or psychic abilities of other species, they make up for it with their intelligence, creativity, and sheer willpower. As a human, you will start out in peak physical and mental condition, capable of achieving feats that most would consider impossible. With your natural drive and determination, you have the potential to become a powerful force in the galaxy.

The Squats - Free
The Squats, also known as the Leagues of Votann, are a short and muscular humanoid species that originated from the worlds within the galactic core. They are well-known for their impressive strength and resilience, which allow them to withstand conditions that would be fatal to other species. Their thick skin and dense bones offer natural protection, and they possess a high resistance to radiation and toxins. The Squats are renowned for their expertise in mining and engineering, and they have an innate talent for creating impressive technological marvels. They are also skilled warriors, and their martial traditions and tactics have been honed over centuries of conflict against various enemies.

T'au - Free
The T'au are a highly innovative and progressive species, focused on technological advancement and the betterment of all intelligent beings. They are known for their sophisticated plasma and pulse weaponry, their emphasis on ranged combat, and their ability to form effective alliances through diplomacy. They have a caste system with each member serving a particular role in society. The Ethereals are the ruling caste, and they are revered by other T'au for their wisdom and guidance. The T'au are also known for their emphasis on the philosophy of the "Greater Good," which is their belief that all species can benefit from cooperation and mutual aid.

Kroot - Free
The Kroot are a fierce and predatory species, known for their combat prowess and their ability to adapt to new environments. They have a unique ability to absorb the genetic material of other species by eating them, which allows them to gain new physical traits and evolve in response to changing conditions. The Kroot are also known for their mercenary tendencies, often selling their services to the highest bidder. They have a tribal society, with various Kroot tribes following different customs and beliefs. The Kroot are valued members of the T'au Empire, often serving as scouts, hunters, and frontline fighters.

Vespids - Free
The Vespids are a highly specialized and lethal species of insectoid aliens. Their exoskeletons are extremely durable, and their wings allow them to fly at incredible speeds. They are also armed with powerful ranged weapons that fire volleys of razor-sharp barbs. The Vespids are known for their swift and deadly attacks, often swooping down on their targets from the air. They have a unique social structure, with the male Vespids serving as warriors and the female Vespids serving as leaders and advisors. The Vespids are loyal members of the T'au Empire, often deployed as shock troops and rapid response teams.

Nicassar - Free
The Nicassar are a highly evolved and enigmatic species of psykers. They possess a range of powerful psychic abilities, including telepathy, precognition, and telekinesis. They are known for their insatiable curiosity and their desire to explore the galaxy, often traveling in flotillas of their own unique ships. The Nicassar have a complex social structure, with different roles and duties assigned to each member of their society. They are valued members of the T'au Empire, often serving as navigators, advisors, and diplomats. Despite their close relationship with the T'au, the Nicassar are fiercely independent and will not hesitate to assert their own interests and desires.

Eldar - 100 CP
The Aeldari, also known as the Eldar, are a highly advanced and ancient species of humanoid xenos that once ruled over a vast empire spanning the galaxy. You may freely choose which of the Eldar factions you belong to, including the noble Craftworld Eldar, the sinister Drukhari, the mysterious Harlequins, or the primitive Exodites. As an Eldar, you possess exceptional intelligence, speed, and agility, but your race's dwindling numbers and fragile physiology demand caution and strategy in any engagement.

- This is Free to the Eldar Origin

Ork - 100 CP
The Orks, known as greenskins due to their distinctive green skin pigmentation, are a savage and warlike humanoid species with animal and fungal traits. Their species spans across the galaxy, and their constant desire for battle and bloodshed fuels the rise and fall of countless Ork empires. Orks possess a powerful psychic gestalt field that enables them to perform incredible feats of engineering, with the field's strength directly proportional to the number of greenskins in a given location. You may become of the greenskins and become part of their Waaagh!, or remain independent and utilize their technological prowess for your own purposes.

The Sslyth - 100 CP
The Sslyth are a highly evolved species of reptilian humanoids with a distinct serpent-like appearance. Their lower body is snake-like while their torso is humanoid, but they have multiple arms and a head that is more serpentine than human. They possess exceptional physical strength and agility, making them formidable warriors in battle. However, they are known for their short-sighted and self-indulgent nature, which makes them susceptible to manipulation by other races.

Despite their flaws, the Sslyth has become a popular choice among Dark Eldar Archons as bodyguards due to their reliability and survivability. They are all but immune to physical pain and are content to be compensated with slaves and sensory gratification. While they may lack intelligence and creativity, their loyalty and combat prowess make them excellent protectors. The Sslyth are a proud and ancient race, with a rich culture and history that has been shaped by their long existence in the tumultuous realm of Commorragh.

Sirens - 100 CP
The Sirens are an aquatic species known for their alluring appearance and enchanting voice. They have blue scales covering their slender bodies, a long fish-like tail, and

flowing white hair. The Sirens use their hypnotic voice to lure unsuspecting prey to them, which they then capture and consume in a gruesome and disturbing manner.

These aliens are highly adapted to life in water and cannot survive without it. However, their psychic abilities allow them to create a protective bubble of air to breathe and shield themselves from the dangers of the outside world. The Sirens are a highly dangerous and unpredictable species, and encounters with them should be approached with extreme caution.

Space Marine - 200 CP
The Space Marines, also known as Adeptus Astartes, are the pinnacle of human warfare and are revered as the greatest defenders of Humanity. They are enhanced beyond the limits of normal humans through a combination of advanced genetic modification, mental conditioning, and intense training. As a Space Marine, you possess unparalleled strength, speed, and endurance, as well as a deep sense of duty and loyalty to the Emperor of Mankind. With your extensive arsenal of advanced weaponry and armor, you are a formidable force on the battlefield, capable of taking on entire armies alone. You are a living symbol of the Imperium's power and a true hero of Humanity. Lastly, you may choose which of the Legions that you hail from. This however, could have dramatic effects on your history depending on which faction you are aligned to.

Heldrake - 200 CP
Heldrakes are winged Daemon Engines of Chaos, designed to be vicious predators deep within the Warp. They are often found within the ranks of the Chaos Space Marine Traitor Legions, attaching themselves to the bottoms of Chaos warships and waiting for the perfect moment to strike. They take cruel joy in diving down upon unsuspecting air support of their enemies, shredding them to pieces with their scything wings and rune-carved talons. In battle, Heldrakes soar through the roiling smoke of the battlefield, metal wings spread wide and thrusters burning white hot. Fire bursts from their iron-fanged maws, roaring out in jets to consume the unwary, while their razor-sharp talons are strong enough to tear an armored aircraft in two.

As a Heldrake, you possess incredible speed, agility, and power, making you a formidable opponent in aerial combat. While you are a creature of Chaos, you can use your powers and abilities to benefit yourself and your allies. You can strike fear into the hearts of your enemies, causing them to falter and flee, or you can bolster the morale of your allies, inspiring them to fight with greater ferocity. Additionally, your knowledge of Chaos and the Warp may give you access to powerful and forbidden technologies that can aid you in your battles.

Acid Drake - 200 CP
The Acid Drake is a large reptilian species native to the planet Catachan. They are known for their incredibly corrosive breath, which can melt through even the toughest materials. Adult Acid Drakes can grow up to 30 meters long, with a powerful tail and razor-sharp teeth. Their scales are a dull green or brown, helping them blend in with the dense jungle environment of their home planet. Acid Drakes are fiercely territorial and will attack any perceived threats, including humans. Despite their aggressive nature, they are prized by many for their potent acid, which is often used in manufacturing and weaponry. However, hunting Acid Drakes is a dangerous task, and only the bravest or most foolhardy attempt it. Since they live on Catachan naturally this means that teenagers are sent to hunt them in order to formally join some of the Catachan Jungle Fighter Regiments.

Necrons - 200/300 CP
The Necrons are a mysterious xenos species of humanoid, robotic skeletal warriors that have lain dormant in their stasis-tombs for more than 60 million Terran years, though they have begun to awaken at last. They are the soulless creations and former servants of the ancient C'tan, the terrible Star Gods of Aeldari myth. The Necrons are ancient beyond reckoning, predating even the birth of the Aeldari. At long last, however, they are beginning to awaken from their Tomb Worlds, for the galaxy is ripe for conquest and the restoration of the Necron Empire since the disappearance of the Old Ones more than 60 million standard years ago. The Necrons are a completely robotic humanoid species whose technological prowess is probably unmatched by any of the other intelligent species of the galaxy.

- **Noble - 300 CP:** It seems that you weren't just one of the ordinary citizens when everything went down. You may choose a type of advanced Necrons to become. Some examples would include the Lychguard or an Overlord. For example, the Lychguard are the elite protectors and emissaries of the Necron nobility. In order to serve as a bulwark against those who would harm their charges, Lychguard were gifted with the highest quality living metal necrodermis bodies, equal in resilience and power to those inhabited by the Necron Lords and Overlords they protect.
- The first level is Free to the Necron Origin and the second level of discounted

Custodes / Sister of Silence - 300 CP
As a member of the Custodes, you are part of a legendary cadre of genetically-engineered transhuman warriors, renowned for their unparalleled combat prowess and loyalty to the Emperor of Mankind. Created by the Master of Mankind personally, each Custodian is a walking army in their own right, capable of out-matching

even the formidable Adeptus Astartes. You may choose to belong to one of the various divisions of the Custodes, such as the Hykanatoi, the Companions, the Shadow Keepers, or the Aquilian Shields.

Alternatively, you may choose to become a Sister of Silence. While technically separate from the Custodians, the Sisters of Silence are their female counterparts, working closely with them to protect the Imperial Palace. Composed entirely of women with the Pariah gene, the Sisters of Silence are formidable anti-daemon forces, tasked with hunting down and neutralizing any warp-spawned threats to the Imperium. Your selection of this option will grant you the Psi level Pariah gene perk for free, which enhances your anti-psychic abilities and grants you immunity to psychic attacks from other beings.

Catachan Devil - 300 CP
The Catachan Devil is a fierce insectoid creature that can be found on Catachan and other worlds throughout the galaxy. Its scorpion-like appearance features a series of segmented body sections and pairs of legs that terminate in a long, poisonous tail barb which curves menacingly over its back. As Catachan Devils mature, they continue to develop more mid-sections and legs, making them incredibly large and intimidating. Fully grown adults can have up to thirty sets of legs and can reach up to thirty meters in length, which is comparable in size to a small Land Train. Despite their size, Catachan Devils are incredibly agile and fast, making them a formidable predator that is not to be underestimated. Their ferocity in battle and poisonous sting make them a fearsome threat to any potential prey, including humans. In some cases Catachan Devils have even been known to attack Imperial tank battalions.

Enslavers - 400 CP
Enslavers are a highly dangerous and enigmatic species of extra-dimensional beings that are notorious for their ability to invade and manipulate the minds of sentient beings. They are a form of psychic virus that is capable of seizing control of the thoughts and emotions of their victims, using them as hosts to spread their influence to others. Physically, Enslavers are elusive and difficult to observe, as they exist mostly in a state of pure energy that is invisible to most forms of detection. They are believed to be the remnants of an ancient race of beings that had long since transcended physical form and became beings of pure thought and energy.

Enslavers are capable of possessing a wide variety of creatures, from humans to aliens to even some forms of machines. Once they have taken control of a host, they can use it to spread their influence to others, creating a psychic network that allows them to control entire populations. The Enslavers are a malevolent species, bent on the

domination and enslavement of all sentient life. They were believed to have been driven extinct, but they have remained hidden within the T'au empire. Each Enslaver is bound to the body of an ethereal, allowing them to hide from the Chaos Gods.

Daemon - 200/500 CP
Daemons, also known as Neverborn, are entities of the Warp and servants of the Gods of Chaos. They are created at the whim of a Chaos god from a fraction of the god's own power and act as an extension of their will. A daemon's appearance and character reflect the god's own nature. As a jumper, you have the option to become a daemon, which grants you immense power, but also subjects you to the whims of your patron god. However, you may also choose to serve the Chaos gods without being bound by them.

- **Greater Daemon - 500 CP:** Amongst the teeming daemonic hordes of Chaos, a Greater Daemon is the most powerful. They are incarnations of their Chaos God, living embodiments of everything Chaos represents. Greater Daemons hold immense power and serve as the guardians of their god's realm and the executors of its will. As a Greater Daemon, you will be an embodiment of your patron god, and your power and influence will be second only to theirs.

Primarch - 500 CP
The Primarchs were the greatest of the Emperor's creations, genetically-engineered superhumans gifted with incredible strength, intelligence, and charisma. They were intended to be the immortal generals and leaders of the Emperor's Great Crusade, and each one embodied a different aspect of the Emperor's vision for humanity. As a Primarch, you will be a being of almost unimaginable power and potential, capable of feats that would be impossible for any other mortal. You will have command over a Space Marine Legion, and your mere presence will inspire awe and loyalty in those around you. You may choose to be one of the two forgotten Primarchs, or create a completely new Primarch with their own unique abilities and personality. However, even among the Primarchs, there are those who are more dangerous than others, and you will need to navigate the complex political landscape of the Imperium if you hope to achieve your goals. Are you ready to take on the mantle of a godlike warrior and lead humanity to glory?

- **Daemon Primarch - 600 CP:** With this species upgrade, you become one of the Daemon Primarchs, the corrupted versions of the Emperor's twenty genetically-engineered transhuman sons. Unlike their loyalist counterparts, the Daemon Primarchs were seduced by the power of Chaos and became its champions. They are immensely powerful beings, wielding abilities that are beyond the comprehension of mortals. As a Daemon Primarch, you will possess immense physical strength, speed, and endurance. You will also have a range of

supernatural abilities, including the ability to manipulate reality, summon daemons, and control the elements. You will be able to traverse the Warp with ease and may even be able to manifest on the material plane at will. In addition to your incredible powers, you will have a deep understanding of the machinations of Chaos, and may even be able to harness its power to manipulate events and bend others to your will. You will also have an innate understanding of the strengths and weaknesses of the other Chaos factions and may be able to use this knowledge to manipulate them.

Krorks - 600 CP
The Krorks were a highly advanced and formidable species, known for their incredible height of up to twelve meters. Despite their immense size, they were incredibly agile and possessed unparalleled strength and durability. Their spores ensured that they would never lack reinforcements, with armies of Krorks appearing rapidly in response to any threat. In addition to their physical prowess, the Krorks possessed an advanced understanding of technology that seemed to defy the laws of reality. Their Warp-matrix allowed them to manipulate reality itself, making their technology work simply because they willed it to do so. They were also incredibly intelligent, possessing a level of strategic thinking that bordered on the supernatural.

The Krorks were a force to be reckoned with, laying waste to entire planets in their wake. Even the C'Tan were initially hesitant to use their most powerful weapons against the Krorks, knowing that such measures would have devastating consequences for the galaxy as a whole. In the end, however, the Krorks were ultimately defeated through a series of desperate tactics and the use of world-killers. By taking this option you may become the only living Krork in the galaxy not trapped within Trazyn’s vaults. Perhaps you could go rescue the dozen remaining Krorks once you have built up an army.

Cacodominus - 600 CP
The Cacodominus is an immensely powerful species of alien-cyborg Psyker. Its psychic capabilities are among the strongest in the galaxy, allowing it to control entire planetary systems with ease. Its cybernetic enhancements make it nearly invulnerable to conventional attacks, and its immense strength and speed make it a formidable opponent in close combat.

In addition, the Cacodominus possesses a variety of other psychic abilities, including telekinesis, precognition, and mind control. Physically you also possess advanced regenerative abilities, allowing you to heal from even the most grievous injuries. You are also highly intelligent, possessing a vast store of knowledge and strategic thinking abilities.

Tyranids - 100/200/500/800 CP
The Tyranids are a race of bio-engineered creatures, created by the Hive Mind to consume all biological matter in the galaxy. Their relentless hunger and swarm tactics have made them the greatest threat in the galaxy, capable of overwhelming even the most advanced civilizations. For 100 CP, you may become one of the standard Tyranids. You will possess the ability to adapt to different environments and evolve rapidly to meet new challenges. Your physiology will be optimized for combat, with powerful jaws and claws, razor-sharp teeth and a tough carapace that provides protection against enemy fire.

- **Heavy Unit - 200 CP:** For 200 CP, you may become one of the more powerful Tyranids, such as the psychic Carnifexs. Your mind will be capable of unleashing devastating psychic attacks, capable of tearing apart enemy minds and disrupting their forces. Your physical abilities will be enhanced, allowing you to shrug off enemy fire and strike with deadly precision.
- **Synapse Leader - 500 CP:** For 500 CP, you may become a titan amongst the Tyranids, such as the Zoanlord or the psychic Bio-Titans. Your size and power will be unmatched, allowing you to crush enemy armies with ease. Your psychic abilities will be enhanced to the point where you can manipulate the very fabric of reality, bending space and time to your will.
- **Hive Ship - 800 CP:** Lastly, for 800 CP, you may become a massive Hive Ship on par with Behemoth. You will be the heart of a vast Tyranid swarm, capable of directing your forces across the galaxy. Your immense size and strength will allow you to consume entire planets, while your psychic abilities will enable you to coordinate your forces with precision, overwhelming even the most determined defenders.

Endbringer - 800 CP
You have become an Endbringer, a powerful being created by the Entities with a single purpose: to destroy. Your body is incredibly tough and durable, with each layer of armor doubling in strength as it gets closer to your core. This makes it extremely difficult for your enemies to harm you, even with the most powerful weapons at their disposal.

In addition to your incredible durability, you possess three powerful abilities similar to those of the other Endbringers. You may choose from options such as dynamokinesis, water manipulation, telekinesis, precognition, and other abilities of similar power. These powers are extremely potent and can be used to devastating effect.

You also possess a rapid regeneration ability, allowing you to quickly heal from most injuries. However, the only way to truly kill an Endbringer is to destroy their core, located

deep within their body. This means that even if you are severely wounded, as long as your core remains intact, you will continue to regenerate and recover.

Aeldari Pantheon - 800 CP
You have ascended to become an Eldar God, a being of immense power and influence within the Eldar pantheon. Your body is made of psychic crystal and your powers are vast and godlike in scope. You possess the ability to create and manipulate entire worlds, shape reality to your will, and communicate with and influence the thoughts of other beings. You can manifest in the physical world in a form of your choosing, and your mere presence can strike awe and terror in the hearts of mortals.

As an Eldar God, you are revered and worshiped by your followers, who believe that you embody the ideals and values of the Eldar people. You have the power to protect their souls and guide them in their spiritual journey, just as Cegorach protects the Harlequins who answer his calling. Your ascension has created spirit stones that can protect the souls of your followers, ensuring their immortality even after death.

However, your power comes at a great cost. As an Eldar God, you are a prime target for the forces of Chaos and other malevolent entities who seek to destroy or corrupt you. Your actions and decisions can have far-reaching consequences, and the weight of your responsibilities as a god can be overwhelming. Nevertheless, your power and influence within the Eldar pantheon are unparalleled, and you are considered one of the greatest beings in the galaxy.

Hybrid - Varies
This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Krork x Endbringer hybrid would cost 1,600 CP (600 + 800 + (100*2) = 1,600). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

The Grimdark Future - Free
The Worm and Warhammer 40K universes are known for their extreme dangers and horrors that can quickly overwhelm even the strongest of individuals. This perk grants you a strong resistance to the corrupting influences that plague these settings. You can read corrupted texts without immediately falling victim to their corrupting influence and fight on battlefields without going insane. Additionally, you are immune to being turned into a Chaos spawn or other monstrous creature by the touch of Chaos.

Moreover, you possess a unique ability to remain undetected by the powers that be. You are a blind spot in the universe, making it difficult for the various factions and beings to sense your presence. This can be a valuable tool to avoid attention and prepare for any dangers that may come your way. While this ability may become less effective as you become more well-known, with caution, you can remain hidden and safe for the duration of your stay in this jump.

Psyker Rating - Varies
By purchasing this perk, you gain psychic powers and become a Psyker. In the Warhammer 40,000 universe, a Psyker is an individual of any intelligent species who possesses some degree of psychic ability or powers. All psykers can create their own psychic energy, and if they're strong enough, they don't need to rely on the warp. However, their powers also come with a great risk of attracting the attention of daemons or opening a rift to the warp.

The strength of your psychic powers depends on the level you purchase, which ranges from Delta to Alpha Plus. A Delta-level psyker can read the minds of all the people in a good-sized town simultaneously or crush a man to death against a wall in seconds. A Gamma-level psyker is even more powerful, capable of manipulating matter and energy on a grand scale. A Beta-level psyker is the highest level of psychic power that a human can normally attain and still be considered sane. An Alpha-level psyker is extremely rare and powerful, they are often considered planetary threats. Finally, an Alpha Plus psyker

is on par with the most powerful psykers in the universe, with immense potential and total power.

The level you become depends on the amount you pay. For 50 CP, you may become a Delta-level psyker. For 100 CP, you may become a Gamma-level psyker. For 200 CP, you may become a Beta-level psyker. For 400 CP, you may become an Alpha-level psyker. Lastly, for 600 CP, you may become an Alpha Plus psyker, with power comparable to Magnus the Red and Malcador the Sigillite.

Additionally, you may pay an extra 50 CP to provide a slight upgrade to your overall power, but this only applies to the initial 600 CP option. Each upgrade will provide a small, but noticeable boost to your power. For example, if you take two or three upgrades, you could represent a threat to an Emperor/Imperator-class titan.

- Eldar receive the Beta Level for Free
- Primarchs receive Alpha Level for Free
- The Queen of Blades perk grants you the Alpha Plus Level and four 50 CP upgrades for Free

The Pariah Gene - Varies

As a bearer of the rare mutation known as the Pariah Gene, you possess an incredible ability to disrupt psychic energy and warp-based entities. Blanks, as they are commonly called, generate no psychic presence in the Warp, rendering them soulless and immune to direct psychic attacks. This makes them an invaluable asset in battles against the forces of Chaos and other psykers. Much as psykers have ranks, so do the blanks. Their levels are in the following order which is in descending strength:

- Omega-Minus
- Omega
- Psi
- Chi
- Phi
- Upsilon
- Tau
- Sigma

The most powerful blanks are the Omega-Minus or Super-Pariahs. At this level, your presence is so destabilizing that even Greater Daemons experience pain simply by being near you. Weaker daemons can be killed just by standing too close to you. Most normal psykers at this level will die from being in your presence.

You possess the additional ability to absorb warp energy, making you more dangerous than a regular Blank. This allows you to survive attacks that would kill a lesser blank

and even regenerate from the energy you absorb. However, powerful psykers can still overwhelm you. Purchasing Sigma costs 100 CP and each rank beyond Sigma costs an additional 50 CP. Like the Alpha Plus Psykers there is no limit to how low an Omega-Minus can become. You can purchase as many ranks as you wish. One significant advantage of purchasing this perk with CP is that you can learn to control your blank aura so that your mere presence won't harm your allies or drive them insane.

- Sisters of Silence receive the Psi (250 CP) level gene for Free

Parahuman - Varies

Parahumans are individuals who possess a power after undergoing a trigger event and receiving an alien organ known as a shard. By purchasing this option you may acquire a parahuman power from the wormverse for yourself. Unlike normal parahumans your power will not be limited, run out of energy, or force you into conflicts. The upper limits of your power will depend on what you are willing to spend.

- For 100 CP, you gain the ability to choose any parahuman power with a rating of 3 on the PRT scale. This level includes most minor parahuman powers, such as enhanced senses or minor telekinesis.
- For 200 CP, you gain access to powers that cap out around a 6 on the PRT scale. This level includes powers used by individuals like Imp and Kid Win, which provide significant advantages in combat and can be used creatively in a variety of situations
- For 300 CP, you gain access to powers equivalent to a 9 on the PRT scale. These are the powers used by individuals like Vista and Lung, which provide significant control over the environment and the ability to cause large-scale destruction.
- For 400 CP, you gain access to any possible parahuman power. This includes the powers used by the Triumvirate, Echidna, and most S-class threats, which can reshape reality and cause catastrophic damage on a global scale. With this level of power, you can shape the world around you to your will and overcome any obstacle that stands in your way.

Lastly, anyone who took the Summoned Hero or Remnant Origins will have a discount on their first purchase. The parahumans powers you are not allowed to take are Weavers, Vista's, Dragons, or Leets due to them being separate perks.

Officio Assassinorum - Varies

The assassins of the Officio Assassinorum are deadly operatives trained in a variety of arts, each with their own unique style and skills. With this perk, you may choose to join one of the six major assassin orders: the Vindicare Temple, the Callidus Temple, the Culexus Temple, the Eversor Temple, the Venenum Temple, or the Vanus Temple. Upon joining an order, you will be trained in the primary arts of your chosen temple, with skill

equivalent to the average assassin of that temple. You will gain knowledge of the unique weapons, tactics, and abilities of your order, allowing you to become a deadly operative in your own right.

For an additional 100 CP per order, you may choose to join multiple assassin orders, gaining the skills and knowledge of each. Additionally, you may choose to bypass the usual restrictions for joining a temple, allowing you to become a member of any order regardless of your gender or other limitations. With this perk, you will become a master assassin, feared and respected throughout the galaxy for your deadly skills and unwavering loyalty to the Emperor.

Unified Purpose - 100 CP
Like the Tyranids, you and your forces have an unparalleled unity of purpose. You possess a natural ability to form strong bonds with your allies, making them feel like they are part of your hive mind. With your guidance, your allies will feel a sense of unity and shared purpose, allowing them to work together seamlessly and efficiently towards your goals.

This perk also enhances your own mental faculties, making you more adept at understanding and manipulating the thoughts and emotions of others. You will be able to maintain perfect unity and focus within your own mind, and communicate clearly and effectively with those around you. With Unified Purpose, you will be able to create a cohesive and unstoppable force, capable of achieving even the most daunting of tasks. Whether you are leading an army into battle, or working together towards a common goal, your unity of purpose will ensure that victory is always within reach.

Agent Basilisk - 100 CP
The Venenum Assassins are masters of exotic poisons and toxins. They are always working to create deadlier toxins to use against their foes. You have been subjected to some of their experiments and reaped the benefits of this procedure.
As a result, your very touch becomes poisonous to those around you. You have the ability to secrete a potent venom from your skin that can incapacitate or even kill those who come into contact with you. Your body has been enhanced to produce this venom naturally, making it a part of your physiology.

You have become immune to virtually every toxin imaginable and can control the potency and effects of your own toxins. You can also choose to secrete the venom only when you want to, making it a powerful weapon in combat. This perk can be useful in both offensive and defensive situations, as enemies will think twice before getting too

close to you. Lastly, you will have perfect control over it ensuring that you don't accidentally poison your allies or innocent bystanders.

Phoenix's Insight - 100 CP
You have gained a unique insight into the true nature of power and potential, learned through witnessing the wasted potential of the Commorragh Eldar. Your understanding of the universe's balance and the potential for greatness within all beings allows you to recognize and unlock hidden talents and abilities in those around you. You are able to see the potential for greatness in others, even in those who may not see it themselves. This perception allows you to guide and train individuals to unlock their full potential, resulting in remarkable growth and development.

Furthermore, you have gained a deep understanding of the dangers of power and the temptations of darkness. You are able to recognize and resist the corrupting influence of power, and can help others to do the same. This allows you to build strong and loyal allies, and to avoid falling prey to the seductive whispers of the Dark Powers. With this perk, you are able to recognize the hidden potential in others and help them to grow and develop, while avoiding the pitfalls of corruption and temptation.

Tenebrous Shiver - 100 CP
You have mastered the art of assassination and can strike fear into the hearts of your enemies. You move like a shadow and your attacks are precise and deadly. Your reputation as a feared killer precedes you, and your mere presence is enough to make even the bravest enemies hesitate. You gain a significant boost to your stealth and assassination abilities. Your attacks are more precise and deal extra damage when striking from the shadows. Additionally, enemies are more likely to be intimidated by you, causing them to hesitate or make mistakes in combat. Your reputation as a feared assassin also grants you respect and prestige within certain circles.

The Blessed Lady - 100 CP
You possess a natural talent for architecture and design, with an eye for detail and a creative mind that sets you apart from others. Your ability to bring a vision to life is unparalleled, and you have an uncanny ability to understand the needs and desires of your clients. You have built dozens of cathedrals, palaces, and cities that have stood the test of time, and your reputation as a master builder precedes you. Your work has not only been praised for its aesthetic beauty, but also for its ability to attract large crowds to religious events, making you a valuable asset to any organization looking to increase attendance. With your skill and reputation, you are able to command high fees for your services and choose the projects that interest you most.

Primarch's Aura - 200 CP
You possess an aura of commanding presence and heroism, similar to that of the Primarchs Your very presence inspires awe and admiration in those around you, making them more likely to follow your lead and believe in your cause. Your words carry weight, and your actions are seen as those of a true hero.

Your charisma and leadership abilities are greatly enhanced, allowing you to sway even the most stubborn of individuals to your side. Your movements and actions inspire confidence and courage in your allies, while causing fear and trepidation in your enemies. Even those who would normally resist your authority may find themselves compelled to follow your orders.

This perk can be especially useful in situations where leadership and charisma are necessary for success, such as during negotiations, battles, or political maneuvers. However, it may also draw unwanted attention and make you a target for those who fear or oppose your power.

- This perk is Free to Primarchs and Daemon Primarchs

Vulture Baron - 200 CP
You are a master of the skies, a true predator among the clouds. Through your experiences fighting in the skies, you have gained incredible skill and proficiency as a fighter pilot. You are able to fly any aircraft with ease, whether it be an Xiphon Interceptor, a Storm Eagle, or even a Thunderhawk Gunship. While piloting a vehicle it will be enhanced by the Warp, granting it wings that are longer, sharper, and filled with inhuman vitality.

Your connection to your aircraft is unparalleled. You and your aircraft are one, moving and fighting as a single entity. Your reflexes are lightning-fast, allowing you to dodge and weave through enemy fire with ease. Your aim is true, and you can take down even the most heavily armored enemy with a well-placed shot. With the Vulture Baron perk, you will be the ultimate predator of the sky. No enemy can match your skill and mastery of aerial combat. You will be able to take on entire enemy squadrons and emerge victorious, leaving your enemies in awe of your incredible abilities.

Master Administrator - 200 CP
You possess a powerful ability to administrate and modify any system or object with incredible precision and speed. By calling upon the power of Administration within you, you can quickly solve complex calculations and prepare matrixes that would otherwise be beyond human comprehension. This ability is not limited to the Heart of Khaine or any specific system or object, as you can use it on virtually anything you choose.

Whether it is a computer network, a complex machine, or even the fabric of reality itself, you have the power to modify and administrate it to your will. You can alter the fundamental nature of an object or system, or instead simply its exterior to suit your needs. This allows you to change the appearance and function of an object, while maintaining its core purpose and identity as you wish. With this power, you can make sure that no one interferes with your plans, as you have the ability to administer any obstacle in your way. The power of Administration is yours to command, and with it, you can achieve whatever goals you set your mind to.

Claimant's Dominion - 300 CP
You possess an unshakable confidence in your claims, no matter how audacious they may seem. Your words carry a weight and power that can challenge even the most powerful beings and entities in existence. You can make claims that others would never dare to make, and your enemies will find themselves hesitant to challenge you. With this perk, you can make claims that assert your dominion over any person, place, or thing, and the claim will be recognized as a legitimate assertion of control. This power extends to both mortal and immortal beings, even gods and demigods, and can be used to assert control over entire domains or realms. However, this power comes with a price. Should you rescind a Claim then you will be unable to make it once more. Additionally, others can challenge your claims when you make them. Losing this contest can have dramatic consequences. The more significant the claim, the greater the punishment will be, so use this power wisely.

Absolute Power - 300 CP
In this world, powers can be sealed away, taken from their owners, or restricted in various ways. But with this perk, such fears will be a thing of the past. Your abilities can never be sealed away, taken from you, or restricted in any way. No matter how much someone tries to prevent you from using your abilities, you will always be able to access them at full strength. This perk also grants you immunity to any power-negating effects or abilities. You can use your powers without fear of being suppressed or shut down by any outside force. Furthermore, this perk ensures that you will always be able to use your full power, no matter the situation. You will never be at a disadvantage due to someone else's abilities, and you can unleash your full potential without restraint.

Perpetual - 300 CP
You have ascended to the ranks of the rare and powerful beings known as Perpetuals. As a Perpetual, you possess an unparalleled ability to regenerate from any injury, short of true death. Whether you are atomized, incinerated, or shredded to pieces, your regeneration is capable of healing you in a matter of seconds. This ability only grows stronger as you do, and can even heal damage to your soul. Even god-like beings

would struggle to find a way to kill you permanently. However, it's important to note that you are not immune to mental anguish, and being unable to die may prove to be more of a curse than a blessing in some situations. Nonetheless, you are now one of the most formidable beings in the universe, with the potential to endure and survive any obstacle.

Predator's Dominion - 300 CP
You have a supernatural connection with predatory animals, able to communicate with them and bend them to your will. Whether it's lions, tigers, wolves, or other apex predators, they will follow your commands and fight for you. Even the most dangerous predators inhabiting the various Death Worlds will recognize you as an alpha predator. With a mere thought, you can call forth packs of predators to hunt your enemies or defend you from harm. Your control over these animals is absolute, and they will remain loyal to you as long as you treat them well and continue to provide them with food and a suitable environment. This perk also enhances your physical abilities, making you more agile, stealthy, and predatory in nature. Your senses sharpen, allowing you to track prey with ease, and your reflexes improve, enabling you to dodge attacks with lightning-fast speed. You may also gain some of the physical traits of the animals under your control, such as enhanced strength or keen senses. With this perk, you will be a master of the hunt, feared by your enemies and respected by your allies.

Ascendant Will - 400 CP
Through your unwavering will and unrelenting determination, you possess the ability to ascend and bring forth a new age upon the galaxy. You understand that Ascension is not simply about power or status, but about making an impact that echoes throughout the cosmos. With this perk, you possess an unshakable belief in your own destiny and a vision for the future of the galaxy. Through your Ascendant Will, you are able to inspire others to follow you on this path of change. Your very presence fills those around you with the conviction to strive towards a greater purpose, to reach beyond the mundane and into the unknown. Even those who would normally be opposed to your goals will find themselves unable to resist your magnetic charisma and leadership.

As you continue down the path of Ascension, your powers will grow and evolve. Your actions will have far-reaching consequences, shaping the very fabric of reality itself. You may be a force for creation or for destruction, but regardless of your ultimate goals, the galaxy will be forever changed by your influence. This perk will guide you on this journey, granting you the strength and the vision to bring about a new era for all beings in the cosmos. In the words of Abaddon the Despoiler you are now one of the few beings in the galaxy who truly matter and every action you take no matter how small may alter the fate of trillions.

Queen of Escalation - 400 CP
One of Weaver's most notable titles is the Queen of Escalation due to her constantly ramping up in response to her opponents. By purchasing this perk you may gain this title as well. As the Queen (or King) of Escalation, you have the uncanny ability to thrive in high-pressure situations and rapidly adapt to changing circumstances. This perk has two main effects. First, when situations escalate, whether due to your own actions or those of your opponents, things tend to work out in your favor. Your foes may be caught off guard, or other factors may come into play that aid you. Regardless, when the stakes are raised, you have a knack for rising to the occasion and coming out on top.

Second, your powers are now capable of escalating in response to the threat you face. As your opponents grow stronger, all of your abilities will react by rapidly increasing in strength. This effect is particularly noticeable in active combat, where you may go from barely holding your own against a superior foe to crushing them in a matter of minutes, assuming you can survive that long. The greater the danger you face, the faster your abilities and powers will grow, allowing you to adapt and overcome even the most formidable foes. With the Queen of Escalation perk, you are truly a force to be reckoned with, capable of turning the tide of any battle in your favor.

Jumper the Red - 500 CP
Magnus the Red is one of if not the greatest mortal psykers alive. He is only surpassed by the Emperor and the Ancient Aeldari before their fall. With this perk, you can match the unparalleled psychic abilities of Magnus the Red, the Daemon Primarch. You possess his extensive knowledge of the Warp and can manipulate it to your will with ease. You can dominate entire worlds with your psychic powers, effortlessly defeat opposing Space Marines with devastating blasts, and bend reality itself to your whim. With years of study and experience under your belt, you are a true master of the psychic arts, and few can rival your power.

One with the Shadows - 100/300/500 CP
Moving through the shadows undetected is not just a form of art for you, it is second nature. For 200 CP, you are on par with the infamous Shadow Guard of the Raven Guard and the veteran Night Lords of the Horus Heresy. Your movements are so silent that even the most attentive individuals will not notice you, and your ability to blend in with the environment is almost supernatural.

For 400 CP, your skills are on par with the legendary Primarch Corvus Corax himself. You can move through any environment, from the darkness of space to the crowded streets of a hive city, without leaving a trace. Your mastery over the shadows is such that even psychic and supernatural means of detection will not reveal your presence.

Only a select few beings in the universe would be able to detect your movements, and even they would have to be actively searching for you to have any chance of success.

Lastly, for 600 CP you can receive Corvus's dominion over Shadows. This dominion empowers the user allowing them to remain undetected from anyone and greatly amplifies their power. After Elena Kerrigan was given the domain of Shadows she went from a normal Callidus Assassin to a monster who could kill hundreds of Space Marines. Admittedly she assassinated each of them, but the point stands. Purchasing this option will give you this power of the Shadows as well.

Queen of Blades - 1000 CP
Lelith Hesperax also known as Aenaria Eldanesh is currently the oldest mortal in the galaxy and the single most skilled warrior to ever live. Aenaria claimed that she was confident in killing the Emperor of Mankind in a one on one battle before his entombment on the Golden Throne. Given that she was able to defeat Rogal Dorn without being hit once and cut off his hand she is likely telling the truth. You possess skills and abilities on par with the Queen of Blades herself. You are incredibly fast and skilled in combat, able to effortlessly cut down even the toughest opponents with your sword. Your attacks distort the very fabric of reality, allowing you to penetrate even the toughest armor and defenses.

With your mastery of combat and your unparalleled combative skill, you are a force to be reckoned with on any battlefield. You possess unrivaled speed, mastery of practically every weapon ever forged by advanced human and xenos species alike, psychic power matching that of the greatest pre-fall Aeldari, and millions of years of war experience. Whether facing down hordes of demons or taking on the mightiest warriors in the galaxy, you are one of the deadliest beings in existence, and your enemies will tremble before you.

Summoned Champion

Resilient Instincts - 100 CP
You have an uncanny ability to adapt to unexpected situations and quickly recover from setbacks. Whether you're unexpectedly attacked by an enemy or find yourself in an embarrassing situation, your training and instincts kick in, allowing you to regain your footing and keep moving forward. You are able to quickly assess your surroundings and identify the best course of action, even in high-pressure situations. This perk also grants you a heightened resistance to physical and mental attacks, making it difficult for enemies to incapacitate or manipulate you. Additionally, you are able to tune out distractions and focus solely on the task at hand, allowing you to perform at your best even in chaotic or distracting environments.

Blood Angels Charm - 100 CP
The Blood Angels are known not only for their formidable combat prowess but also for their striking beauty and charisma. With this perk, you will exude a natural charm and grace that can make even the most stubborn or hostile individuals more receptive to your words and actions. You will possess a magnetic personality that can make others feel at ease in your presence and more likely to trust and follow you.

Your physical appearance will also be enhanced to a degree, with a more symmetrical and aesthetically pleasing facial structure, striking eyes, and perfect complexion. Even if you do not have blonde hair and blue eyes like the Blood Angels, you will still radiate an aura of beauty and grace. Furthermore, your words will have a certain persuasive power that can convince others to see things your way, even if they initially disagree. This can be especially useful in negotiations, diplomacy, and even in combat situations where you need to convince enemies to lay down their arms or persuade allies to fight alongside you.

Times of Peace - 200 CP
Winning the peace is just as important as winning the war. Too often, leaders and nations neglect the aftermath of conflict, leading to instability, corruption, and future wars. Peace must be treasured, but it cannot be an excuse to forget duty and responsibility. This applies not just to the Imperium, but to all societies and civilizations. As a bearer of this perk, you understand the value of winning the peace. You are skilled in conflict resolution, diplomacy, and building stable and prosperous societies. You have a deep respect for the cultures and customs of others and are willing to learn and adapt.

Your actions inspire others to work towards peace and stability, and you are willing to put in the hard work to achieve it.

With this perk, you have the ability to bring people together and build lasting peace. You can resolve conflicts peacefully, prevent future wars, and foster cooperation and mutual understanding. Whether you are a leader, diplomat, or citizen, your dedication to winning the peace sets you apart and makes you a valuable asset to any community. On the other side you know that you must prepare for war as well. While you are in times of peace your forces will never dull, your supplies will not dwindle, and you shall be ready should another foe rise up. You fight for the sake of peace, but you know that war is always on the horizon.

Dynastic Savior - 200 CP
You possess a natural talent for leadership and governance, particularly in times of crisis. Your charisma and experience allow you to rally people to your cause and inspire them to work towards a common goal. As a result, you are able to establish and maintain stable and prosperous dynasties, even in the face of adversity. You have a deep understanding of economics, politics, and social dynamics, which allows you to make sound decisions and implement effective policies that benefit your people.

Your skills extend to military matters as well, and you are a capable strategist and tactician. You can command armies with skill and precision, ensuring victory in battle and the defense of your realm. Furthermore, you have a natural talent for diplomacy and negotiation, allowing you to forge alliances and treaties with other nations and factions. With this perk, you will be able to govern your territory with ease and efficiency, fostering a stable and prosperous society. You will be a respected and beloved leader, known for your wisdom, fairness, and courage. Your people will look up to you as a savior and a hero, and your name will go down in history as one of the greatest rulers of all time.

Blood of Angels - 400 CP
You have been blessed with the power of Sanguinius, the Primarch of the Blood Angels, and the Sanguinor, the angelic figure who serves as the Chapter's herald. Your senses are heightened to a superhuman degree, allowing you to perceive the world in greater detail and with greater clarity. You possess incredible speed and agility, capable of moving faster and more gracefully than any mortal. Your strength is also greatly enhanced, allowing you to lift massive weights and strike with devastating force. Physically you will be on par with the greatest daemons to ever live such as Be'lakor the First Daemon Prince.

In addition, you are able to draw upon the power of the Blood Angels' gene-father to unleash powerful psychic abilities. You can manipulate the blood of your enemies, causing it to boil in their veins or forcing it to erupt from their bodies. You can also use your psychic powers to heal your own wounds, and to bolster the fighting spirit of your allies. Finally, you are protected by the angelic aura of the Sanguinor, which makes you almost invulnerable to harm. Your enemies will find it difficult to strike you with their weapons, and their attacks will do little more than scratch the surface of your armor. Even if you are wounded, your enhanced healing powers will quickly repair the damage, allowing you to continue fighting with renewed vigor.

The Legion of Sacrifice - 400 CP
Each of the Primarchs were said to embody one of the Emperor's traits. The 2nd Primarch was given his sacrificial essence alongside the power that came with it. Once the 2nd Primarch was freed he passed on his essence to Weaver and by taking this perk you as well. With this power, you gain the ability to channel the Power of Sacrifice, a potent force that allows you to enhance the strength of others in exchange for their very being. Those who accept this power will be granted a surge of power, enabling them to fight with strength many times greater than their own.

However, the cost of this power is steep - they will be consumed after only a few minutes of use, and their souls will be drawn into your own Legion of Sacrifice, a force similar to the fabled Legion of the Damned. By taking this power, you will be able to create and command your own Legion of Sacrifice, which will fight tirelessly against your enemies, their souls bound to your service for eternity. But be warned - this is not a power to be used lightly. Once accepted, the souls of those who have been sacrificed will be bound to you forever, and they will be unable to truly die. The Legion of Sacrifice is a force to be reckoned with, but the price of its power is high.

Living Saint - 600 CP
You are a living embodiment of the Emperor's divine will, having been blessed with a fragment of his essence. This essence grants you unparalleled strength and combat prowess that instills courage and hope in those around you. With an unshakable faith in the Emperor, you possess incredible physical strength, speed, and endurance, allowing you to perform superhuman feats and survive deadly wounds. Your innate resistance to psychic and warp-based attacks makes you nearly invulnerable to such attacks. You emit a powerful aura of faith that bolsters the morale of your allies and strikes fear into the hearts of your enemies.

In addition, you have been blessed with the ability to channel the power of the Emperor to perform miraculous feats such as healing the sick and wounded, permanently killing

daemons, and banishing the powers of Chaos. Your faith in the Emperor is so strong that you can even summon a pair of golden wings made from energy, granting you the ability to fly with enhanced speed and maneuverability. Furthermore, you possess the ultimate gift of resurrection - the ability to return from death once, with your body and soul being fully restored by the grace of the Emperor. With this perk, you are a shining example of the Emperor's might, a beacon of His divine light, and the pinnacle of faith and devotion.

The Swarm Bringer - 600 CP
You possess the power of Weaver, allowing you to exert absolute control over any insectoid-like creature within a certain range. You will start out with a range of approximately one kilometer, but given time you can expand this range to encompass entire solar systems. This includes not only non-sentient insects and arachnids, but also sentient beings with insect-like characteristics, such as the Zerg and Tyranids. Additionally, your power extends to mechanical constructs like Necron Scarabs and any other beings that qualify as insectoid-like. Your control over these creatures is absolute, allowing you to command them to do your bidding without any resistance or hesitation. This power can be a valuable tool in combat, espionage, or simply as a means of control over the natural world. Lastly, even if you don’t wish to be a fighter there are a number of roles that you can fill with this power. Only time will reveal the limits you possess.

Imperial Guard

Patience of the Emperor - 100 CP
You have the ability to remain calm and composed in situations where others may become impatient or frustrated. This allows you to wait for the right moment to strike or to achieve your objective without rushing or making hasty decisions. Your patience also enables you to gather more information and gain a deeper understanding of the situation, making you a valuable asset in investigations and strategic planning. This perk also grants you the ability to stay focused on a task for an extended period of time, even if it requires waiting for hours or days.

Well-Oiled Machine - 100 CP
You are a master of war and understand the importance of a well-oiled machine. Your ability to acknowledge and recognize the contributions of those under your command, from champions and heroes to support crews, increases their morale and loyalty. Your leadership style ensures that the war machine of your operation turns smoothly, with every cog and gear working in harmony. This allows you to advance your plans with implacable efficiency, making subtle and obvious gains while overcoming logistical and material challenges. You also have the ability to inspire loyalty and commitment, ensuring that your soldiers and support personnel will follow you to victory, no matter the cost.

Purifying Light - 200 CP
You have learned the technique of purging taint and corruption from objects, entities, and even yourself using the power of Anathema, a substance that counters the effects of the Empyrean. By focusing your will and channeling the Anathema through your body, you can remove any corruption, taint or warp influence from an object or entity. This allows you to cleanse artifacts, weapons or even individuals, removing any negative influences or alterations that may have been inflicted upon them. You can also use this power to protect yourself from the influence of Chaos, nullifying any warp-based powers or effects that may be affecting you. With time and practice, you may even learn to use the Purifying Light to purify daemons, and even mimic the Emperor's feat of cleansing a Chaos God. After Slaanesh was shattered a large fragment of her essence was purified to give birth to a new Aeldari God.

A True Leader - 200 CP
With your words and actions, you are able to inspire loyalty and devotion in those around you. You have a natural charm that draws others to you, and your ability to lead

and make decisions is respected and admired. People are willing to follow you into battle, even against seemingly insurmountable odds, because they believe in your cause and your abilities. Your leadership inspires hope and confidence in those around you, and they will fight harder and more fiercely for you than they would for anyone else.

Catachan Resilience - 400 CP
The harsh conditions of Catachan have toughened you to endure even the deadliest environments. You possess an innate ability to adapt to any environment, whether it be the toxic wastelands of a barren planet, the frigid temperatures of an ice world, or the scorching heat of a desert planet. Your body is able to acclimate to the environment, allowing you to breathe and move freely without any negative effects. You are also immune to any environmental hazards, such as poisonous atmospheres, corrosive substances, extreme temperatures, and radiation. You can survive in any environment without the need for specialized equipment or protective gear. This perk does not grant you any additional physical strength or combat skills, but it does give you the ability to withstand even the harshest environments, making you a valuable asset to any mission or operation.

Deathwatch Veteran - 400 CP
The Deathwatch Space Marines are the elite warriors of the Imperium dedicated to hunting down grave xeno threats. It would seem that you either are a member of the Deathwatch yourself or that you have served alongside them. This experience has made you a master of combat and tactics when it comes to fighting xenos species. Through your rigorous training and experience in battling alien threats, you have gained unparalleled knowledge of their weaknesses and combat strategies.

As a Deathwatch veteran, you have a natural talent for identifying and exploiting the weaknesses of different xenos species. Your training has honed your abilities to anticipate their tactics and movements, allowing you to react with precision and efficiency in combat. You have also gained a deep understanding of their physiology, enabling you to target their vulnerable points and deal devastating blows. With your unparalleled expertise in xenos warfare, you are a valuable asset to any team, and a formidable opponent to any xenos threat.

The Wolf King's Fury - 600 CP
You possess an unparalleled capacity for unleashing a devastating burst of raw, untamed rage. Whether it's in response to a personal loss, a perceived injustice, or the sight of your enemies lying in wait, your fury knows no bounds. Your mere presence can inspire fear and awe in those around you, and when you let loose, you become a force of nature, striking fear into the hearts of your foes and inspiring your allies to fight

harder. This rage comes at a cost, of course, as it can cloud your judgment and push you to the brink of madness, but it's a small price to pay for the sheer destructive power you wield. As a result of this perk, you gain increased strength, speed, and resilience when you're in the throes of your primal fury, as well as heightened senses and an unbreakable will. Additionally, you gain the ability to channel your rage into powerful attacks and unleash devastating shockwaves that can shatter even the sturdiest defenses. This perk is best suited for those who prefer to rely on brute force rather than finesse, and who are willing to accept the risks that come with embracing their inner beast.

Daemonbane - 600 CP
Through intense study, training, or innate ability, you possess a potent ability to destroy daemons. Your mind, spirit, and body are fortified against the corrupting influence of the warp, and your weapons and attacks are imbued with a powerful anti-daemonic energy. With a single blow, you can banish a lesser daemon back to the warp, and with sustained effort, you can weaken or destroy even the mightiest of greater daemons. Additionally, your presence is anathema to daemons, causing them great discomfort and weakening their hold on reality. This ability can be used against any being of daemonic origin, including those summoned by Chaos sorcerers or other warp users. However, be warned that overuse of this ability can attract the attention of the Chaos gods, who may seek to eliminate you as a threat to their power.

Mechanicus

The Machine Within - 100 CP
As one who values both flesh and machine equally, you possess an innate ability to seamlessly integrate any technological augmentations or cybernetics into your body. Your physiology is naturally attuned to the workings of machinery, allowing you to fully integrate and control even the most complex of machines without risk of rejection or malfunction. Whether you choose to augment yourself with mechanical limbs, cybernetic enhancements, or any other manner of technological upgrades, you can be sure that your body will accept them without issue, granting you greater strength, speed, and endurance than ever before.

Machine Empathy - 100 CP
You possess a deep and intuitive connection with all forms of technology, allowing you to not only communicate with machines, but also to influence and control them to a certain extent. With this perk, you can instantly diagnose any issues with machinery and understand how to fix them. You can also coax even the most stubborn of machines into working for you, be it through persuasion or coercion.

Furthermore, this perk grants you the ability to merge with machines on a temporary basis, granting you enhanced physical abilities and allowing you to access their capabilities as if they were your own. This fusion is not without risks, however, as the longer you stay connected to a machine, the greater the chance of its machine spirit taking control of your body.

As you progress and refine this skill, you may even be able to tap into the Machine God's infinite knowledge, allowing you to gain insights and knowledge beyond that which any mortal being could achieve. However, such power always comes with a price, and delving too deeply into the Machine God's knowledge could lead to madness or corruption.

Revitalization Mastermind - 200 CP
You have a keen eye for revitalizing stagnant or struggling systems, be it infrastructure, industry, or society. With this perk, you possess a natural talent for developing and executing plans to rejuvenate and modernize systems, leading to significant improvements in efficiency, productivity, and quality of life. You can quickly identify and prioritize key areas for improvement, and your plans are often ambitious and far-reaching, with a long-term outlook. Additionally, your leadership skills and ability to

inspire and motivate others make you an effective manager of large-scale projects, capable of bringing together diverse groups of individuals to achieve a common goal. This perk also grants you knowledge of advanced technology and techniques for infrastructure development, allowing you to implement cutting-edge solutions that significantly outstrip what is currently available.

Biomechanical Expertise - 200 CP
You have a deep understanding of both biological and mechanical systems, allowing you to seamlessly integrate the two. Your expertise in organic anatomy and genetics, combined with your knowledge of machinery and technology, makes you a valuable asset in any situation where both organic and mechanical systems are involved. You are on par with some of the skilled Arch-Genetors within the Mechanicus.

You can quickly diagnose and repair injuries to both organic and cybernetic parts, and you have a talent for creating custom cybernetic enhancements that seamlessly integrate with the body. This knowledge also grants you insight into the workings of alien biological systems, allowing you to quickly adapt to new foes and their abilities.

Hand of the Omnissiah - 400 CP
You possess a rare combination of skills that allow you to both recover and innovate with ancient technology. With your innate talent for repairing and recovering ancient technology, you can restore even the most damaged and decayed artifacts to their former glory without the need for specialized tools or materials. Your understanding of the underlying principles of technology also allows you to easily spot valuable artifacts amidst ruins and properly catalog and preserve them. Furthermore, your ability to innovate and create new technological wonders is highly valued by the Mechanicus and other tech-focused organizations.

You have a gift for making unconventional improvements to existing technology and can easily gain the approval of the Mechanicus for your creations, even if they deviate from traditional design patterns or go against established protocols. Your technological creations will be seen as groundbreaking and revolutionary, and you are respected as a brilliant and visionary inventor. Others will see your works as the guidance of the Omnissiah, rather than declare you a techno-heretic. With this perk, you are a master of lost technology, able to both recover and create, and your discoveries and innovations will earn you fame and fortune among collectors and researchers alike.

Industrial Prowess - 400 CP
You possess a keen understanding of industrial and logistical operations, capable of turning even the most dire situations into opportunities for growth and prosperity. With

your knowledge and expertise, you are able to oversee the construction and production of vast amounts of war material, from vehicles and weapons to ships and promethium. Your ability to coordinate and manage resources allows for maximum efficiency and output, enabling you to meet even the most daunting of production quotas.

Additionally, your previous work has given you valuable connections and networking opportunities with influential individuals and organizations throughout the galaxy. Your reputation as a skilled industrialist and logistician precedes you, granting you access to valuable resources and opportunities for growth and expansion. Whether it's the construction of vast fleets for the Imperial Navy or the production of vital war material for the Astra Militarum, your industrial prowess makes you a highly desirable commodity in this galaxy.

Warp Runner - 600 CP
Some of the most impressive technology created by the Mechanicus is their teleportation technology such as the equipment used by the Legio Astorum. You possess the knowledge and expertise required to make any machine, vehicle, or structure into a teleportation-capable entity. This includes ships, Titans, and even entire armies. You are able to protect this knowledge from others and selectively share it with those you deem worthy. Additionally, you have the ability to personally teleport anywhere you desire, even across vast distances. This ability is not limited by range, size, or the presence of anti-teleportation technology. With your newfound teleportation abilities, you will be able to outmaneuver and surprise your enemies, making you virtually unstoppable in any battlefield or conflict.

Tinker's Insight - 600 CP
You possess a unique ability to understand and improve upon technology, similar to the renowned tinker, Dragon. Whether it's advanced machinery, cutting-edge software, or even alien tech, you have an intuitive grasp of its workings and can enhance its capabilities. Not only can you analyze and reverse-engineer existing designs, but you can also come up with original inventions and improvements that surpass what currently exists. Your mind is wired to understand complex systems, and you can easily spot weaknesses and inefficiencies in any technology you encounter.

Additionally, your expertise extends to tinkers and their creations. You can copy, understand, and elaborate upon their designs, just like Dragon. This allows you to replicate their gadgets and weapons, as well as come up with unique modifications that improve upon their original work. Whether you're using your abilities to develop cutting-edge tech for yourself or others, you're a valuable asset to any organization that values innovation and technological superiority.

Chaos

Undying Loyalty - 100 CP
You have a strange, almost hypnotic effect on those who have pledged themselves to the forces of Chaos and other beings that should be considered your allies. Those who have allied themselves with you will remain fiercely loyal as long as you don't betray them first. This includes the other followers of Chaos who may have their own ambitions and desires for power. As long as you don't actively harm or threaten them, they will be bound to follow you and even defend you against those who would seek to harm you. This loyalty can also extend to those who have pledged themselves to the other Chaos Gods, making it possible for you to work with them without fear of betrayal. However, be warned that this perk does not protect you from the schemes and machinations of Chaos itself, and those who have not pledged themselves to your faction are still free to oppose you.

Warp Curses - 100 CP
You possess the ability to weave potent curses using the energies of the Warp. With your mastery of sorcery, you can inflict terrible fates upon your enemies, causing their very bodies and ships to crumble to dust. This power is not limited to the physical realm, as you can also inflict devastating curses upon their minds and souls. Your curses are so powerful that they can even break the rules of Warp translation and exact revenge upon those who attack you. With this ability, you can turn the tide of battle in your favor and strike fear into the hearts of your enemies. However, you must be cautious in its use, as the forces of Chaos may seek to corrupt and exploit this power for their own ends.

Breaker of Wills - 200 CP
You possess incredible mental abilities that are capable of dominating the will of even the most powerful and resistant beings. Your mind is a powerful weapon, able to break the wills of those who oppose you and force them to submit to your commands. With this power, you can bend even Greater Daemons to your will, making them obey your every command without question.

In addition, you have been trained by the Courts of Change to be a master of warfare, able to strategize and plan battles with incredible skill. You have access to a wealth of knowledge about tactics, weapons, and military history, and can put this knowledge to use to defeat your enemies on the battlefield. With your incredible mental powers and your expertise in warfare have become a master of subjugation.

Daemonhost Synergy - 200 CP
Through this perk, you possess an innate ability to achieve perfect synergy with any spirit or daemon that inhabits your being. Similar to Argel Tal's perfect synchronization with the daemon possessing him, you will have an unparalleled connection with any supernatural being sharing your body. This synergy will allow you to safely host multiple spirits or daemons within you, without experiencing any adverse effects or drawbacks. Additionally, your physical abilities will be greatly enhanced by your symbiotic relationship, granting you incredible strength, agility, and endurance.

You will have full control over these entities, and they will serve as loyal allies in any situation, with their powers augmenting your own. They will also provide you with invaluable knowledge, as well as access to unique and powerful abilities. You will be able to switch between different entities within you effortlessly, allowing you to tailor your abilities to any given situation. With this perk, you will become an unstoppable force, feared and revered by all who face you.

The Changeling - 400 CP
You have been blessed with the shapeshifting abilities of the Changeling, a powerful daemon of Tzeentch. You can perfectly mimic the appearance, voice, mannerisms, and memories of any living or non-living being you have encountered, regardless of their species or size. This allows you to infiltrate any organization or society, deceive your enemies, and manipulate those around you to achieve your goals.

Furthermore, you can also mimic the abilities and skills of those you imitate, provided that you have sufficient knowledge of them. For example, you could mimic the combat skills of a Space Marine, the psychic powers of an Eldar Farseer, or the technological knowledge of a Necron Nemesor. However, your mimicked abilities are limited to your own physical and mental capabilities and cannot exceed them.

With this perk, you become a master of deception and infiltration, able to sow chaos and confusion among your enemies while keeping your true identity and intentions hidden. But be warned, these powers may cause you to be coveted by many other beings, and you may attract unwanted attention from the followers of Tzeentch or other chaos gods.

Anarchic Cleansing - 400 CP
You have the power to strip any being of their supernatural abilities and revert them to their original state. This power is particularly potent against beings that have ascended beyond their mortal form or have been altered through sorcery or other supernatural means. You can use this power on any being, regardless of their power level or origin.

Additionally, you possess the ability to permanently nullify the power of any daemon, psychic or sorcerous entity that comes into contact with you. They will be unable to use their powers against you or anyone else, and their powers will be stripped from them entirely, rendering them mortal once more. You can also use this power to cleanse any object or location of any taint or corruption caused by supernatural means.

Shard of Chaos - 600 CP
Through unknown means, you have gained control over a specific aspect of one of the Chaos Gods. Whether it is a shard of their power or a fragment of their essence, you have the ability to command and manipulate the aspect of the God that you possess. Perhaps you have seized control over a specific emotion or concept associated with the Chaos God, or perhaps you have gained dominion over a specific realm of their domain. Whatever it may be, your power over the aspect of the Chaos God is nearly absolute, and you are able to bend it to your will.

For example, if you have taken control of the aspect of Khorne associated with rage, you may be able to incite uncontrollable fury in others or even control the movements of Khorne's daemonic legions. Or if you have gained dominion over the aspect of Nurgle associated with decay, you may be able to accelerate or halt the spread of disease or even control the rate of decay of physical objects. The specific abilities granted by this perk will depend on the aspect of the Chaos God that you control, but rest assured that your power over it will be formidable. However, be warned that the Chaos Gods are fickle beings, and they will likely be unwilling to share aspects of their power.

Lastly if you purchase all of the Aspects related to a god you will become a being on par with them. Atharti has five aspects, Slaanesh has six aspects, Khaine has six aspects, Nurgle has seven aspects, Khorne has eight aspects, Tzeentch has nine aspects, Malal has eleven and the Emperor has twenty. The total power offered by these is equal so a single shard of Slaanesh is a bit stronger than a shard of Tzeentch. To make it fair each purchase will allow you to claim one-fifth of a god's aspects. This means purchasing this perk five times allows you to match the gods and gain authority over their domains.

Slaanesh's Blessing - 600 CP
You have been touched by the essence of Slaanesh, the Chaos God of Excess, granting you incredible physical abilities and the ability to bend the Immaterium to your will. Your body has been transformed, enhanced beyond mortal limits, with heightened strength, speed, agility, and durability. Your reflexes and senses have been sharpened to such an extent that you can react to any situation with lightning speed and precision. Your mere presence exudes a sense of pleasure and desire, causing those around you to become intoxicated and infatuated with you. Your voice drips with honeyed words that

can manipulate even the strongest-willed individuals to your bidding. You possess a measure of Slaanesh's charisma, able to turn even the most stoic individuals into your devoted followers.

Your very being is a conduit of excess and indulgence, and you revel in every sensation, whether it be pain or pleasure. You are immune to the corrupting effects of Chaos, for you already represent the darkest aspects of Chaos itself. Your soul is strong enough to resist any attempts at possession or corruption, and you are immune to any kind of psychic manipulation. You have the ability to warp reality through sheer force of will, able to manipulate the very fabric of space and time to suit your desires. You can create illusions, manipulate matter and energy, and even alter the laws of physics to achieve your goals. Alternatively if you dislike Slaanesh you may receive a similar blessing from Nurgle, Tzeentch, Khorne, or Malal.

Aeldari

Auspicious Tongue - 100 CP
You have a natural talent for language and can read the subtle nuances and inflections of any spoken or written language. You can discern the true intent behind the words spoken and read between the lines to uncover hidden meanings or messages. This skill allows you to negotiate more effectively, detect deception, and gain an advantage in any communication-based task. Furthermore, you possess a natural charisma and can use your words to persuade or manipulate others to your will. Even your enemies may find themselves swayed by your words and actions.

Isha's Blessing - 100 CP
You possess a unique connection to the life-giving powers of Isha, the Eldar goddess of fertility and healing. You possess a heightened ability to heal others, both physically and emotionally, and can boost their natural healing processes. Additionally, you have a limited ability to stimulate the growth of plants and manipulate the natural world around you. This power is especially potent in areas that have been touched by death and decay, as you can restore balance to these areas and encourage new life to flourish. This perk also grants you a heightened resistance to diseases and toxins.

Lord of Pleasure - 200 CP
The Dark Eldar Travelliath Sliscus was an extremely dangerous individual, but he was mainly known for a bizarre trait. He was known to seduce numerous Sector Ladies, female Rogue Traders, and Wyches. As a result built up a massive and influential harem who was surprisingly loyal to him.

Like the Duke of Commorragh you have an exceptional talent for managing relationships, especially those of a romantic nature. You are able to build and maintain harem-like groups of individuals who are completely devoted to you, regardless of their species or background. Your charisma and charm are irresistible, and you have a natural ability to make others feel special and appreciated.

In addition, your preference for those you are attracted to grants you an innate ability to connect with them on a deeper emotional level, making them particularly loyal and trustworthy in your eyes. This allows you to build strong alliances and networks of lovers who are willing to go to great lengths to protect and serve you.

Den of Thieves - 200 CP
You have a natural talent for sowing discord and distrust among your enemies, causing them to turn on each other even in the face of a common threat. Whether it's through

clever manipulation, subtle sabotage, or simply the force of your presence, your foes will find themselves unable to resist the urge to backstab each other. This perk grants you the ability to turn even the most loyal of enemies against each other, causing them to engage in internal conflict and infighting rather than focusing on you. Even in the face of imminent doom, they will be more interested in tearing each other apart than in working together against you. With this power, you can cause chaos and confusion among your enemies, weakening their resolve and making them easy prey for your own forces. Whether you're facing down an army of fanatics or a cabal of scheming overlords, your enemies will always be their own worst enemies when you're around.

Can You Kill It - 400 CP
There are a vast number of beings who possess the ability to resurrect in this world. The Necrons, virtually every Daemon, the Living Saints, and many more are capable of this seemingly miraculous feat. Despite their supposed immortality it is still possible for these immortals to truly be slain; it simply requires a special touch. By taking this perk you will acquire this ability. Anything you slay will genuinely die and fail to resurrect. This effect will erase them completely, prevent any back-up plans from being activated, and ensure that they truly are gone. Under your blade all will be treated equal regardless of whether they are a fallen slave or a murderous god.

Master Haemonculus' Legacy - 400 CP
You have inherited the fleshcrafting and bioengineering skills of Master Haemonculus Rakarth himself. You possess an innate understanding of the complex art of manipulating living matter, enabling you to craft and reshape flesh and bone with ease. You can create entire armies of bioengineered creatures, imbued with powers and abilities beyond those of their natural counterparts.

Your creations are not limited to the Eldar race, but can be applied to any living creature, including humans and aliens. You can create soldiers that are faster, stronger, and more resilient than any ordinary human, and even imbue them with special abilities such as psychic powers or biomorphic weaponry. You can also use your skills for more personal gain, altering your own physical form to enhance your abilities or take on new forms entirely. Your body is a canvas, and with your knowledge of fleshcrafting, you can mold and reshape it as you see fit.

Peak of Perfection - 600 CP
You are a superb and clearly superior member of your species, having undergone centuries or even millennia of gene-selection programs and carefully selected marriages to achieve perfection. Your body and mind are superior to that of the average member of your species, with enhanced physical attributes such as strength, speed, and agility,

as well as heightened mental abilities such as intelligence, charisma, and willpower. Your beauty is unparalleled, with features that radiate elegance and authority, and a terrifying charisma that makes you more desirable to others. Your physical appearance is flawless, with curves and proportions that scream superiority to the rest of your species. You are noticeably larger and stronger than others, with discreet but battle-ready muscles. You are the epitome of perfection, a true masterpiece of your species.

Asuryan’s Incarnation - 600 CP
You have become a true embodiment of the Eldar's greatest champions, the Phoenix Lords. Your skills in combat have been honed to perfection, and you are capable of performing incredible feats of martial prowess. Your physical abilities have been enhanced to their maximum potential, allowing you to move with incredible speed and agility, and your senses have been heightened to an extraordinary degree.

In addition to your physical abilities, you have gained access to the Phoenix Lord's signature weapons and abilities. You can call forth the weapons and armor of any of the Phoenix Lords at will, allowing you to adapt to any situation. You also have the ability to manipulate the warp and bend reality to your will, creating devastating psychic blasts and other effects. With this power, you are virtually unstoppable on the battlefield, able to take on entire armies by yourself. Your legend will grow with every battle, and you will inspire fear and awe in all who face you.

Necron

Necrodermis Regeneration - 100 CP
Like the Necron, your body is composed of the unyielding substance known as Necrodermis, allowing you to regenerate from almost any wound. So long as your body is not completely destroyed, you can heal from any damage inflicted upon you, including the regrowth of lost limbs and organs. Your body is also highly resistant to physical harm, as well as immune to poisons and diseases that affect organic life forms. Optionally you may choose to simply apply these properties to your normal body though you will be losing out on some durability.

I Serve No One - 100 CP
While many Necrons were stripped of their free will and became mindless slaves to their overlords after biotransference, you are an exception. Your mind and consciousness were preserved, and you possess an indomitable will that cannot be overpowered by any means, be it the protocol codes of the Necrons, daemonic possession, or any other form of mind control. You have complete control over your own thoughts and actions, and no external force can manipulate or influence them against your will.

Phaerakh-Cryptek Mastery - 200 CP
You possess the knowledge and skill of a Phaerakh-Cryptek, one of the most rare and powerful members of the Necrontyr nobility. With this perk, you have complete mastery over the programs embedded in your dynasty and the secrets of dimensional dissonance, elemental transmogrification, and other harsh disciplines that even the Crypteks have yet to fully comprehend. You have developed mastery over the five paths of the Crypteks. You can easily manipulate the very fabric of reality, bending it to your will with ease. You are a respected and feared leader among the Necrons, commanding absolute loyalty from your subordinates. Your understanding of the inner workings of Necron technology is unparalleled, allowing you to diagnose and repair any malfunction with ease. Your intellect and ingenuity are matched only by your ruthlessness, making you a force to be reckoned with on the battlefield.

Ravages of Time - 200 CP
While many of the Necrons went into their endless sleep some of them remained awake. Like Trazyn and the other Necrons who remained awake you possess the ability to exist indefinitely without suffering any of the effects of aging. You will never grow old, and your body will remain in its prime state for eternity. Additionally, you have perfect recall, never forgetting anything you have seen, heard or experienced. Your mind is

immune to any form of insanity, allowing you to retain your sanity even in the face of horrors that would drive lesser beings mad. Finally, you have an innate ability to stave off boredom, never feeling the need for stimulation or excitement. You can spend an eternity in meditation or reflection without growing restless or bored.

Zahndrekh's Tactical Genius - 400 CP
Zahndrekh is widely regarded as one of the greatest military commanders among the Necron Dynasties. His tactical and strategic abilities on the battlefield are unrivaled, making him a formidable opponent for any enemy force. You have gained the strategic brilliance of the legendary Necron commander Zahndrekh. With this perk, you possess an unparalleled ability to analyze and anticipate enemy movements, identify vulnerabilities in enemy defenses, and devise brilliant tactics to exploit them.

Your military acumen is unmatched, and your ability to command your forces is unparalleled. You can lead armies of any size and effectively coordinate their movements, maneuvers, and attacks with utmost efficiency. One of your most notable military capabilities is the ability to adapt to changing battlefield conditions. You are a master at analyzing the enemy's tactics and devising counter-strategies on the fly. This makes you highly skilled at exploiting the terrain and weather conditions to gain an advantage over your foes.

You have a comprehensive understanding of all forms of warfare, ranging from ground-based assaults to orbital bombardments, and virtually any other battlefield you could encounter. You share Zahndrekh’s immense combat experience against a wide variety of enemies, including the Krorks, Aeldari, Hrud, Old Ones, Rangdan, C'Tan, and other Necrontyr and Necron forces. This wealth of experience gives you a deep understanding of military tactics and strategy. With it you can develop highly effective methods for defeating even the most formidable opponents.

The Endless Swarm - 400 CP
One of the most feared C’tan is lash'uddra, the Endless Swarm. It possesses a powerful hive mind that can control and coordinate vast numbers of machines, and other auxiliary creatures, allowing you to overwhelm even the most advanced systems and armies. Somehow you have gained the power of lash’uddra. This power allows you to communicate and issue commands to these creatures instantly, regardless of distance or language barriers. As your army grows in size, so too does your power, allowing you to achieve nearly impossible feats of coordination and control. Additionally, you can mentally influence the minds of those who are not fully prepared for your presence, potentially controlling them and turning them into your unwitting allies. You are the

ultimate foe of Necron Tomb-Worlds as you can instantly seize control of every mechanical system in their world and generate an endless army.

Jumper the Infinite - 600 CP
Trazyn the Infinite's obsession with collecting rare and powerful artifacts is matched only by his ability to acquire them, through means both legal and... less so. So grand is his infamy as a kleptomaniac that both the Imperium and the Necrons have been forced to develop the Trazyn Protocol, a contingency plan to prevent his thefts. He normally would be regarded as the most irritating being in the galaxy, but now there is another being who stands as his equal in you.

This perk grants you Trazyn's knowledge and expertise in collecting, preserving, and trading rare and powerful artifacts. You will become an expert in identifying and acquiring valuable items from across the galaxy, and you will have the ability to make deals with other collectors, traders, and factions to acquire new items for the collection. In addition, you will also gain Trazyn's impressive stealing abilities, which allow him to acquire items from seemingly any location in the galaxy, no matter how well-guarded or hidden they may be. With these abilities, you will be able to steal valuable items and artifacts for your collection from even the most secure locations, making you one of the greatest collectors in the galaxy.

The Diviner - 600 CP
As the most skilled Chronomancer to ever live, Orikan the Diviner possessed a deep understanding of the workings of time and its manipulation. With this perk, you gain a similar insight, allowing you to perceive and manipulate time on a massive scale. Some of your abilities include glimpsing into the future, the ability to modify events forcing futures you desire to occur, and creating shields made from the essence of time. Your most powerful ability however, is known as The Stars Are Right. When time and space align they are able to grant you unimaginable power effectively making you a material god. These moments unfortunately cannot be forced as the universe itself is granting you this power. Once you receive it though you will be able to use it as you wish for at least twenty four hours.

Remnant

Master Artisan - 100 CP
You have a natural talent for crafting and weaving, able to create complex and intricate designs with ease. Your hands move with a grace and precision that leaves others in awe, and you are always able to find a way to make even the simplest materials into works of art. Whether it's weaving silk, crafting armor, or sculpting stone, you have a keen eye for detail and a deep understanding of the materials you work with. Your creations are always of the highest quality, and you take pride in every piece you make.

Your skills are highly sought after, and you are often called upon to create custom pieces for important figures or events. You can also use your crafting abilities to repair damaged items or even create new ones on the fly, making you a valuable asset in any situation. Under your skilled hands, even the most mundane materials can become objects of beauty and value. You can use this perk to create weapons, armor, tools, or even decorative objects, and you always leave your mark on everything you make.

Bounty Hunter's Eye - 100 CP
You have a keen eye for spotting bounties on notable enemies, and a talent for tracking them down. Whenever you enter a new location, you will be able to sense if there are any bounties available for particularly dangerous foes. Additionally, your knowledge of your targets grants you a noticeable boost to your perception and investigation skills when searching for information about a specific bounty target, and a bonus to your combat abilities when facing off against a confirmed bounty target. If you manage to claim the bounty on a target, you will receive a generous reward for your efforts, as well as the respect and admiration of those who offer such bounties. Lastly, this will also ensure that you receive the full bounty for your target. So if your foe was on a warship and their body was completely destroyed you would still receive the full bounty.

Unbreakable Bonds - 200 CP
You have the ability to form unbreakable bonds with allies, even those from vastly different backgrounds. You are able to connect with others on a deep level, allowing for easy communication and mutual understanding. This connection also grants you enhanced physical resilience, making you virtually unbreakable when it comes to physical contact from allies. Whether it's a hearty handshake or a bone-crushing hug, you are able to withstand even the most enthusiastic congratulations from allies. This also applies to combat situations, as you are able to endure friendly fire without sustaining any damage.

Additionally, this perk allows you to forge strong alliances with individuals who would normally be at odds with each other. Your charisma and diplomacy skills are greatly enhanced, allowing you to bring people together for a common cause. Overall, Unbreakable Bonds grants you the ability to form deep connections with others, and the physical resilience to endure even the most intense displays of camaraderie from your allies.

Deceptive Disguise - 200 CP
You have learned the art of deception from the Alpha Legion. With this perk, you have the ability to quickly and effectively change your appearance and identity to blend in with any situation or environment. This allows you to infiltrate enemy factions and deceive them with ease, gaining valuable information and advantages for your own side. Additionally, you are able to mimic the tactics and strategies of various factions, making it difficult for enemies to predict your next move. With this perk, you are a master of disguise and deception, able to turn any situation to your advantage.

Opportunist's Negotiation - 400 CP
You have a talent for seizing opportunities and negotiating advantageous deals. Whether it's bargaining with merchants for better prices or striking political alliances with powerful factions, you know how to get what you want. Your words carry weight, and your ability to read people and situations allows you to make the best possible deals. You have an excellent understanding of the economy and the political landscape, and you know how to leverage your resources to gain the upper hand in negotiations.

This perk gives you a significant advantage in any negotiation or deal-making scenario, allowing you to get the best possible outcome for yourself and your allies. You are skilled in identifying your opponent's weaknesses and exploiting them to your advantage. You can also quickly adapt to changing situations and come up with creative solutions to complex problems. With this perk, you can turn any negotiation into an opportunity to gain power and influence.

Master of Distortion - 400 CP
You possess the power to manipulate non-living matter by stretching, compressing, and bending it, similar to the abilities of the infamous parahuman Vista. You can alter objects within your vicinity, shrinking parts or even distorting entire buildings or landscapes to your will. Your power is potent enough to alter regions of terrain the size of a continent, but the presence of living creatures can interfere with its effects. You can now mountain and crush smaller naval vessels with ease, bending and warping spacetime to your will. Your reflexes allow you to redirect projectiles passing through regions of space you have distorted, making you nearly invincible in combat. With this power, you can create

enormous "treadmills" and other obstacles to control your environment and keep others at bay. However, using your power on a large scale can be taxing, and you may require rest and recovery after exerting yourself too much.

Redeemer of Souls - 600 CP
With this perk, you possess the power to redeem and inspire even the most jaded and evil of beings. Given time and effort, you can turn entire civilizations and armies towards the path of righteousness and become a beacon of hope for the galaxy. When encountering individuals or groups that are hostile, cruel, or corrupted by darkness, you have the ability to instill a sense of empathy, compassion, and moral conviction within them. Over time, you can guide them towards a path of redemption, leading them away from their dark ways and towards the light.

This ability is not limited to specific races or factions, and can be applied to a wide range of beings, from humans to aliens to even demonic entities. However, it requires time, patience, and effort to achieve, and not all will initially be receptive to your message. Nevertheless, your ability to inspire and redeem others is a powerful tool that can change the course of entire civilizations and leave a lasting impact on the galaxy. For example given enough time you could turn Commorragh itself into a beacon of hope for the galaxy and convert the Dark Elder into noble heroes.

Free Tinker - 600 CP
Leet may be a joke in his universe, but his tinkering abilities are no laughing matter. With the power to theoretically create anything, he is one of the most dangerous beings in existence. And now, you can acquire the same limit-breaker version of his power. With Free Tinker, you have the ability to build anything that has been devised in fiction, limited only by the materials at your disposal and the time you can invest in a project. Whether it's a Dark Age of Technology battleship or a time machine from a comic book, if you can imagine it, you can build it. This power grants you unparalleled versatility and adaptability in any situation, as you can create the perfect tool or weapon for any challenge you may face. The only real restrictions on your constructive capabilities are the materials that you have access to and the amount of time that you can invest in a project.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. If applicable you may import items and you receive the blueprints needed to create more of them. Lastly, any items that update post jump will also receive a retroactive update as well.

General Items

The Weaver Option - Free/100
This is a copy of The Weaver Option Fanfiction. It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Gauntlet of the Forge - 100 CP
The Gauntlet of the Forge is a fearsome weapon, capable of unleashing an inferno of molten fire at the wielder's will. Worn by the Primarch Vulkan himself during the Dropsite Massacre, this ancient relic is one of the Nine Artifacts of Vulkan. Its size adapts to the DNA of its wearer, ensuring a perfect fit for whoever dons it.

But the Gauntlet's power doesn't end with its devastating heavy flamer. It also contains a teleport-homer, allowing the wielder to instantly transport themselves and potentially others to safety in the midst of battle. And as if that wasn't enough, the Salamander's head adorning the Gauntlet is crafted from pure adamantium, adding to its already priceless value. Those who face the wielder of the Gauntlet of the Forge know that they face not only the Primarch's legacy, but the fury of the Omnissiah as well.

The Red Chapter's Arena - 100 CP
The Red Chapter's Arena is a massive, multi-purpose stadium that serves as a training ground for the Chapter's Space Marines. It features state-of-the-art technology and equipment, including swimming pools, mock battlefields, obstacle courses, and adaptable sport terrains. The grounds are highly adaptable via pre-set Noosphere templates, allowing for a wide range of training scenarios to be programmed and

executed. The stadium is also equipped with advanced servitors of all sizes and difficulty levels, providing Space Marines with a challenging and realistic training experience.

The arena is designed to accommodate a large number of recruits, with the capacity to host tens of millions of possible aspirants from the new Nyxian generation. It is spacious, well-ventilated, and provides ample room for training, relaxation, and recreation. The stadium is fully automated, with advanced systems that can monitor and adjust the environment to suit the specific needs of the Space Marines.

The Red Chapter's Arena is considered one of the most advanced training facilities in the Imperium, and its construction was made possible through the generous funding of Lady Weaver. It serves as a testament to the Chapter's commitment to excellence and their determination to be fully prepared for any threat that may come their way.

The Wrath-Badger's Call - 100 CP
A small whistle made from the fang of a Fenrisian wrath-badger. When blown, it emits a high-pitched and piercing sound that can be heard from great distances. The whistle is said to have been blessed by the spirits of the Fenrisian wilds, granting it a special connection to the wrath-badgers that inhabit the planet. The user of The Wrath-Badger's Call can summon and command packs of wrath-badgers to aid them in battle or other tasks. These fierce and misunderstood creatures are incredibly loyal to those they see as their friends and will fight fiercely to protect them. The user can communicate with the badgers through a psychic connection facilitated by the whistle, allowing for seamless coordination in battle or other situations. Furthermore, the badgers' unique abilities make them ideal for reconnaissance, sabotage, and guerrilla warfare. Their sharp claws and teeth, enhanced senses, and incredible speed and agility make them formidable opponents even for heavily armored foes.

The Invincible Reason - 200 CP
The Invincible Reason is a legendary Gloriana Battleship, the first of its kind to ever be built. It was created through the collaboration of the Tech-Priests and the Emperor's savants, who spent years testing new armaments and discovering the optimal disposition of compartmentalisation and technology. Equipped with a vast array of weapons capable of annihilating entire Battlefleets, the Invincible Reason is a fearsome war machine that strikes fear into the hearts of its enemies. Its weaponry includes devastating macrocannons, lance batteries, torpedo tubes, and plasma batteries, all expertly designed and arranged to maximize their effectiveness.

In addition to its impressive arsenal, the Invincible Reason is also equipped with advanced defensive systems, including powerful shields, reinforced armor, and sophisticated countermeasures. Its engines are also state-of-the-art, providing unmatched speed and maneuverability in combat. Overall, the Invincible Reason is a true masterpiece of Imperial engineering, a symbol of the Emperor's might and power. It is a force to be reckoned with, capable of taking on even the most formidable enemies and emerging victorious. Lastly, this vessel will come with a Chapter of Dark Angels Space Marines loyal to you along with a crew capable of manning the vessel.

Annihilator's Fury - 200 CP
The Annihilator's Fury is an Apocalypse-class Battleship, the pinnacle of the Imperium's naval might. It is a colossal vessel, millions of tons of the toughest metals and alloys, bristling with the deadliest weaponry and protected by the most advanced shields and armor. One of the ship's most devastating weapons is its Nova Cannon, capable of unleashing a blast of destructive energy that can annihilate entire fleets. The Annihilator's Fury has used its Nova Cannon to devastating effect, decimating enemy vessels in the preliminary phases of many void battles.

In addition to its formidable firepower, the Annihilator's Fury is crewed by some of the most skilled and experienced naval officers in the Imperium. The ship's captain and crew are fiercely loyal to the Emperor and will stop at nothing to defend the Imperium from its enemies. The mere sight of the Annihilator's Fury striking fear into the hearts of the Imperium's foes, knowing that they face a weapon of unmatched power and a crew of unwavering determination.

Crystal Ankylosaurs - 200 CP
The Crystal Ankylosaurs of Goa are a fearsome species of herbivorous reptiles, known for their immense size and destructive capabilities. With this item, you gain the ability to tame and train these creatures, turning them into powerful mounts or loyal companions. Despite their herbivorous diet, a horde of Crystal Ankylosaurs can cause immense destruction with their powerful bludgeoning tails and massive bodies. However, with your mastery of their training and care, they will become completely obedient to your commands and will only use their devastating abilities on your enemies.

In addition to their physical might, the Crystal Ankylosaurs possess a unique blue-white crystalline coloration that is both beautiful and imposing. You may choose to keep their appearance as is, or modify it to your liking. With this item, you will gain a herd of Crystal Ankylosaurs under your complete control, ready to do your bidding in battle or aid you in any way you see fit.

The Bell of Saint Gerstahl - 200 CP
The Bell of Saint Gerstahl is a powerful artifact that is said to have been blessed by the Emperor himself. It is made of a unique metal that seems to glow with an inner light, and its sound is said to be able to strike fear into the hearts of even the bravest of warriors.

When rung, the Bell of Saint Gerstahl emits a powerful sonic wave that can disrupt enemy formations and cause chaos among their ranks. It also has the ability to boost the morale of nearby Imperial forces, filling them with renewed courage and determination. In addition to its sonic abilities, the Bell of Saint Gerstahl is also said to have a psychic component, allowing it to communicate with those who are attuned to its power. This makes it a valuable tool for commanders in the field, as it can help them to coordinate their forces and make split-second decisions based on the information that the bell provides.

However, the true power of the Bell of Saint Gerstahl is only unleashed when the Imperium is threatened by the forces of Chaos. When such a threat arises, the bell begins to glow with an intense golden light, and its sound becomes even more powerful, capable of banishing daemons and driving back the forces of the warp. For this reason, the Bell of Saint Gerstahl is one of the most prized relics of the Imperium, and is often entrusted to the most skilled and faithful of Imperial commanders. Its power has turned the tide of many battles, and its very presence on the field can inspire even the most demoralized of troops to fight on.

Mark X Power Armor - 200 CP
The Mark X is an enhanced version of the Mark IX power armor that addresses many of the flaws and imperfections of the original model. With improved protection and new features, the Mark IXb is a significant upgrade that offers a Space Marine a greater chance of surviving even the deadliest of battles.

The Mark X retains the ion shield of the Mark IX, but with a stronger energy resistance and expanded protection area. The armored collar over the helmet's respirator has been further reinforced, providing additional protection for the neck joint. The lower chest armor now features a third layer of protection, made of the same lighter ceramite alloys as the other layers, and provides even greater protection against enemy fire. In addition, the Mark X is equipped with a suite of advanced sensors and communication systems that allow for enhanced situational awareness and seamless communication with other members of the Space Marine force.

The Mark X also features advanced power systems that allow for greater mobility and endurance. This includes an energy recovery system that captures and stores energy

from the environment and converts it into usable power for the armor. This system ensures that the Space Marine is always ready for action and never runs out of power during combat. Overall, the Mark X Power Armor is a significant improvement over its predecessor, the Mark IX. With its enhanced protection, advanced sensors and communication systems, and advanced power systems, the Mark X is a formidable weapon in the arsenal of any Space Marine force.

Civilisation Termites - 200 CP
These blood-coloured insects are a creation of the Adeptus Mechanicus, designed to destroy any structure in their path. They are capable of eating through even the toughest materials, including adamantium and Eldar psychic-resistant materials. Once unleashed, they will multiply at an alarming rate, overwhelming any defense or obstacle in their way.

With this item, you gain control over a swarm of Civilisation Termites. You can release them upon any structure or enemy stronghold you wish to destroy, and they will relentlessly gnaw their way through it until it crumbles to the ground. The swarm can also be directed towards enemy troops, consuming them in seconds.

Bayou Moth - 200 CP
The Bayou Moth is a stunningly beautiful insect with a red-black hue and a wingspan that can reach up to a foot wide. However, do not let its striking appearance fool you - this moth is a carnivore, and its preferred meal is human flesh. Native to a world invaded by greenskins, the Bayou Moth was forced to adapt and become a predator in order to survive. It is known to swarm in large numbers, with a flight of Bayou Moths numbering in the tens of thousands. Their deadly attacks have been known to wipe out entire villages in a single hour, leaving nothing but destruction in their wake. To ensure that you don’t accidentally kill yourself and everyone around you all moths born from this group will be loyal to you and capable of recognizing allied forces.

Psi-Battleship - 200 CP
This powerful psychic weapon was once a massive battleship, but it has been extensively modified by the most skilled psykers in your faction. It now serves as a gigantic psychic battery and a highly effective weapon, capable of unleashing immense amounts of psychic power with devastating results. The Psyker-Battleship is capable of accumulating and harnessing vast amounts of psychic energy, making it a powerful weapon against even the strongest of foes. Its main weapon is an enormous psy-cannon, capable of unleashing a devastating blast of psychic energy that can obliterate a full-size battleship with a single shot.

However, this powerful weapon is illegal and highly dangerous. Its use can draw the attention of the Imperium or other factions, and those who use it must be prepared to face the consequences. Only the most skilled psykers should attempt to use this weapon, as its power can be difficult to control and can have catastrophic consequences if mishandled. Purchasing the Psyker-Battleship grants you access to one of these formidable vessels, along with a team of highly skilled psykers who will assist you in controlling its power. Use it wisely, for its immense power is not to be taken lightly.

Psy-Ship Conversion Kit - 200 CP
The Psy-Ship Conversion Kit is a powerful and illegal modification kit that can turn any spacecraft into a devastating psychic weapon. This kit includes the necessary components to convert a merchant ship or cruiser into a psy-cruiser, capable of accumulating and channeling immense amounts of psychic power.

Once the conversion is complete, the psy-ships will be equipped with a massive psy-cannon capable of destroying larger vessels. For example, a cruiser sized vessel can destroy a full-size battleship with a single shot. The ship's systems will also be upgraded to allow for the collection and storage of psychic energy, making it a formidable weapon against any enemy.

Purchasing this kit comes with the risk of severe consequences, as the creation and possession of psy-ships is illegal under Imperial law. However, for those who are willing to take the risk, the Psy-Ship Conversion Kit provides an unparalleled advantage in battle. You will receive the blueprints needed to create more of these kits and you may choose one initial ship to use this kit on.

Ambull Hive - 200 CP
The Ambull is a fearsome creature, and breeding pairs of them can be a valuable asset for any commander looking to bolster their forces. This option allows you to purchase a hive of Ambulls primarily made up of breeding pairs. These pairs come with a caretaker who is responsible for breeding more Ambulls to maintain your supply. Each breeding pair consists of a male and a female Ambull, both of which are at the peak of their physical prime. They are fiercely loyal to their caretaker and will only attack individuals designated as targets. With their massive, iron-hard claws and armored carapaces, these creatures are ideal for tunneling through rock and earth to create fortified positions or to ambush enemy forces.

Their eyes are sensitive to even the faintest light, allowing them to see in complete darkness, and their heightened senses make them excellent at detecting hidden

enemies. Their oversized arms tipped with claws can easily tear through armor, and their hardy nature allows them to shrug off most forms of attack. With these Ambull your disposal, you will have a powerful force capable of creating tunnels and fortifications, ambushing enemies, and providing close combat support to your troops. They are a valuable asset to any commander looking to gain an advantage on the battlefield.

Night Rose Armor and Ala'ra, the First Sword of Vaul - 200 CP
With this item, you will receive both the Night Rose Armor and Ala'ra, the First Sword of Vaul. The Night Rose Armor is a unique and powerful suit of armor that was created by the wielder of Ala'ra. The armor is black as night with red and gold accents that resemble roses, hence its name. It is made of an unknown material that is light and durable, providing excellent protection against most types of physical and energy-based attacks. The Eternity Stone is embedded in the chest plate, providing additional protection to the wearer's soul.

Ala'ra, the First Sword of Vaul, is a long, thin, curved blade that is designed for battle. While it lacks any decorative features, it is the most complicated of the One Hundred Swords to wield. However, in the hands of a skilled warrior, it can be a devastating weapon. It is made of a mysterious material that is both light and strong, and it is capable of cutting through almost anything. Together, the Night Rose Armor and Ala'ra, the First Sword of Vaul, make for an incredibly powerful combination. The armor provides protection against attacks, while the sword can cut through even the most durable of materials. As the owner of these two items, you will be a force to be reckoned with on the battlefield.

- This is Free is you purchase the Queen of Blades Perk

Ripper Spider - 200 CP
The Ripper Spider is a small arachnid with a yellow-blue coloration and a body length of about two inches. Despite its small size, it is a formidable predator, with a unique method of reproduction. Instead of creating silk like most spiders, the Ripper Spider burrows into living organisms' flesh in order to lay its eggs. Once inside, the spider will consume the host from the inside out, using its powerful mandibles to tear through flesh and bone. The Ripper Spider is a terrifying creature that strikes fear into the hearts of even the bravest individuals who cross its path. To ensure that you don’t accidentally kill yourself and everyone around you all Ripper Spiders born from this supply will be loyal to you and capable of recognizing allied forces.

Dragon Dreadnought Armor - 200 CP
The Dragon Dreadnought Armor is an upgraded version of the Nyx-Pattern Mark V Dragon Armour designed specifically for use in place of standard Astartes

Dreadnoughts. It is a massive suit of armor, standing at seven meters tall and weighing over one hundred tons. The armor features a similar sleek design as the original Nyx armor but is larger and more heavily armed.

The Dragon Dreadnought Armor is equipped with six engines, twenty-four Secundus-grade cogitators, and a Ryza-Pattern interface. Its main armament includes two Inferno Cannons, thirty miniaturized Storm Eagle rockets, and a pair of Lightning Claws for melee combat. The armor is also equipped with an advanced version of the Ladon force field, an Ion Shield, and a Melusine Armor that provides the highest level of protection against all forms of attack.

The Dragon Dreadnought Armor was originally designed to maintain the speed and agility of the White Scars chapter, allowing them to remain mobile on the battlefield while still delivering devastating firepower to their enemies. Lastly, this will also come with the blueprints for the normal Astartes Dragon armor alongside the Dreadnought variant.

Baal Scorpions - 200 CP
The Baal Scorpions are monstrous arthropods, easily dwarfing even the largest of battle tanks. Their thick, crimson armor plates are virtually impenetrable, and their enormous claws can slice through armored plating with ease. At the tip of their stingers, they carry a potent venom that can bring even the toughest opponents to their knees. Despite their immense size and power, the Baal Scorpions are surprisingly agile and swift, capable of darting around the battlefield with incredible speed. Their six legs are tipped with razor-sharp claws that can slice through even the toughest of terrain, allowing them to move quickly and efficiently across any landscape. In battle, the Baal Scorpions are an awe-inspiring sight. With their massive size and intimidating appearance, they strike fear into the hearts of even the bravest of foes. Their claws and stinger strike with deadly accuracy, making short work of any enemy foolish enough to get too close. This item will give you access to a hive of scorpions that will remain under your control.

Blue Anchorage Defense Platform - 200 CP
As the primary base of the Imperial Navy in the Sector, Blue Anchorage is a strategic location for the defense of the Imperium's interests. The Blue Anchorage Defense Platform is a powerful tool to ensure the security of the orbital facilities and the surrounding space. Equipped with powerful plasma cannons and macro-batteries, the platform can take down enemy vessels with ease. Its advanced sensor array can detect enemy ships from great distances, allowing for early warning and strategic positioning. The platform also has the ability to launch squadrons of attack craft and interceptor ships, further increasing its defensive capabilities. The Blue Anchorage Defense Platform is built to withstand even the most intense assaults. It is heavily armored and

equipped with energy shields, making it nearly impervious to enemy fire. The platform is also self-sustaining, with its own power generators and life support systems, making it able to operate independently for long periods of time.

In addition to its defensive capabilities, the platform also serves as a command center for the Imperial Navy in the Sector. It has advanced communications systems and can coordinate the movements of Imperial fleets across the sector. It also serves as a hub for intelligence gathering and analysis, giving the Imperium a significant advantage in its operations. Overall, the Blue Anchorage Defense Platform is a formidable asset for any Imperial Navy commander. Its defensive capabilities, command center functions, and intelligence gathering capabilities make it a vital tool in securing the sector and protecting the Imperium's interests.

Dry Dock Fleet Yard - 200 CP
This item is a massive shipyard consisting of a variety of dry docks designed for constructing different types of space vessels. The dry dock fleet yard includes one Mars-class dry dock for small battlecruisers and the like, five Luna-class dry docks for cruisers and units of such tonnages, eleven Mercury-class docks for the light cruisers, thirty-five Centauri-class docks for the construction of escorts, and one hundred and forty-three Auxiliary docks for the freighters and essential supply trains.

With this item, you will have access to a massive shipyard capable of constructing a variety of space vessels to meet your needs. You can build escorts in reasonable quantities, but you can also attempt to construct larger ships like cruisers and small battlecruisers, provided you have the necessary resources and expertise. The dry dock fleet yard also has the ability to repair and refit your existing space vessels, ensuring that your fleet is always in top condition. Note that constructing larger ships will require significant resources and time, and you will need to have the necessary expertise to do so successfully. However, with the dry dock fleet yard at your disposal, you will have the tools and facilities needed to expand your fleet and establish a dominant presence in space.

- **Super Sized Dry Dock - 300 CP (Requires Dry Docks)**: With this upgrade, the Mars-class dry dock can be retrofitted to enable the construction of larger vessels such as battleships, super-heavy cruisers, and other massive warships. The upgrade includes the installation of new shipyard facilities and equipment, as well as the hiring and training of skilled engineers and workers specialized in the construction of large vessels. The upgrade also includes the addition of new supply lines, enabling the dock to handle the increased demand for raw materials and resources required for the construction of battleships and other large vessels. The dock will be able to construct multiple vessels simultaneously,

increasing the production rate and reducing the overall construction time. In addition to the construction of battleships, the upgraded dry dock will be able to perform maintenance, repairs, and refitting for all classes of ships. The dock's crew will be trained to handle the unique challenges presented by large vessels, ensuring that they are built to the highest quality standards and are fully operational upon completion. Overall, the New Dry Dock Upgrade will greatly enhance the dry dock's capabilities, enabling the construction of battleships and other large vessels to expand the fleet's capabilities and strategic options.

Heimdall Shields - 300 CP
The Heimdall Shields are a masterwork of defensive technology, and a marvel of engineering that can turn the tide of any battle. These powerful shields, originally implanted on the Aegis-class Battlecruisers, have the unique ability to amplify the defensive capabilities of other shields in close proximity, creating an impenetrable barrier that can withstand even the most devastating attacks. By purchasing this option, you can install the Heimdall Shields on any vessel you possess, granting it unparalleled defensive capabilities.

Whether facing an onslaught of enemy fire or weathering the fiercest space storms, your ship will be protected by these advanced shields. And with the included blueprints, you can even modify and improve upon the original design, creating even more powerful and versatile shielding systems. Do not underestimate the power of the Heimdall Shields. They have been proven in battle, as the combined shields of twelve Aegis Battlecruisers were capable of withstanding the devastating firepower of the Throne of Oblivion's main gun.

Living Saint's Edict - 300 CP
The Living Saint's Edict is a powerful decree that grants the holder the authority and resources to carry out their will as if they were a Cardinal of a sector. This item allows the holder to create their own Order Militant, gain financial and military support from the Ecclesiarchy, the creation of Schola Progenium and theology schools. The holder can also petition to make a planet a Shrine World whose ownership is given to them in perpetuity. In addition, the holder can effectively become the Cardinal of a sector, with full power over all Deacons, Pontifexes, and other high-ranked religious figures in that diocese, making their will absolute. This item is highly sought after by those seeking to establish their power and influence in the Imperium.

- This is Free if you purchase the Living Saint Perk

Ondu Terror Centipede - 300 CP

The Ondu Terror Centipede is a horrifying creature that is native to Death Worlds. It is known for its ability to burrow into living or dead flesh and lay hundreds of eggs that hatch and devour their host from the inside out. Its feeding and reproduction methods make it a serious threat, but what truly sets it apart is its never-ending growth. For the duration of its two-year lifespan, it will continue to grow as long as there is enough food to sustain it. As the owner of the Ondu Terror Centipede, you will have a powerful weapon at your disposal. The creature can be unleashed on your enemies, where it will wreak havoc by burrowing into their bodies and laying its eggs. The resulting infestation can cause widespread panic and destruction, as the host's body is consumed from the inside out.

The Ondu Terror Centipede can grow to enormous sizes, with the largest specimens being as large as a Baneblade super-heavy tank. Its size and strength make it almost invulnerable to most forms of attack, and its razor-sharp claws and mandibles can tear through armor and flesh alike. To ensure that you don’t accidentally kill yourself and everyone around you all centipedes born using this item will be loyal to you and capable of recognizing allied forces. This way the Inquisition won’t immediately declare an Exterminatus as soon as you unleash them.

Sonora Beehive - 300 CP

The Sonora Beehive is a massive and dangerous swarm of Sonora Bees that have been genetically modified to be even more dangerous. The hive is made up of millions of individual bees, all working to protect and feed the queen. The Sonora Bees are extremely territorial and will attack anything that they perceive as a threat to their hive. The hive is capable of flight and can cover several hundreds of kilometers in search of food and resources. The Sonora Bees are extremely ferocious and can pierce metal with their stingers. The queen is capable of birthing millions of worker bees and hunter bees, making the Sonora Beehive a formidable swarm to contend with.

As the owner of the Sonora Beehive, you will have access to this dangerous swarm, which can be used as a weapon of mass destruction. The swarm can be directed towards your enemies, unleashing a massive wave of ferocious bees that can pierce through armor and shred through flesh. Like the centipedes these bees will be modified. To ensure that you don’t accidentally kill yourself and everyone around you all bees born using this item will be loyal to you and capable of recognizing allied forces. Should the Hive somehow be destroyed it and the Queen will be replaced within a short period of time.

Hagia Sanguinala - 300 CP

The Hagia Sanguinala is a breathtaking architectural masterpiece located on Nyx Tertius, built on the site of the former Hive Macedon which was destroyed by xenos in M32. Standing at a height of five thousand meters, its monumental dome towers over the surrounding landscape, making it one of the most awe-inspiring structures in the Nyx Sector. As the seat of governance for the Ecclesiarchy in the Nyx Sector, the Hagia Sanguinala holds a sacred place in the hearts of Imperial citizens throughout the galaxy. It is one of the few locations to be held as sacred by every branch of His Most Holy Majesty's Imperium, a testament to its importance and significance.

Many famous individuals of the Dawnbreaker Guard contributed to the decoration of the Hagia Sanguinala, and their names and tombs can be found in the Great Catacomb. Additionally, priceless archeotech relics and the Athena STC database are stored in the Hall of Technology, making it a site of great historical and technological significance. Aside from the building itself and the relics stored within this location is under the vigilant protection of a Templar Sororitas Order. This order has thousands of Sororitas at the ready. They are some of the ultimate warriors of mankind capable of channeling the Emperor's might and slaughtering daemons with ease.

Triangle Fortress - 300 CP
The Triangle Fortress is a massive island-fortress located west of the Moira Hive-Continent. Built by the Menelaus dynasty centuries ago, this fortress serves as a massive military arsenal and headquarters for millions of PDF troopers. The fortress is protected by forty-meter-tall walls built on the cliffs of the island, as well as massive anti-air guns and field artillery. The fortress is connected to the continent and the Capital Hive by an underground train line and a gigantic bridge, making it easily accessible to the city.

In recent years, the fortress has undergone modernization efforts to repair and upgrade its military assets, resulting in a stunning display of dozens of defense towers, hundreds of millions of troops, and countless guns. The Triangle Fortress is not just a symbol of power and authority but also an impenetrable bastion that will keep its occupants safe from any threat. With its formidable defenses and impressive arsenal, any who dare to challenge the Triangle Fortress will meet a swift and brutal end. If you wish you may customize the specifics of the soldiers within and their equipment within reason.

Insectarium of Indiga - 300 CP
The insect world of Indiga is renowned for its vast array of dangerous and deadly species, and now you have access to a menagerie of the deadliest creatures in the galaxy. You possess a collection of psychic breeds that would make even Lady Weaver envious, including the infamous Beacon-fly whose psychic flashes can cause permanent

blindness in vast swarms. The Cryo-crabs may be small, but their mini ice rays are a formidable weapon when there are thousands of them attacking. And let's not forget the acid-spitting Black Wasps, Pyre-locusts, and the terrifying Gladiator Spider with their deadly spider silk. With this insectarium at your disposal, you will be feared by your enemies and respected by your allies.

Queen-Tortoise of Ark Mora - 300 CP
The Queen-Tortoise of Ark Mora is an incredibly dangerous arthropod utilized by General Taylor Hebert. It is a large, armored insectoid creature with a white-black striped pattern and various appendages such as horns and a large red tongue. Its primary weapon consists of up to forty large spikes that can be launched at deadly speeds on command, capable of piercing even ceramite armor.

Originally used by the Queen-Tortoises in their natural habitat to protect themselves from airborne predators, the Queen-Tortoise has been repurposed as an anti-air battery by the Imperial forces. Its ability to launch a coordinated wave of bone spikes makes it a formidable weapon against flyers and other aerial threats. Even heavy tanks can be destroyed en-masse when hit with multiple spikes. These tortoises will regenerate their spikes rapidly allowing them to fire at a constant rate. This item will provide you with a few dozen of these creatures and a caretaker responsible for breeding more. Lastly, these creatures will be loyal to you and will only attack individuals you designate at targets.

Navigator House - 300 CP
The Navigator Houses are some of the most powerful and influential groups in the Imperium. This option allows you to purchase and create one such house. You will have full control of an esteemed Navigator House with a long and storied history of guiding ships through the perilous warp. This ancient house is led by a highly skilled Patriarch or Matriarch and is made up of a vast network of experienced Navigators, adept Astropaths, and knowledgeable support staff. You will have complete control of the House's invaluable expertise and services, including safe and efficient warp navigation, the ability to evade dangers within the warp, and extensive knowledge of the galaxy's many regions. In addition, the Navigator House provides unmatched opportunities to connect and network with influential individuals and organizations throughout the galaxy, opening up a wealth of possibilities for both political and economic gain. With your new acquisition, you are well-positioned to navigate the dangers of the warp and chart a course towards success.

Crystal of Aethergold - 400 CP

The Crystal of Aethergold is a small, shimmering crystal that emits a powerful psychic energy. It was created by Weaver to aid in navigation through the Warp, particularly in times of great peril. When activated, the crystal emits a golden light that illuminates the immediate area and enhances the psychic abilities of Navigators and Astropaths aboard the ship. With the Crystal of Aethergold, your ship will be able to navigate through even the most dangerous areas of the Warp with greater ease and accuracy, allowing you to avoid hazards and arrive at your destination more quickly. It will also enhance the psychic abilities of your Navigators and Astropaths, allowing them to detect dangers and communicate with other ships more effectively.

In addition, the Crystal of Aethergold can be used to temporarily boost the psychic abilities of other individuals aboard the ship. This can be particularly useful in times of crisis when additional psychic power is needed to repel an enemy attack or perform a difficult task. Purchasing this item will allow you to place one of these crystals on every vessel under your control. Lastly, you will also be provided with the instructions needed to create more of these crystals.

Ambull Railway Network - 400 CP
The Ambull Railway Network is a state-of-the-art underground railway system, designed and constructed by the Adeptus Mechanicus with the help of Lady Weaver's Ambulls. The network spans hundreds of kilometers, connecting the various settlements and cities on each of the Nyx Sectors planets. This rail network is capable of transporting large numbers of people and goods quickly and efficiently.

The network's construction required the expertise of several Forge Worlds, including Ryza, Estaban VI, Mars, and Lucius, to produce the best train engines and superior railway systems. The railway system is equipped to handle potential orbital bombardments, ensuring minimal damage to the network during times of war. This rail system is an invaluable system that allows for the transport of goods and soldiers throughout the planet. By purchasing this you may install this rail network in any planet or territory that you control.

Chosen of the Imperium - 300/500 CP
Weaver's incredible feat of recovering twelve STCs earned her the revered title "Chosen of the Omnissiah", signifying the Mechanicus' immense gratitude. As the Chosen, she was granted unprecedented support and near-unlimited funding for her projects, with the promise of aid from the Fabricator General himself in any matters concerning the High Lords. Her Sector became a hub for the Mechanicus, rivaling even the great production center of Mars. By purchasing this option, you too can receive similar support from one of the branches of the Imperium. Choose from the Administratum, the Inquisition, the

Mechanicus, the Assassinorum, the Militarum, the Imperial Navy, the Ecclesiarchy, the Arbites, the Navigators, the Adeptus Astronomica, and the Astra Telepathica. Alternatively, you may seek the aid of the Emperor's personal guard, the Custodes, at a higher cost of 500 CP. While some options may seem more beneficial all of these groups are capable of offering invaluable assistance to you in some way.

- Living Saints receive the Ecclesiarchy for Free
- Custodians receive the Custodes for Free

Sector - 600 CP
By purchasing this item, you gain access to the Sector Builder, a powerful tool that allows you to customize and create your own sector within the Warhammer 40K universe. With a budget of 1500 SP, you have the resources to shape and mold the sector to your liking, from designing its worlds and star systems to determining its history, cultures, and inhabitants. With this item, you have the ability to create your own narrative within the universe and leave a lasting impact on the sector you build. However, be warned that your actions and decisions within your sector may have consequences that ripple throughout the galaxy.

Ork Battle-Moon - 600 CP
The Ork Battle-Moon is a massive voidcraft created by the Orks and is one of the most feared war machines in the galaxy. It is equipped with powerful void shields that surpass those of even the greatest battleships, making it almost invulnerable to most forms of attack. On the surface of the moon, the Orks have placed a vast amount of firepower capable of sterilizing entire worlds, breaking armies, and destroying even Astartes Chapters. These are just the secondary weapons, as the Battle-Moon is armed with three to five super-cannons that are even more powerful than those of an Apocalypse-class battleship.

In addition, the Ork Battle-Moon has a formidable "Gravity Whip" that can be the doom of worlds and fleets if given sufficient time to charge. The weapon causes massive gravitic anomalies, unleashing geological catastrophes like super-tsunamis and reversing tides. Orbital structures can be crashed onto unsuspecting planets, and forces are soon too busy fighting for survival to even mount an effective counter-attack. As the owner of the Ork Battle-Moon, you will have access to its devastating weapons and defenses, making you almost invincible in battle. However, the massive size and power of the Battle-Moon will make it difficult to maneuver, and its Ork-built systems may require constant maintenance to keep them functioning at optimal levels.

Lastly, aside from its impressive arsenal, the Ork Battle-Moon is crewed by a staggering force of nearly five hundred million Orks, all of whom view you as their Warboss. This

means that you will have complete control over the crew, and they will follow your orders without question. Normally, managing such a massive crew would require you to beat some sense into these boyz, but all of these Orks will remain loyal to you even if you are a weak humie.

The Will of Eternity - 800 CP

The Blackstone Fortress, also known as the Talisman of Vaul, is a legendary and ancient space station of unknown origin, dating back to the time of the Old Ones. It is said to be infused with the power of the C'tan and has been known to defy the laws of physics. This particular version of the Blackstone Fortress has been infused with the Emperor's own power, elevating it to a new level of potency. It has the potential to be wielded as a weapon capable of slaying a Chaos God, making it a priceless and formidable asset in the eternal conflict of the Imperium against the forces of Chaos. The station is equipped with powerful weapons and advanced technologies, and its defenses are nigh-impenetrable, making it a near-impregnable fortress in its own right. Many believe that whoever controls the Blackstone Fortress holds the key to ultimate victory in the struggle for the fate of the galaxy. This fortress will come fully crewed by Tech-Priests, Astartes, and the Sisters of Silence. Most notably however, is that this vessel is under the command of Constantin Valdor himself.

- **The Emperor’s Swords - 2000 CP:** There are six Blackstone Fortresses under the control of the Adeptus Custodes. With this upgrade, you can purchase the remaining five Blackstone Fortresses in a bundle. These fortresses are also infused with the Emperor's power and hold secrets and technologies that could grant you immense power and knowledge. With all 6 fortresses under your control, you could potentially wield enough power to challenge the forces of Chaos themselves. These fortresses will come fully crewed by Tech-Priests, Astartes, Sisters of Silence, and be led by veteran members of the Adeptus Custodes.

Summoned Hero

The Nebula Sword - 100 CP
This item is a highly advanced weapon known as the Nebula Sword. It is one of the eight remaining Swords of Vaul. When wielded, it has the power to transform its targets into crystal constructs that shatter into a rain of multicolored crystals. The sword itself is made of an otherworldly metal or crystal that pulsates in a white-blue color and is capable of emitting powerful energy waves.

In addition to its formidable combat abilities, the sword also grants the user the power of crystal manipulation. With practice, the user can learn to control and shape the crystals produced by the sword, using them to create powerful constructs, weapons, or even armor. This item is perfect for those who desire a unique and devastating weapon that can also provide a versatile tool for their endeavors. It should be noted that due to its advanced technology, the sword requires a high level of skill to wield properly and may not be suitable for all users.

Blackstone Mines - 100 CP
Blackstone is one of the most resilient materials in the universe and one of the main reasons that the Necrons are so dangerous. Blackstone, also known as Noctilith is capable of absorbing and nullifying even the most powerful of psychic energies. This makes it a highly sought-after resource by many factions, from the Imperium of Man to the dark gods of Chaos, who covet it for its potential applications in their technology. By purchasing this option, you will gain access to your own Blackstone Mines, which will allow you to extract and produce significant quantities of the valuable material. Should the mine be emptied it will be completely restored a week later.

The Golden Adrathic Pistol - 100 CP
This powerful pistol, crafted by the master tech-priest Belisarius Cawl, is a true marvel of technology and destruction. Despite its size being similar to that of a plasma pistol, its red-orange energy sets it apart as a weapon of immense power. The rest of the pistol is plated in pure gold, making it a stunning and valuable piece of equipment.

The Adrathic Destructor is not a weapon for the faint of heart. It is capable of erasing nearly any target from existence with a single shot, and has been tested in null-zone conditions to ensure its destructive potential. In addition to its devastating capabilities, the Adrathic Pistol is also a symbol of status and power. Its mere presence will

command respect and fear from those around you. However, use it with caution, for its destructive potential is matched only by its rarity and value.

Araneidae Gigantis Nyxian Amazonia Hebert - 200 CP
The Araneidae Gigantis Nyxian Amazonia Hebert are a formidable species of psychic spiders, created through the utilization of the Necron biotransference protocol and pure gold. Possessing Weaver's innate ability to command vast swarms of insects, these spiders are highly intelligent and possess incredible fighting prowess, comparable to that of the most skilled Chaos Champions. Furthermore, they are capable of growing to colossal sizes, dwarfing even the mighty Baneblade. With their formidable psychic powers, unparalleled physical might, and innate mastery of tactics, the Araneidae Gigantis Nyxian Amazonia Hebert are a force to be reckoned with on any battlefield. This will grant you a group of a dozen spiders along with the instructions on how to create more of them.

The Ruby of Baal - 200 CP
The ruby is a precious stone, deep red in color, with a subtle glow that seems to emanate from within. It is housed in a golden setting, crafted with intricate details and designs that honor the Primarch Sanguinius, the founder of the Blood Angels chapter. Its power is said to come from Sanguinius himself, imbued with his divine essence and the strength of his will, having been a part of his armor.

The Ruby of Baal is a powerful gem that provides a protective aura to every Blood Angel Astartes in the galaxy. The ruby's magic has the ability to cleanse the Space Marines of the Black Rage and almost entirely eliminate the Red Thirst, the two curses that have plagued the Blood Angels since their inception. This item also has the potential to awaken the fury and strength of the Blood Angels in dire situations. Lastly, possessing this gem will grant the wielder authority over every Blood Angel Space Marine. You shall be treated as though you were the heir of Sanguinius blessed with his authority.

The Enterprise - 200 CP
The "Enterprise" is a Cawl-class battleship, measuring an impressive eleven kilometers in length. Equipped with the most powerful Gellar Fields ever recorded, the "Enterprise" is capable of traveling through the Warp without fear of daemonic incursion. The ship's prow is outfitted with an integrated Nemesis-Hunter cannon, boasting twice the power of a Nova Cannon. The broadside batteries are equipped with Plasma Projectors, and every section has Great Crusade-type auto-loaders, ensuring rapid and devastating firepower. Additionally, the ship's arsenal includes Hecutor Plasma Macrocannons, which are capable of destroying even the most heavily fortified enemy positions.

The "Enterprise" is protected by triple-layered void shields, making it nearly impervious to enemy fire. However, such an impressive vessel requires significant resources and maintenance, as it takes close to ten thousand experienced Tech-Priests just to perform basic upkeep. Since you are paying CP for this ship it will come fully crewed with Tech-Priests, an Imperial Guard detachment, and everyone else that a ship of this stature is expected to utilize.

The Dawnbreaker Guard - 400 CP
The Dawnbreaker Guard is a renowned organization of Space Marines who have dedicated themselves to serving the Parahuman and Living Saint Weaver, The original members of the Guard were exclusively from the Blood Angels Chapter, but as Weaver's legend grew, more and more chapters began to send veteran champions to join their ranks. Over time, the Dawnbreaker Guard became a melting pot of Space Marines from different chapters, each one a highly skilled warrior and a representative of their own Chapter.

The Guard is highly respected by other Space Marines for their unwavering loyalty and dedication to Weaver. They are known to be formidable fighters, their combat prowess honed through years of experience in countless battles. Each member of the Guard is an elite veteran, possessing the best training and equipment that their chapter can provide. Purchasing this option will grant you your own variant of the Dawnbreaker Guard. They will give you the same loyalty that Weaver has received from her guard.

Wealthiest Woman in the Galaxy - 400 CP
Thanks to the bounties you've collected, generous donations, and the success of your business ventures, you have amassed a colossal fortune. With this purchase, you become the wealthiest individual in the galaxy, with a net worth in the high quadrillions. Your wealth is so immense that you could easily buy entire fleets of ships and fund massive sectors without even making a dent in your assets. However, it's important to note that having this much wealth may attract unwanted attention and make you a target for those who seek to exploit or steal from you. It's recommended that you invest your wealth wisely and carefully, converting a significant portion of it into tangible assets and strategic holdings.

The Arena of Blades - 400 CP
The legendary Arena of Blades is a testament to the Queen of Blades' cunning and ambition. Commissioned from Weaver in exchange for the life of the infamous Rakarth, this jewel of emerald is a sight to behold. Its vast fortress-stadium and imposing dome protect the arena fighters from the void, creating an awe-inspiring spectacle that few can match. The majesty of the arena is further demonstrated through intricate wall frescoes,

expertly crafted sculptures of Asuryani and Drukhari in various gladiatorial positions, and dazzling gemstones beyond comprehension, from emeralds to rubies, to the rarest and most precious stones in the galaxy.

As the controller of the Arena of Blades, you will have access to one of the greatest combative rings in the universe. Its opponents are capable of pushing any warrior to their limits, regardless of how strong they are. The arena is both a great training facility and a magnificent display of martial prowess, providing you with the opportunity to showcase your skills and win glory and honor. Moreover, as the controller of the arena, you can also designate the rules for the combat performed here. For example, you could alter the area so that anyone who dies inside would be revived, or you could adjust the size of the arena to allow entire armies to fight at once. The possibilities are endless, and the Arena of Blades is the perfect place to prove yourself to the galaxy.

Spirit of Eternity - 600 CP
The Spirit of Eternity is a highly advanced ship from the Dark Age of Technology, featuring cutting-edge technology that far surpasses that of most Imperial vessels. It is piloted by an advanced artificial intelligence known as Admiral, which possesses unparalleled strategic acumen and tactical brilliance. Despite its relatively compact size of only three hundred meters in length, the Spirit of Eternity is capable of unleashing devastating firepower that can rival even the most formidable Imperial battleships. Its weapons systems include highly advanced energy cannons, missile batteries, and plasma torpedoes, which can decimate entire fleets of enemy vessels in a matter of minutes.

In addition to its offensive capabilities, The Spirit of Eternity also has advanced defensive systems, including force fields that can deflect incoming attacks and repair systems that can quickly fix any damage sustained during combat. Lastly, the advanced AI Admiral that pilots the ship is capable of analyzing battle situations and making split-second decisions to ensure the ship's victory. The Spirit of Eternity can be controlled remotely by its owner, allowing them to command the ship from anywhere in the galaxy. The most valuable aspect of this ship however, is that the AI Admiral has a massive amount of blueprints and data from the Dark Age of Technology. The knowledge within this vessel is more valuable than dozens of STC templates if used properly.

T’au System - 600 CP
Due to a dimensional rift created by the Necrons, the home system of the T’au from an alternative universe were dragged to this universe. In their original dimension an event known as the Lionel Heresy occurred causing a vast number of changes. In addition to

the system many important individuals of the T'au were taken as well such as Commander Shadowsun. The most important change is that this version of the T'au was created specifically to counter the Chaos Gods. Each caste corresponded to one of the gods and was designed to combat them. In addition every single T'au is a psyker. They are not on the level of the Eldar, but they range from Delta to Beta level on average.

If this force is given time to grow they could truly become a force capable of wiping out the gods though this would likely take hundreds if not thousands of years. By purchasing this option, you gain complete control over the T'au system, including all of its resources, inhabitants, and infrastructure. This includes the four Castes of the Tau, as well as any other races that may reside within the system. Your will becomes absolute, and all beings within the system will obey you without question. You will be viewed as the undisputed ruler of the T'au system. All individuals in the system may be considered your followers and you may make the system a warehouse attachment post-jump.

Catachan Bacta Farm - 600 CP

The Catachan Bacta Farm is a unique and valuable acquisition for anyone seeking to gain access to the miraculous healing properties of Bacta. This item provides you with a planet completely populated by Catachan Ants, who are the only known producers of this incredible substance. The ants are expertly bred and cared for to ensure that they produce high-quality Bacta that is free of impurities.

The Bacta produced by the Catachan Ants is capable of healing any injury, no matter how severe, in a matter of minutes. This makes it an invaluable resource for anyone who needs to recover quickly from injuries or illnesses. However, there is one restriction on the use of the liquid: it cannot be used on psykers. Attempting to use the liquid on psykers results in the psykers death. It is believed that this occurs due to the Catachan Ants using a psychic connection outside of the Warp.

With the Catachan Bacta Farm, you have a steady supply of this miracle liquid at your disposal which includes all of the different types of Bacta. You can use it to heal yourself or others, or you can sell it for a handsome profit. The farm is self-sustaining, with the ants producing Bacta at a constant rate, ensuring a steady supply for your needs.

Imperial Guard

The King of Amasec's Vintage Wine Collection - 100 CP
This collection consists of various bottles of rare and expensive wines, spirits, and liqueurs from across the galaxy, all stored in a specially designed cabinet. Each bottle is carefully labeled with its name, vintage, and origin, and is sealed with a unique wax seal bearing the emblem of the King of Amasec. The collection includes some of the finest and most sought-after drinks in the galaxy, including amasec, amasecium, espirito de baunilha, ambrosia, and many others.

Drinking any of these beverages provides a temporary boost to the drinker's morale, granting them increased confidence and courage in battle. Additionally, some of the rarer and more exotic drinks may have unique effects, such as heightened senses or improved reflexes. However, excessive consumption of these drinks may lead to drunkenness and impaired judgment, so it is recommended to use them sparingly and only in times of great need.

Saphira Dragon-Armour - 100 CP
The Saphira Dragon-Armour was a marvelous fusion of the Adeptus Mechanicus engineering and the mind of the Parahuman A.I. Dragon. The armor is designed to provide the wearer with overwhelming firepower and unparalleled protection. The armor incorporated armament from across the galaxy, with an emphasis on devastating offensive capabilities. The maw of the helmet was modeled after the fearsome Melusine, with a modified Inferno Cannon embedded within. The armor's dorsal section was equipped with two miniaturized Storm Eagle rocket launchers, perfect for taking down enemy aircraft. For ground combat, the armor featured a powerful lascannon and fearsome lightning claws attached to the front paws. The armor was a brilliant blue and featured quadrupedal styling, making the wearer look like a magnificent dragon on the battlefield.

Despite its impressive armament and defensive features, the Saphira Dragon-Armour is not swift, weighing in at a hefty 54 tonnes. However, the armor's Ladon-type force-fields and Melusine-type armor provided unparalleled protection, making it a fearsome opponent on the battlefield. This will also grant you the blueprints needed to produce more of these fearsome armor sets. They are particularly useful against the chaotic Heldrakes surpassing the daemonic dragons in raw fury and power.

Krieger Sturmgeschütz - 100 CP
The Krieger Sturmgeschütz is a powerful tank hunter designed for urban warfare. It has a low profile, making it difficult for enemy armor-destroyer formations to target it, and is cheap to produce. Its long 95mm-circumference barrel is a fearsome weapon at close-quarters, capable of taking down even super-heavy tanks of the Archenemy. The tank is painted in black-gray camouflage colors, making it blend in well with its surroundings.

This item grants you a Krieger Sturmgeschütz and a squad of highly-trained Krieg tank crews to operate the tank. These crews are extremely motivated and skilled in urban warfare, and will do whatever it takes to complete their mission. The tank can be summoned to any urban environment within the user's line of sight, and will arrive fully equipped with ammunition and supplies. The tank can be used to hunt down and destroy enemy armor in urban settings, as well as to ambush and take out enemy forces.

The Krieger Sturmgeschütz however, can only be used in urban environments, as it is not well-suited for open terrain. The tank is also relatively slow-moving, and can be vulnerable to long-range attacks if caught in the open. The user must have line of sight to the urban environment they wish to summon the tank to, and must have a clear understanding of the area to effectively use the tank in battle.

Supply Crates - 200 CP
This item is a large metallic crate that, when opened, will reveal a seemingly infinite supply of ammunition of all kinds. From lasgun cells and bolt rounds to plasma cartridges and krak grenades, the Unlimited Ammo Crate will provide your forces with an endless stream of munitions. With this crate in your arsenal, you will never need to worry about running low on ammunition in the heat of battle. Your troops will be able to fight without restraint, unleashing an unending hail of firepower upon your enemies. This will prove especially useful when facing hordes of Orks or Tyranids, where the sheer number of enemies can easily deplete even the most well-stocked armories.

The Unlimited Ammo Crate is also able to replenish other types of expendable resources, such as medical supplies and rations. With this item at your disposal, your forces will be able to sustain themselves for as long as needed, without the need for resupply. This option allows you to equip all of your forces with these crates ensuring that they have a constant supply of resources. With these supplies any of your forces will never falter due to lack of resources.

Ambition-Class Cruiser - 200 CP
The Ambition-class Cruiser is a rare and prestigious spacecraft produced by the Kormisoshi Dockyards of the Calixis Sector for wealthy private clients, typically Rogue Traders. Despite being intended for private use, this formidable Cruiser possesses firepower comparable to that of Imperial Navy Lunar-class and Tyrant-class Cruisers.

In addition to its formidable arsenal, the Ambition-class Cruiser boasts luxurious and opulent quarters, providing its owner with unparalleled comfort and prestige. As a result of its exclusive design, this Cruiser may lack some of the redundancies built into true naval vessels, but its brisk efficiency more than makes up for it. This ship will come with a regiment of Imperial Guardsman and has plenty of room for any exotic recruits you acquire on your travels.

- Free with purchase of Warrant of Trade

Nyx's Anvil - 200 CP
The Arsenal-class Star-Forge Galleon "Nyx's Anvil" is a massive warship built by the Imperium of Man to supply the Battlefleet Nyx. Its hull is equivalent in size to a Heavy Cruiser or small Battlecruiser, and it is equipped with various systems, cogitators, foundries, and space parts-producing manufactorums that allow it to take care of roughly fifty percent of Battlefleet supply needs on its own.

In addition to its supply role, the "Nyx's Anvil" is also armed to the teeth. It has four torpedo tubes capable of launching the same projectiles as capital battleships, twenty turrets, and hundreds of counter-measures to intercept enemy fire. Its flanks are equipped with ten massive Plasma Macro-Batteries on each side, which can eviscerate a Cruiser if they find their target. The "Nyx's Anvil" is a formidable warship that can defend itself against any pirate attack. Its size and firepower make it a valuable asset to Battlefleet Nyx, and it is a symbol of the Imperium's might in the galaxy.

The Angel’s Tear - 400 CP
The Angel's Tear is a masterpiece of power armor, crafted by the most skilled artisans to be the pinnacle of speed, mobility, and offensive capability. The torso, legs, and arms are forged from a unique combination of Auramite and Argentamite, giving the armor a striking gold shade with silver stripes. The helmet is designed in the shape of an angelic mask and the jump pack is seamlessly integrated into the back with ornate gold-silver wings. But the Angel's Tear is much more than just a stunning piece of armor. It is built to withstand even the most devastating of blows, thanks to an integrated energy shield and a construction that includes ceramite, power coils, and adamantium alloys. It is the most powerful power armor available to the Imperium, surpassing even the Astartes and other transhuman equipment.

The advantages of wearing the Angel's Tear are enormous. Its mobility, strength advancement, life-support, resistance, adaptability, and comfort are unparalleled. It offers a seven hundred percent superiority over the Ignatus family of power armors and can even function without implants, although it is possible to surgically add two of them for an imperfect variant of the Black Carapace. Wearing the Angel's Tear grants the wearer not only impressive protection, but also unparalleled offensive capability, making them a force to be reckoned with on the battlefield. Whether you are a Space Marine, a powerful Inquisitor, or any other warrior of the Imperium, the Angel's Tear is a worthy investment.

Khan Battle Tanks - 400 CP
The Khan Battle Tank is a highly versatile armored vehicle developed from the Nyx-pattern Jaghatai Khan Battle Tank chassis. The tank has eight variants, including the Khan Commorragh, Khan Annihilator, Khan Conqueror, Khan Eradicator, Khan Executioner, Khan Exterminator, Khan Punisher, and Khan Vanquisher. The Khan Commorragh is the standard variant of the tank, and all other variants are modified versions of the chassis designed to accept different armaments.

The Khan Annihilator has superior accuracy and range compared to the standard Khan, making it a more effective choice for long-range engagements. The Khan Exterminator and Khan Punisher variants are designed for infantry hunting and can also be used in a limited anti-air role. The Khan Exterminator has longer range and is preferred over the Khan Punisher, which tends to be used by "trigger-happy" guardsmen. The Khan Conqueror has superior speed and accuracy but requires the tank crew to engage at closer ranges and has less destructive shells compared to other variants. The Khan Executioner and Khan Vanquisher are not currently in production due to the high cost and the need for specialized parts and alloys.

All variants of the Khan Battle Tank are capable of achieving the same speed and mobility performance as the tanks used in the Battle of Commorragh. However, the production costs of some variants, such as the Khan Executioner and Khan Vanquisher, are much higher due to the specialized parts and alloys required. The Khan Commorragh can be rapidly produced as the lines can be retooled to produce this variant. In summary, the Khan Battle Tank is a highly versatile and adaptable armored vehicle designed to meet a variety of combat needs. Its eight variants offer different armaments and capabilities to meet different mission objectives. The standard variant, Khan Commorragh, is a good all-purpose choice, while the other variants provide more specialized capabilities. This purchase includes the blueprints for all versions of the Khan Battle Tank, allowing for customization and modification to suit specific mission

requirements. Additionally, 100 tanks of each version are included with the purchase, providing a robust fleet for military operations.

Federation Dreadnought - 400 CP
This vessel is a massive forty-kilometer long starship, representing the pinnacle of Terran technology and a symbol of the Federation Navy's might. Armed with devastating weapons like nanomachine swarms, antimatter fusion bottles, chrono-distortion fields, and other powerful batteries, this Dreadnought can easily reduce an enemy fleet to ruins in less than an hour if provoked. This vessel is run by an Olympus-Prime Artificial Intelligence, ensuring all navigation and logistical calculations are completed with speed and precision. This AI has been modified to be protected from Chaos corruption and the curse imposed by the C'tan that started the Cybernetic Revolt. This vessel is one of the greatest military achievements ever made by humanity and now it shall be unleashed on the galaxy once more. It will also come fully crewed by trustworthy individuals to ensure that the ships maintain peak efficiency. Lastly, this will also give you the blueprints for these vessels and their technology allowing you to create more of them should you have the resources.

The Fang - 600 CP
The Fang s is a fortress monastery built by the Space Wolves chapter, considered to be one of the most powerful fortifications in the galaxy. This item grants the holder full control and ownership of the Fang, along with all of its resources and defenses. The Fang is a mobile space fortress, capable of traveling through the void of space like The Rock. It is equipped with advanced weaponry and defenses, making it more powerful than even the Gloriana-class battleships. The size of the Fang is larger than The Rock, making it the biggest space station possessed by a Space Marine chapter aside from the Phalanx.

With the Fang of the Wolves, the holder gains access to all of the Fang's armory, including its arsenal of weapons and ammunition, as well as its advanced defenses and systems. The Fang is also capable of deploying Space Wolves and their equipment, allowing the holder to launch devastating assaults on enemy positions. Furthermore, the Fang of the Wolves comes with a crew of skilled and loyal Space Wolves, ready to serve and follow the orders of the holder. The holder also gains access to the Space Wolves' gene-seed, allowing them to create their own Space Wolves and strengthen their own armies. This item is a powerful asset for any aspiring Space Marine commander, providing them with an unassailable fortress, advanced weaponry, and a powerful army of Space Wolves at their disposal.

Warrant of Trade - 600 CP
The Warrant of Trade is a prestigious and coveted document that grants the holder the right to become a Rogue Trader and create a Dynasty that can traverse the vast expanse of the galaxy. Each Warrant of Trade is a physical document, intricately designed and personalized with the bearer's name, title, and family crest. This document is the key to the unlimited possibilities of the galaxy, granting its holder the power to travel beyond the borders of the Imperium, trade with exotic alien races, explore uncharted worlds, and even establish colonies. It is a symbol of immense power and wealth, but also of great responsibility and danger.

The Warrant of Trade is not easily obtained, and its possession is a rare privilege granted only to a select few. With this purchase, you will receive ten Warrants of Trade, allowing you to create a powerful Rogue Trader Dynasty and establish your own legacy in the galaxy. You may keep them for yourself, or to gift them to your trusted allies to expand your influence and secure your position. The choice is yours, but remember that the path of a Rogue Trader is a perilous one, and the fate of your Dynasty rests in your hands.

Catachan - 600 CP
Catachan is a planet known for its intense, deadly environment, considered one of the most dangerous Death Worlds in the galaxy. The planet's surface is a brutal mix of thick jungle, deep swamps, and treacherous mountain ranges that are filled with countless dangerous and deadly creatures. From venomous snakes to colossal predators, everything on Catachan is lethal to one degree or another and would easily be the supreme predator on a more hospitable world. Due to the planet's intense danger, it doesn't have a Planetary Defence Force, as the planet itself acts as a natural barrier against any potential invaders. Even the orks, known for their savage brutality, were unable to conquer Catachan, as they were wiped out before even seeing a human, and their spores were devoured in mere minutes. When the Imperial Guard comes to recruit new regiments, they are forced to undergo extensive decontamination procedures to ensure they don't bring anything with them off the planet. Those who manage to survive and thrive on Catachan are renowned for their grit, determination, and unrelenting toughness. Purchasing this item will grant you control over Catachan or at least a copy of it. This world will be filled with all of the monstrous beings known to inhabit it and a literal army of space Rambo’s. All of them will follow you as though you were the Emperor himself. I’m sure you can come up with some uses for this planet and everything that is on it. Lastly, this version will still include a Tyranid Hive Ship, but it will fall under your control. This means you don’t have to worry about it killing you.

Mechanicus

Mechanicus Augmetics - 100 CP
These are a set of advanced cybernetic implants and augmentations, created and installed by the Adeptus Mechanicus. The Mechanicus Augmetics enhance the user's cognitive and physical abilities, allowing them to think twice as fast and operate without the need for sleep. With these implants, the user gains access to the noosphere and can quickly learn and understand complex technological systems such as the fusion reactors of the Imperium, schematics of garrison fortresses, and other important but neglected systems.

Mark IX 'Stalingrad' Power Armor - 100 CP
The Mark IX 'Stalingrad' Power Armor is an incredibly rare and powerful suit of armor, designed specifically to counter the threat of Necron warriors. While it was initially rushed into production and is acknowledged to be imperfect, it quickly became clear that the Mark IX was far superior to the existing models of power armor, including the Mark VII. The armor features an ion shield that is capable of enduring the fire of thirty-plus Necron infantry weapons for five minutes before failing, as well as an armored collar over the helmet's respirator to protect the vulnerable neck joint. The lower chest armor also received two new additional layers of protection in lighter ceramite alloys, thanks to the Nyx Mechanicus and the Chapter of the Salamanders.

The Mark IX 'Stalingrad' Power Armor provides exceptional protection to its wearer and allows them to brave a level of enemy fire that bearers of the Aquila Power Armor cannot. The ion shield is particularly effective against energy-based weapons and provides protection against plasma, las, and other energy weapons. The armored collar protects the neck joint from damage, while the additional layers of chest armor provide enhanced protection to the chest and vital organs.

Hoplite-class Destroyer - 100 CP
The Hoplite-class Destroyer is a formidable vessel that serves as a critical line of defense for larger capital ships. Designed and constructed by the skilled Tech-Priests of Mars, this ship lacks the traditional weaponry found on other destroyer class vessels. However, what it lacks in conventional firepower, it more than makes up for in its specific armament of 40 Mars-Pattern Spirit-Surge anti-starfighter torpedo tubes.

Measuring 1.7 kilometers in length, the Hoplite-class destroyer is an imposing sight to behold. Weighing in at approximately 5.9 mega-tonnes, it requires a crew of 10,000

men, women, and Tech-Priests to operate at peak efficiency. With a maximal acceleration of 7.8 gravities and an ammunition capacity of 1200 Spirit-Surge torpedoes, the Hoplite-class Destroyer is capable of repelling waves of enemy starfighters with ease. So if you're looking for a ship that can provide unparalleled protection for your fleet, the Hoplite-class Destroyer is the perfect choice.

Nyx-Pattern Mark V Dragon Armour - 200 CP
The Nyx-Pattern Mark V Dragon Armour is a highly advanced suit of power armor, designed for use by elite soldiers and warriors. It is a larger and more powerful version of the earlier Saphira model, and features a sleek and elegant design in red colors, adorned with gold and obsidian glyphs of the Mechanicus.

The armor weighs eighty tonnes without a pilot and requires a skilled operator to pilot it. It features four engines, twelve Secundus-grade cogitators, and a Ryza-Pattern interface. The main armament includes an Inferno Cannon, twelve miniaturized Storm Eagle rockets, Lightning Claws, and a Lascannon for offense, while the Melusine Armor, the Ladon force fields, and an Ion Shield provide strong defensive capabilities. The Nyx-Pattern Mark V Dragon Armor is a formidable weapon on the battlefield and is sure to strike fear into the hearts of its enemies. However, its construction is expensive and time-consuming, making it a rare and highly sought-after piece of technology.

The Obsidian Chariot - 200 CP
The Obsidian Chariot is a marvel of technology and destruction, a true embodiment of the Omnissiah's fury. Its main gun is a Volkite carronade, capable of unleashing devastating blasts of energy that can rend even the toughest armor. As a Fellglaive tank, it is a rare and formidable sight on the battlefield, instilling fear in the hearts of its enemies. The Tech-Priests who have had the honor of inspecting it are in awe of its design, and some even speak of worshiping it. Its thrice-blessed Atomantic plasma hybrid power plant is a wonder to behold, providing unmatched power and efficiency. With a crew of only four Astartes, the Obsidian Chariot is a highly mobile and versatile weapon of war. It is also one of the nine artifacts of Vulkan, a symbol of the Primarch's might and the Emperor's will. Any who dare to stand against the Obsidian Chariot will face the full wrath of the Omnissiah and the Emperor.

Percival Siege-Breaker Engine - 200 CP
The Percival Siege-Breaker Engine is a rare and powerful war engine that bridges the gap between small Titans and large Knight suits. Its construction, alloys, and neural interfaces are truly innovative, allowing for unparalleled offensive and defensive capabilities on the battlefield. Equipped with a variety of weapons, the Percival Siege-Breaker Engine can take on even the most heavily fortified enemy positions with

ease. Its internal systems are also highly advanced, making it an incredibly efficient and reliable war machine.

In addition, the neural interfaces of the Percival Siege-Breaker Engine allow its pilot to seamlessly integrate with the machine, giving them enhanced control and awareness on the battlefield. Acquiring a Percival Siege-Breaker Engine will give you a formidable weapon to wield in battle, capable of turning the tide of any conflict in your favor.

Terra Cimmeria - 400 CP
The Terra Cimmeria is a colossal construction that fuses the power of a Ramillies Starfort with the production capacity of a Forge World, equipped with state-of-the-art systems for resource extraction, processing, and storage. This gargantuan structure is one of the most significant technological achievements of the Imperium, capable of producing a nearly unmatched array of weapons, vehicles, and equipment for the Imperium's armies. Its sheer size and power also make it a potent defensive installation, capable of holding off even the most determined enemy assaults. This Forge World will come fully staffed with millions of Tech-Priests, Guardsman, and everything else needed to operate this facility at maximum efficiency.

Furthermore, the Macro-Forge is equipped with the latest and most advanced technologies that allow it to operate autonomously for extended periods, while also being highly modular and reconfigurable to suit the Imperium's changing needs. This orbital forge is Warp-capable and has a significant defensive capability, possessing illegal armaments that are highly effective in defending itself. The technology used in this forge is automated to the ninety-ninth percentile, allowing it to produce the output of a Majoris-level Forge no matter the circumstances outside. Lastly, the armor of this fortress is said to only be matched by that of the Phalanx itself.

Mars Battle Fleet - 400 CP
Mars is the heart of the Mechanicus and one of the most valuable locations in the Imperium. As a result it is also one of the most heavily defended locations as well. One of the main defenses are the monstrous battle fleets of Mars. This option allows you to purchase and take command of one of these mighty fleets. This battlefleet is a formidable force, consisting of a collection of some of the largest ships in the Imperium, including the powerful Arks Mechanicus - the Star Determinist, the Fires of Knowledge, the El Dorado, and Omnissiah's Victory.

Accompanying the Arks Mechanicus are twelve battleships, twenty-four cruisers, and ninety-six escorts, forming a massive armada of warships. These vessels are equipped with the latest weapons and technologies, allowing them to engage in combat against

any threat to the Imperium. This fleet will also come fully staffed and supplied with the resources befitting the mighty fleet. This battlefleet is a potent force capable of defending your territories, undertaking critical missions, and projecting your power across the galaxy.

Pendragon-class Nyx-Pattern Dragon - 400 CP
The Nobilis Draconis Pendragon-class Nyx-Pattern Dragon Armour Falkor is a massive, dragon-shaped vehicle designed for combat in the most intense battles. Standing at an impressive two hundred and twelve meters, the Falkor is a fusion of the most advanced technologies and the timeless image of a dragon. The psy-shield surrounding the entire vehicle is constantly powered by several Astropaths, providing unparalleled protection against psychic attacks. The front paws of the Falkor each contain a small, integrated crystal of Aethergold, providing a power source for the vehicle's various weapons and systems.

The Falkor's arsenal is nothing short of awe-inspiring. Plasma guns, Adamantium claws, and newly-rediscovered alloys all come together to create a weapon capable of defeating even the most fearsome monsters. The vehicle is also equipped with high-technology derived from ST discoveries, ensuring its systems are as advanced as possible. The creation of this vehicle required a herculean effort of diplomacy, countless favors within and outside of the Nyxian Mechanicus, and the diversion of significant resources to the project. But the end result is a powerful and majestic weapon, ready to take on any challenge thrown its way.

Ferrus' Revenge - 600 CP
The Ferrus' Revenge is a massive shipyard, built within the heart of the Nyx system. It was meant to be the largest and most advanced shipyard in the sector. The shipyard includes a total of 168 dry docks, including 24 Emperor-class, 12 Jupiter-class, 12 Saturn-class, 48 Mars-class, 48 Luna-class, 12 Mercury-class, 12 Centauri-class, and 12 Auxiliary-class dry docks. In addition to its impressive ship-building infrastructure, Ferrus' Revenge will also feature an array of powerful defenses, including numerous lances and macrocannon batteries capable of deterring an assault by any force less powerful than twelve intact Battleships and twenty-four Cruisers. Whether you're a shipbuilder looking for top-of-the-line facilities or a fleet commander seeking a secure location for repairs and refits, the Ferrus' Revenge has everything you need to dominate the stars.

The Gravitic Transporter - 600 CP
The Gravitic Transporter is a highly advanced technology developed by the Adeptus Mechanicus, capable of transporting large celestial objects such as moons and planets

across vast distances of space without the use of the Warp or any psychic phenomena. This technology is extremely rare and coveted by many factions, as it offers unparalleled strategic capabilities in the manipulation of entire solar systems.

Purchasing this item will grant you access to a Gravitic Transporter device and its associated technologies, allowing you to manipulate celestial objects and move them to your desired locations across entire. The device comes with a team of Adeptus Mechanicus technicians to maintain and operate it, and they will be loyal to you as their new master. It should be noted that the Gravitic Transporter is a highly complex piece of technology, and its operation requires a significant amount of power and resources.

Olympus Citadel Systems STC Database - 600 CP
This is the Olympus Citadel Systems STC Database. It contains a vast array of blueprints, schematics, and technical knowledge for various fields of technology, including but not limited to: weapons, vehicles, cybernetics, and more. The database is accessed through a secure terminal, and requires proper authorization and authentication to use. Each time you purchase this you may choose one of the STC collections. Each of which focuses on a specific field of technology. The collections are named after Greek deities, with each collection containing specialized knowledge and blueprints related to their domain. For example, the Poseidon collection contained knowledge of deep sea equipment, oceanic structures, and everything else related to the seas. Whether you are a Tech-Priest seeking to expand your knowledge, a planetary governor seeking to improve your world's technological capabilities, or simply someone seeking powerful and advanced technology, the Olympus Citadel Systems STC Database is an invaluable resource to have. Each of them are meant to contain over a thousand complete STC blueprints.

Chaos

Dark Mirrors - 100 CP
The Dark Mirror is a rare and macabre artifact, believed to be one of only thirteen in existence. At first glance, it appears to be a mirror with a dark, twisted frame adorned with images of suffering and torture. Looking into the mirror causes an overwhelming feeling of wrongness and dread. The Dark Mirror is capable of more than just reflection, however. When activated with a drop of blood, it connects to the other mirrors allowing for untraceable communication across any distance. Purchasing this item will grant you a set of thirteen similar mirrors. You can use these mirrors to coordinate with your allies without fear of being intercepted by anyone. Lastly if you wish you may remove the unsettling aura created by the mirrors.

Traitor Harbinger Super Bomber - 100 CP
The Harbinger Super Bomber is a terrifying creation of hereteks who have gone beyond the boundaries of the Omnissiah's laws. First seen during the fifth Black Crusade, this monstrous bomber is three times larger than the Imperial Starhawk Bomber, and its armor and weaponry are equally formidable. The bomber is driven by a twisted combination of four servitors, whose souls and minds are bound to the aircraft's machine-spirit. In a grotesque display of their heretical beliefs, the hereteks have also possessed the servitors, creating an abomination that defies all reason and morality. The very idea of such desecration fills even the most seasoned soldiers with unimaginable loathing.

The Harbinger Super Bomber is surrounded by a dark aura of warp lightning, which is generated by the hereteks' use of human hearts as a power source. The hearts are constantly zapped with the sparks of heretical devices, and the sorcerers have bound the souls of the sacrificed to them. The daemons feed upon their unending agony and expel the closest thing the Empyrean has to lightning. Despite its horrifying origins, the Harbinger Super Bomber is a devastating weapon, capable of inflicting catastrophic damage on any target. Purchasing this option allows you to acquire and command this bomber, but be warned: it is not for the faint of heart. Lastly, this will come with the blueprints for the bombers and details about the rituals needed to create them should you wish to unleash more of these monstrosities.

Illuminarum - 100 CP
Illuminarum, an ornate scepter-Power Maul, was a masterpiece crafted by the legendary master weaponsmith, Ferrus Manus, for the Word Bearer Primarch, Lorgar.

The scepter was created as a token of gratitude for the aid provided by the Word Bearers during the Galadon Secondus campaign. As long as an Astartes warrior, the scepter-Power Maul was expertly balanced to match Lorgar's immense strength and size, and was a formidable weapon that struck fear into the hearts of his enemies. The head of the scepter-Power Maul was adorned with intricate engravings and a glowing crystal, which amplifies the users psychic powers, making them even more deadly in battle. By purchasing this you may claim this weapon for yourself. It will resize to fit you if needed and you may optionally import another weapon into it. Perhaps you could redeem this weapon's dark history or carve a darker path with this unholy scepter.

Hourglass of Sand Screams - 200 CP
The Hourglass of Sand Screams is an ancient artifact, wielded by the parahuman sorceress Malicia. It grants the user the power to manipulate the fabric of the Warp itself. With the Hourglass, open and close empyreal breaches, allowing for quick escapes from dangerous situations. The Hourglass is even capable of creating openings in the unbreakable storms surrounding the Eye of Terror, providing a path out of that treacherous place.

Dark Mechanicum Scrap Codes - 200 CP
The scrap codes are devastating viruses that attack any technology they can infect. By purchasing this item, you gain access to the most dangerous and adaptable scrap codes ever created by the Dark Mechanicum. These codes can unleash crippling damage on your enemies' technologies and can even turn them against their own users. Once unleashed, the scrap codes will continue to evolve and become more effective the longer they remain within a system, adapting to the defenses of even the most advanced technologies. However, you have complete control over the scrap codes and they will have no effect on your own technology, even if they are turned against you.

The Beta - 200 CP
Beta, the Gloriana-Class battleship of the Alpha Legion, is a colossal vessel that spans a staggering length of twenty kilometers. Its prow is adorned with a massive weapon known as the Nova Cannon, a formidable device capable of unleashing blasts of devastating energy upon its foes. The broadside batteries have been outfitted with graviton pulsars, an advanced technology that can tear enemy vessels apart at a molecular level.

The ship also boasts advanced launch bays that can rapidly deploy squadrons of fighter craft and boarding parties, making it a versatile tool for any mission. Its void shields are powerful enough to withstand even the most powerful weapons, and its engines are capable of propelling the vessel at speeds that leave other warships in its wake. The

ship is crewed by highly-trained operatives of the Alpha Legion, who are skilled in the arts of subterfuge and sabotage, making Beta a formidable tool in the Legion's arsenal. If you dislike this particular ship you may substitute it for a similar Gloriana-Class vessel and switch the Alpha Legionaries with that of another chapter.

The Conqueror - 400 CP
The Conqueror is a massive Gloriana-Class Battleship that serves as the flagship of the World Eaters. The ship is a monument to Khorne, decorated with the skulls and trophies of countless enemies. The vessel is under the command of Lotara Sarrin, a renowned naval officer known for her tactical brilliance and merciless brutality.

By purchasing The Conqueror, you will gain control of this fearsome warship, along with the loyalty of its World Eater Space Marines and a vast host of chaotic forces. These warriors are led by the legendary World Eater Kharn the Betrayer. The ship itself is a marvel of engineering, armed with an array of devastating weapons and capable of launching drop pods and Thunderhawk gunships. The Conqueror's crew is fanatically devoted to Khorne, and will follow your orders without question, eager to spill blood in the name of their dark god.

With The Conqueror at your command, you will be a force to be reckoned with in any battle. The ship's power and size will strike fear into the hearts of your enemies, while its crew of elite warriors will inspire your own forces to greater feats of courage and carnage. Whether you seek to conquer new worlds or crush your foes in battle, The Conqueror is the ultimate weapon of chaos.

Drach'nyen - 400 CP
Drach'nyen is a powerful Daemon Sword that has been known by many names throughout history, including the "Echo of the First Murder" and the "End of Empires." This fell weapon is the physical manifestation of the powerful Daemon. Drach'nyen is a weapon of immense power that can rend reality apart where it strikes. The sword is capable of slicing through armor, flesh, and bone without resistance, and the Daemonic spirit of murder that animates it can alter its appearance to reveal the skulls and faces of the souls it has devoured.

The mere presence of Drach'nyen is enough to strike fear into the hearts of even the bravest warriors, for it is a weapon of unparalleled destruction that has brought empires to their knees. Its dark legacy is woven deep into the fabric of Chaos, and those who dare to wield it do so at their own peril. Alternatively if you don’t want Drach’nyen then you may instead create an equally powerful daemonic weapon. The daemon will be loyal to you regardless of which option you pick.

Legio Vulturum - 400 CP
The Legio Vulturum is a mighty Titan Legion consisting of 100 Titans, including 24 Warlord Titans, and is led by the Imperator Titan, Tyrannosaurus Rex. This colossal war machine is equivalent in power to three other Imperator Titans combined, and is feared by all who know of its might. Each Titan within the Legio Vulturum has been enhanced by the unparalleled technological genius of Sota-Nul, who incorporated Eldar Titan technology into their design, making them more powerful and deadly than any other Titans in the galaxy. The weapons and armor of each Titan have been meticulously crafted and enhanced by Sota-Nul, ensuring that they are virtually indestructible and capable of unleashing devastation upon any enemy.

The Legio Vulturum Titans are massive war machines, towering over any foe that dares to stand in their way. Many of them have been chaotically enhanced to resemble dinosaurs and kaiju, striking fear into the hearts of their enemies. With the Eldar technology incorporated into their design, they are nearly unstoppable and capable of leveling entire cities and wiping out entire armies with ease. Take command of the Legio Vulturum and watch as your enemies tremble in fear at the sight of your Titans. With their advanced weaponry and impenetrable armor, they are truly the ultimate war machines. Whether you seek to conquer or defend, the Legio Vulturum will be your most powerful and deadly weapon.

Empire of Sin - 600 CP
Deep within the void, a colossal mass looms in the darkness - a former Space Hulk now converted into a massive fortress unlike any other. This massive hulk is over one hundred times the size of a Ramillies Starfort with the firepower to match. This hulk is crewed by many individuals including Humans, Eldar, Orks, Sheed, and Kroot, each bringing their own unique skills and technologies to bear. In addition, this fortress boasts a massive battlefleet, made up of thirteen sub fleets, each with their own complement of warships and support vessels. The firepower of this armada is unimaginable, capable of unleashing destruction upon even the most well-defended targets. As the new owner of this fortress, you gain control of its powerful armies and formidable fleet, and can use them to establish your own empire of sin, striking fear into the hearts of your enemies and dominating the stars.

Commorragh - 600 CP
Commorragh is a dark and twisted city existing outside of reality and the reach of the Imperium. It is the home of the Drukhari, a race of dark eldar who revel in pain and torture. The city is a web of interconnected tunnels and portals, with each district representing a different aspect of the Drukhari's society. As the owner of Commorragh,

you will have access to its immense resources, including the vast knowledge of the dark eldar and their twisted technologies. You will be able to summon and command legions of Kabalites, Wyches, and Haemonculi, each with their own unique abilities and strengths.

Within Commorragh, you will be able to train your own warriors and build your own personal army of dark eldar. You will also be able to access the black markets of the city, trading for rare and powerful weapons and equipment. In addition, you will have the ability to create and control portals to other parts of the galaxy, allowing you to launch raids and attacks from any location at any time. And with the Drukhari's mastery of the Webway, you will be able to move your armies quickly and undetected through the galaxy.

Black Crusade Fleet - 600 CP
The Black Crusade Fleet is an impressive force of daemonic power and heretical technology, combining the forces of every Traitor Legion outside of Abaddon's forces, the Dark Mechanicus under Kelbor-Hal, and a massive fleet of warships. Led by the Daemon Primarchs Lorgar and Magnus the Red, this fleet boasts more than one hundred Battleships, dozens of Grand Cruisers and Battlecruisers, and hundreds of Cruisers of all tonnages. The number of Heldrakes hibernating in the bowels of the warships' hulls is rumored to be over two hundred thousand. The escorts and attack crafts are simply uncountable. Entire hordes of daemons fight nearby for the chance to possess the Daemon Engines that conduct great slaughters.

The Black Crusade Fleet is a force to be reckoned with, and its sheer size and destructive potential make it one of the most formidable fleets in the galaxy. You will also gain knowledge of the Dark Mechanicus' heretical technologies, enabling you to use them to devastating effect on the battlefield. In addition, you will have at your disposal one Ark Mechanicus, three Titan-Arks, two Heavy Battleships, and several unique designs of ships developed inside the twisted minds of the Dark Mechanicus. Lastly, the entire fleet will be completely loyal to you and there will be no risk of internal struggles emerging.

The Aeldari

Swords of Vaul - 100 CP
The Swords of Vaul are a set of legendary swords that were forged by the God Vaul to free Isha and Khurnous from Khaine. There were originally a hundred swords, but only eight have survived. Possessing one of the Swords of Vaul is a great honor, as it is a powerful symbol of the Aeldari heritage and legacy. When wielded, the Swords of Vaul possess the power to cut through even the toughest of materials, and their enchantments make them especially potent against the forces of Chaos. Lastly, normally the swords would judge their wielders to see if they are worthy, but these swords will grant you access to their full power without fear of retribution. You will be the only one capable of wielding it unless you willingly allow others to do so.

The Blade of Khaine - 100 CP
This legendary weapon has three different forms, each with its own unique properties. The first form is a deadly combination of a spear and sword, allowing for swift and precise close-quarters combat. The second form transforms into a massive ax, capable of delivering devastating blows with incredible force. The third and final form is a colossal pike, towering over even the largest of Titans, capable of piercing through multiple enemies at long range. What sets this weapon apart from all others is its psychic nature, allowing its wielder to strike down foes with deadly precision regardless of distance. However, the weapon's use is not without its risks, as its power can be dangerous to wield and can even corrupt the user if used improperly.

Bloodrot Crown - 100 CP
The Bloodrot Crown is a potent weapon of the Aeldari, designed to unleash a deadly virus that quickly spreads and takes over the bodies of non-Aeldari beings within the blast zone. When deployed, beautiful red flowers begin to grow on the skin of those affected, which rapidly worsens as the Bloodrot feeds on their host and takes control of their nervous system. In a short amount of time, the infected become puppets of the Bloodrot, driven by instinct to acquire more hosts for the virus to infect.

While not useful against Aeldari or those with access to the antidote or a Haemonculi-engineered reagent, the Bloodrot Crown is devastating against non-Aeldari beings. It can quickly turn the tide of a battle by infecting large numbers of enemy forces and turning them against each other. With the Bloodrot Crown, you will have the ability to deploy torpedoes that will release the virus on the frontlines, allowing you to strike fear into the hearts of your enemies and ensure victory on the battlefield.

The Crone Swords - 200/800 CP

The Crone Swords are a set of legendary weapons, each one imbued with ancient and terrible power.

- The first sword, known as the Kha-vir, is the Sword of Sorrows. With a single strike, it can turn its victim into ash, leaving nothing but a pile of dust in its wake.
- The second blade is the Asu-var, the Sword of Silent Screams. It is said that it can absorb the life essence of those it strikes, leaving them as little more than empty husks.
- The third sword, Vilith-zhar, is the Sword of Soul. This immense blade is the largest and most powerful of the set, and it has the ability to shapeshift at the whim of its wielder. Forged from burning souls, it is a weapon of immense destruction.
- The fourth weapon in the set is the Spear of Twilight. This weapon is one of incredible power, but using it comes with a terrible cost. Each strike burns away a portion of the wielder's life force, making it a weapon of last resort.
- The fifth sword in the set is shrouded in mystery, and its true name and abilities are unknown. However, it is said to be just as powerful as any of the other blades, and its secrets are closely guarded by those who possess it. Together, the Crone Swords are a set of weapons capable of bringing ruin to any who stand in their path.

You may purchase any of the swords individually for 200 CP. Alternatively you can bundle all of them together for 800 CP. The greatest powers of the swords however are only revealed when they are brought together. This will allow you gather the essence of the Aeldari and create a new Aeldari god similar to Cegorach, Khaine, or Atharti.

The Twilight Spears - 200 CP

The Twilight Spears are a formidable formation that consists of a powerful Aeldari battleship, and a fleet comprising three cruisers, six light cruisers, four frigates, and five destroyers. Led by a High Farseer, this small but potent force is made up of over two thousand skilled Mariners and eight hundred elite Asuryani Aspect Warriors. The Twilight Spears are Strike forces meant to take revenge against foes who have wiped out Eldar scouting groups in their entirety. They are prepared for any threat that may arise with their many Seers and Farseers who possess the ability to foretell danger and avert it before it materializes. Though the formation may not meet the standards of their arrogance, the Twilight Spears are a force to be reckoned with, capable of delivering swift and devastating punishment to any foe. You may decide the exact demographics of this group and which Craftworld they belong to. By default they will hail from the Craftworld of Biel-Tan. Lastly, should this group be destroyed the force will be replaced within a month.

Helspiders - 200 CP
The Helspiders of Commorragh are a unique and deadly species of arachnids found exclusively in the twisted realm of the Dark Eldar. These spiders are large and imposing, with razor-sharp legs and fangs that can pierce even the toughest armor. Their venom is potent and can cause paralysis and excruciating pain in their prey. What makes the Helspiders particularly fearsome is their ability to weave webs that can ensnare even the most agile of foes. Their webs are made from a special silk that is stronger than adamantium and can resist even the most powerful of attacks. Once trapped, their victims are at the mercy of the Helspiders, who will slowly and mercilessly drain their life force until they expire. To ensure that you don't accidentally kill yourself and everyone around you all Helspiders born from this supply will be loyal to you and capable of recognizing allied forces. You will receive an initial group of a few hundred spiders.

Spectratikon - 400 CP
This item is a highly advanced and devastating weapon that uses dark crystalline petals to disintegrate targets. When deployed, it creates a pulse-explosion that envelops the surrounding area in darkness. Everything caught within the blast radius, including fortified defenses and even entire armies, is gradually transformed into billions of beautiful artificial petals that imitate the black flower once grown on the Core planets of the Empire. The name Spectratikon derives from the Shadow Flower Heralding the End, as it is considered a harbinger of destruction. With this weapon in your possession, you can unleash its destructive power on your enemies and transform the battlefield into a beautiful yet deadly garden of crystalline petals. However, be warned that the use of Spectratikon may come with great consequences, as the destruction it causes is often irreversible.

Horrors of the Dark Eldar - 400 CP
There are a large number of horrific insects and monsters bred by the Dark Eldar in Commorragh. In fact there are a nearly innumerable amount that can not be listed so for simplicity's sake they are all bundled together in this option. All of these abominations including the Blood Worms, the Sun Worms, and numerous other parasites are included. You can use these insects as they were orignally intended and torture others. Alternatively you could use them to build a nearly unstoppable army that even the Orks would be horrified by. I will warn you though using these creatures in mass against the Imperium literally guarantees that you will be targeted by exterminatus grade weaponry frequently.

The Core Gate - 400 CP
The Core Gate is a powerful and mysterious artifact, resembling an Eldar organ with its circular, massive shape and psychically-reactive crystal veins and arteries. This particular version of the Core Gate has been modified to obey the commands of its wielder. It is a central node of the Webway, built by the Eldar millions of years ago, and is capable of severing existing Webway tunnels, modifying their points of entry or exit, or creating entirely new ones from scratch. This makes it an incredibly dangerous and valuable item in the galaxy. However, activating it requires a vast number of psykers to play the many keys of the three claviers, and its use comes with great risk. Nonetheless, for those with the knowledge and power to wield it, the Core Gate is a powerful tool to manipulate the very fabric of space and time.

Craftworld - 600 CP
Craftworlds are massive, planet-sized ships, created by the ancient Aeldari before their tragic fall. Purchasing this option grants you a Craftworld of your very own. Your Craftworld is a self-sufficient worldship, with a population of nine billion Eldar within its walls. You have the freedom to customize your Craftworld's demographics and other important features, such as the percentage of warriors among the populace.

Your Craftworld is equipped with advanced technology, including powerful engines for faster-than-light travel and intricate systems for generating and maintaining its own ecosystem. It also possesses potent psychic defenses that can shield it from both physical and psychic threats. As the owner of a Craftworld, you have the ability to direct its movements and dictate its policies. You can choose to lead your people as a wise and just ruler or as a ruthless conqueror. Additionally, your Craftworld serves as a powerful symbol of your status and influence among the Aeldari, and can be used to exert your authority over other factions within the galaxy.

Claimant Crown - 600 CP
This magnificent golden crown is crafted by the finest Aeldari jewelers and smiths, adorned with shimmering gemstones of various colors. Imbued with the most powerful psychic energy, the Claimant Crown has the ability to bestow upon its wearer the title of Aeldari Emperor or Empress, granting them the authority to rule over the Aeldari people. To claim the title of Aeldari Emperor or Empress, the wearer must defeat a Phoenix Guard in single combat and gain the support of six hundred sixty-six thousand six hundred sixty-six Aeldari of the noble court. Alternatively, the wearer may convince the noble court to withdraw their claims by slaughtering them. By purchasing this you may alter your background so that you have performed this feat and proven yourself worthy of the title.

Once the conditions are fulfilled, the wearer must don the Claimant Crown and speak their claim to the title of Aeldari Emperor or Empress. The crown will then activate, imbuing the wearer with the power and authority of an Aeldari ruler. This authority is not just a title, but a literal brand that will be placed on all living Eldar. They will be bound to your authority and obey any order you give them. Next, the Claimant Crown enhances the wearer's psychic abilities to their full potential, granting them immense telekinetic and telepathic powers. It also provides the wearer with enhanced physical abilities, including increased strength, agility, and durability.

Additionally, the Claimant Crown allows the wearer to tap into the Webway, granting them the ability to travel through its vast network of tunnels at will, without the need for a portal or gate. The crown also grants the wearer the ability to manipulate and modify the Webway to their advantage, allowing them to create new pathways, close off existing tunnels, and protect their people from external threats. Although this process is incredibly taxing and was typically only performed by the mightiest of the ancient Aeldari Psykers.

Furthermore, the Claimant Crown provides the wearer with a retinue of loyal Aeldari warriors and advisors, who will aid the wearer in their rule and protect them from harm. These warriors are highly skilled in combat and possess psychic abilities, making them formidable opponents on the battlefield. In short, the Claimant Crown is the ultimate symbol of Aeldari power and authority, granting its wearer the ability to rule over their people with wisdom and strength, and defend them against all threats, both internal and external.

Isha's Fertility Facility - 600 CP
Isha, the Aeldari goddess of fertility and healing, created this state-of-the-art facility to allow for the artificial growth and development of Aeldari offspring. The facility is equipped with the latest technology and is staffed by skilled Aeldari, ensuring the highest level of care and precision in the creation of perfect Aeldari beings. The facility allows for the creation of Aeldari on par with the members of their ancient empire rather than the modern variants.

The process bypasses the need for traditional pregnancy and childbirth, making it a valuable tool for the survival and growth of the Aeldari race. The facility is capable of producing a limitless number of offspring, ensuring a constant and sustainable supply of Aeldari warriors and scholars. This facility will be staffed by a number of warriors, technicians, and priestesses who serve the goddess Isha. Any Aeldari created using this facility will be loyal to you. Lastly, you may freely design the personality and appearance of any Aeldari created here.

Necron

Tesseract Labyrinth - 100 CP
The Tesseract Labyrinth is a mysterious and powerful Necron artifact that takes the form of a small cube. Though it may appear innocuous, it is in fact a gateway to a pocket dimension that serves as an inescapable prison for any who enter it. Using the Necrons' mastery of hyper-geometry and phase technology, the Tesseract Labyrinth can trap even the most powerful foes, including C'tan Shards and other beings of immense power.

As the owner of a Tesseract Labyrinth, you will be able to use it to capture and imprison enemies, preventing them from causing harm to your domain. Whether you use it to capture powerful foes on the battlefield or to deal with threats to your rule from within your own ranks, the Tesseract Labyrinth is a valuable tool in your arsenal. You will also receive the blueprints for these devices though you may lack the technology to produce them.

Canoptek Scarab Factory - 100 CP
The Canoptek Scarab Factory is a highly advanced technological marvel, capable of producing an endless swarm of the deadly Canoptek Scarabs. The factory is a massive structure, composed of shining black and green Necrodermis, and is equipped with various tools and machinery to create and assemble the scarabs. With this item, you will receive the factory itself, along with an initial supply of ten million Canoptek Scarabs. These Scarabs are miniature machines that can be programmed to perform specific tasks, from repairing Necron vehicles and technology, to attacking and consuming living organisms. They are incredibly resilient, capable of repairing themselves and their allies, and can even reconstruct themselves from just a few remaining parts.

Once activated, the factory will begin producing Scarabs at an incredible rate, allowing you to amass an unstoppable swarm of these deadly machines. The scarabs can be controlled remotely and can be programmed with different behaviors and commands to suit your needs. The Canoptek Scarab Factory is a valuable asset to any conqueror, providing a seemingly endless supply of loyal and powerful drones that can turn the tide of any battle. With this item, you will have the power to create an army of unstoppable Scarabs and reign supreme over the battlefield.

Chrono-Jamming Device - 100 CP
The Chrono-Jamming Device is a highly advanced piece of technology designed to counter the Necron's tactical advantage of teleportation. This device emits a field that disrupts the space-time continuum, making it impossible for any Necron to teleport into

or out of the affected area. The device is compact and can be easily installed aboard any starship, making it a valuable asset in any space battle against the Necrons or any equally advanced foes. However, it must be kept intact at all costs, and every starship mustered for Operation Stalingrad has been equipped with multiple jammers and assigned a team of Tech-Priests to ensure their continued functionality.

Trazyn's Collection - 200 CP
Trazyn the Infinite is an obsessive collector who has been known to steal from literally every being in the galaxy. His infamy is so grand that both the Imperium and the Necrons were forced to develop the Trazyn Protocol to stop his attempts at thievery. By purchasing this item however, you will receive a copy of the vast collection of rare and unique artifacts from across the galaxy that Trazyn “acquired”. The collection includes rare weapons, powerful relics, and even living specimens from various species. Among the collection, you will find items of immense value and power, as well as a vast array of knowledge that Trazyn has gathered over millions of years he has lived.

You will have access to a vault that can house the collection, which is constantly expanding and growing as you acquire new items. The vault is a massive space station, filled with thousands of rooms and chambers, each containing a different item from the collection. You will be able to navigate the vault and access any item you desire, whether for personal use or to trade or sell to others.

Necron World Engine - 200 CP
The Necron World Engine is a colossal planet-sized construct that embodies the apex of Necron technology. With its immense power, it can unleash devastating energies fueled by the power of a C’tan, making the World Engine a force to be reckoned with. Manned by a complement of several million Necron warriors and numerous Crypteks, the World Engine is overseen by a powerful Necron Overlord, adding to its formidable presence on the battlefield. The vessel is further protected by a defensive shield of swirling silver energy, allowing it to easily evade enemy reconnaissance and electronic interference.

At the heart of the World Engine lies its primary weapon, an immense Gauss Weapon that can destroy capital ships of the Imperium with a single blast. The World Engine is also equipped with five hundred Doom Scythes and Night Scythes, which can engage in aerial battles and protect the construct from assault ships. Moreover, the World Engine possesses other powerful weapon technologies of unknown origin, including the ability to unleash devastating gravitic waves capable of ripping enemy vessels apart or crushing them, as well as a teleportation technology that can lock onto asteroids and other debris and materialize them within enemy vessels, causing massive destruction.

C'tan Vault - 200 CP
This item grants you a vault that contains a dozen C'tan shards, which you may choose from any canon C'tan or design your own versions. Each of the C'tan shards is loyal to you and will follow your commands, despite their immense power. You can unleash the shards from the vault, and they will remain loyal to you even when unleashed.

Additionally, the unleashed C'tan shards possess the potential to grow over time with enough resources, including energy and matter. With proper nurturing, these shards may even surpass the power of their original bodies, becoming immensely powerful entities in their own right. However, this growth requires a significant amount of time and resources, and it is up to you to ensure that the shards receive what they need to grow to their full potential.

Stasis Docks of Seidon - 400 CP
The Stasis Docks of Seidon are a marvel of technology and engineering, created by the ancient race known as the Necrons. These massive structures are capable of preserving entire fleets of starships and their crews in a state of suspended animation, protecting them from the ravages of time and the dangers of the galaxy. Upon taking ownership of the Stasis Docks of Seidon, you will gain access to a network of vast, interconnected stasis chambers capable of holding hundreds of thousands of ships, from small personal vessels to mighty battleships and beyond. Each chamber is equipped with advanced life support systems and protective measures, ensuring that the ships and their crews will remain perfectly preserved for centuries, if not millennia.

In addition to their storage capabilities, the Stasis Docks of Seidon also contain an extensive repair and maintenance infrastructure. Automated systems and skilled Necron technicians will keep your ships in perfect working order, performing routine maintenance and repairs as needed. Should a ship sustain heavy damage, it can be moved to a specialized repair chamber for more extensive work. But the true power of the Stasis Docks of Seidon lies in their ability to protect your fleet from harm. Should the worst happen and your ships come under attack, the stasis chambers will activate their advanced defense mechanisms, sealing off the affected area and launching a counter-attack against the aggressors. From automated defense drones to powerful Necron warriors, the Stasis Docks of Seidon are capable of defending your ships against any threat. With the Stasis Docks of Seidon at your disposal, your fleet will be protected and ready for any challenge the galaxy may throw your way.

Labyrinth of Thanotep - 400 CP
The Labyrinth of Thanotep is an unparalleled feat of Necron engineering, a Tesseract Labyrinth of staggering size and complexity designed to contain the most dangerous

and powerful entities in the universe. Its ever-shifting paths and intricate traps make it impossible for even the most skilled and powerful beings to escape. As the owner of this super prison, you will have absolute control over its vast array of inmates, with the ability to determine who is imprisoned and who is released. You will also gain access to the incredible knowledge and secrets of those trapped within its walls, granting you unprecedented insights and abilities beyond mortal comprehension.

But the Labyrinth is not just a tool for containment, it is also a formidable weapon in its own right. The traps and shifting pathways within the Labyrinth can be used to neutralize threats to your empire or to destroy your enemies, ensuring that any who enter will be trapped within its walls forever. Furthermore, since you have acquired the Labyrinth with CP, all of its prisoners will pledge their loyalty to you, allowing you to wield an army of some of the most powerful beings in existence. Any new prisoners will have to be convinced, but with your newfound power and control, you will be more than capable of bending even the most recalcitrant to your will.

The Protocol Artifacts - 400 CP
The Protocol Artifacts are a set of highly valuable and sought-after items that were once used by the Szarekhan Dynasty to exert control over their subordinate Dynasties. These artifacts are incredibly rare and possess the ability to monitor and control the actions of entire Necron Dynasties.

The artifacts are said to be extremely difficult to replicate, requiring vast amounts of resources and technology. It is rumored that the only reason the Szarekhan Dynasty was able to create them was due to the advanced knowledge of their Crypteks and the support of the Silent King himself.

By purchasing the Protocols, you would gain access to these artifacts and potentially gain complete control over one Necron Dynasty, with the exception of the Szarekhan Dynasty. This will include all Necrons, ships, unique weapons, and other treasures possessed by your chosen Dynasty. Lastly, since you are paying CP for this you may choose how this control is displayed. For example, the Necrons could become mindless automatons or you could grant all of them applicable Necrons sentience having them view you as their leader.

The Celestial Orrery - 600 CP
The Celestial Orrery is a powerful device located at the heart of the Necron Oruscar Dynasty's crownworld of Thanatos. It projects a stunning web of holographic representations of every star and planet in the galaxy. The Orrery is not just a model, but is directly linked to the galaxy it represents. Any alterations made to the Orrery's

image will immediately impact the corresponding region of the galaxy in real-time. As the owner of the Celestial Orrery, you will have unparalleled insight into the strategic flow of events throughout the galaxy. You will be able to predict the movements of enemy fleets, chart the progress of conflicts, and anticipate the location of valuable resources. You can also manipulate the holograms to create or prevent events from occurring. Altering the Orrery's image will physically change the corresponding region of the galaxy in the exact same way, allowing you to shape the fate of the galaxy itself.

Star Reaper Engine Hegemony - 600 CP
The Star Reaper Engine Hegemony is a weapon of immense power and sophistication, crafted by the Necrons to aid them in their war against the Old Ones and their creations. It is said to possess technology beyond even that of the fearsome Throne of Oblivion, capable of fulfilling any desire of its wielder, the Silent King. The Star Reaper Engine Hegemony is equipped with state-of-the-art Crypteks, powerful phalanxes, and vast reserves of Noctilith and anti-Empyreal defenses. Its capabilities are such that it could easily conquer an entire sector in mere moments. This item grants you control over the Star Reaper Engine Hegemony, allowing you to wield its incredible power and lead the Necron forces in battle. With its advanced technology and formidable arsenal, the Star Reaper Engine Hegemony will make you a force to be reckoned with in any conflict.

Ymga Monolith - 600 CP
The Ymga Monolith is a colossal planet-sized pyramid, known as the Throne of Oblivion by the Necrons. With the ability to replicate a battleship in less than a minute, provided the necessary material resources are available, it is a technological marvel of incredible power. The Monolith is equipped with energy shields so powerful that only the most advanced battleships and fortifications have any chance of penetrating them.

The Monolith is accompanied by a vast escort fleet that alone can decimate an entire sub-sector, extinguishing trillions of lives in the process. The exact number of infantry defending the Monolith is unknown, but it is estimated to number in the billions. Furthermore, the masters of the Monolith can bring forth an endless tide of reinforcements via modified Webway portals, making it a nearly unbeatable fortress. This is only bolstered by the three Replicator Forges within the Monolith itself.

Despite its overwhelming power, the Ymga Monolith can be yours to control with the purchase of this item. With the Monolith under your command, you will have at your disposal the most advanced technology in the galaxy, and the ability to bring entire planets to their knees. It has already proven itself through the extinction of the 2nd Legion and their Primarch.

Remnants

The Holy Hand Grenade of Antioch - 100 CP
The Holy Hand Grenade of Antioch was a weapon shrouded in mystery and folklore, but to those who had witnessed its power, it was a force to be reckoned with. The process of using it was as bizarre as the grenade itself. The first step was to remove the Holy Pin, a small object with unknown significance. Then, one had to count to three, no more, no less. If executed correctly, the user was then able to throw the grenade towards their enemy, who would meet an immediate and gruesome end. Despite its absurdity, the Holy Hand Grenade of Antioch was a weapon not to be taken lightly. After using the Holy Hand Grenade you will be given a new one the next day.

Dreadnought-Beetle - 100 CP
The Dreadnought-Beetle is a formidable insect-bodyguard capable of growing to immense size and possessing a near-impenetrable carapace. Once fed the correct plants, it can rapidly grow to be bigger than a Chimera, becoming a massive and nearly indestructible force on the battlefield. The beetle's carapace is so strong that it can shrug off tank shells and other heavy weapons' fire, making it an ideal shield against enemy bombardments. Its mandibles can also crush and tear through metal, allowing it to take on even the toughest of foes.

As the owner of the Dreadnought-Beetle, you will have a powerful and loyal bodyguard that can protect you from nearly any threat. However, its growth requires a steady supply of the correct plants, and it may require constant care and attention to keep it healthy and strong. Use this insect wisely, and it can be a fearsome addition to your forces. This item will also come with a supply of younger beetles allowing you to cultivate an army of them with the proper resources.

Environmental Suit - 100 CP
This advanced suit is designed to protect the wearer from various environmental hazards such as pollution, toxic substances, and extreme weather conditions. Made of durable materials and equipped with advanced filtration systems, it allows the wearer to breathe normally and move freely even in the most polluted and hazardous environments.

The suit comes with various additional features such as thermal regulation, built-in oxygen supply, and radiation shielding, making it ideal for exploration and survival in hostile environments. It also has a built-in emergency distress signal to alert nearby

allies in case of danger. Whether you are exploring a hazardous alien planet, conducting a rescue mission in a disaster zone, or simply trying to survive in a polluted city, this suit will provide you with the protection and durability you need to succeed.

Replacement Parts - 200 CP
Since the Horus Heresy the Imperium has long since lost the ability to manufacture and understand much. That is precisely why this item is so valuable. This item is a large box equal in size to a shipping container. The special thing is that by opening it you can acquire a supply of replacement parts for anything. This might not sound like much until you realize that this includes lost technology like the Astronomicon and the Golden Throne. Anything taken out of this container can be freely transported and used as long as it is done with the intent to repair something. This means that you can't build a new item using this container, but you can acquire the parts to repair anything with this.

The Wasp - 200 CP
The Wasp is a Universe-class Mass Conveyor, a massive spaceship measuring twelve kilometers long and 1.3 kilometers wide, weighing sixty million tonnes, and capable of carrying up to five hundred thousand passengers and sixty thousand crew members. It was renamed after it was seized from a corrupt Rogue Trader. The Wasp is more than just a means of transportation; it is a symbol of wealth, power, and influence. Ownership of this vessel puts you on the same level as a major player in the political and economic affairs of the galaxy. The ship is equipped with state-of-the-art technology and defense systems, including powerful shields and weapons to protect it from any threat.

Moreover, the ship has access to unique resources and expertise due to the connections to the Adeptus Mechanicus. These resources can be leveraged to gain an edge in various fields, from military operations to scientific research. Finally, the ship is protected by Inquisitorial and Astartes forces, ensuring its safety and security on its journeys. This protection also extends to the owner, who enjoys the support and backing of these powerful factions.

Power Amplifier - 200 CP
The Power Amplifier is a compact device created by the Adeptus Mechanicus to boost the psychic abilities of its user. When activated, the machine channels and amplifies the psychic energy of its user, allowing them to produce more powerful and effective abilities. The Power Amplifier is capable of enhancing a wide range of psychic powers, from telekinesis to precognition, making it a valuable tool for those who rely on psychic abilities in combat or other situations. However, extended use of the Power Amplifier can result in physical and mental strain, and overuse can lead to permanent damage. Lastly, the Power Amplifier can boost not only the powers of psykers but also any

superhuman ability, including the powers used by parahumans. This makes it a valuable tool for anyone looking to enhance their abilities and gain an edge in combat or other endeavors.

Catachan Ants - 400 CP
While experimenting with Catachan Ants Weaver accidentally infused them with the power of the Emperor. This created a genetically modified strain of Catachan Ants. These ants possess incredible regenerative properties and have lethal venom. The venom of these ants is capable of killing even the hardiest of beings, making it a potent weapon. But more importantly, the ants' golden fluid known as Bacta, which is produced by their Queen, has unparalleled healing and regenerative properties. Bacta can heal even the most fatal wounds and restore limbs in a matter of minutes. Lastly, having been infused with the Anathema's energy they gained the ability to repel daemons and the Warp.

As the owner of these ants, you have complete control over them, and they will follow your every command without question. You can direct them to attack your enemies with their venomous bites or collect food to bring back to their Queen to produce more Bacta. Additionally, the ants can grow to enormous sizes, with the Queens reaching the size of large horses. Overall, these ants are an incredibly valuable resource for combat, healing, and safeguarding the souls of your people.

Titanicus Sancta Weaverian Mosura - 400 CP
The Titanicus Sancta Weaverian Mosura is a large, golden moth infused with the substance called "golden bacta." It is approximately twelve meters tall with a two-hundred-meter wingspan and has brilliant gold and green coloring. The moth is immune to daemonic possession and influence and is capable of generating a brilliant golden light.

The Titanicus Sancta Weaverian Mosura is a valuable ally in battle, as it is immune to daemonic possession and influence and can use its wings to generate a powerful light that can disorient enemies. With this item, you will receive a mating pair of Titanicus Sancta Weaverian Mosuras and the knowledge of how to care for them and raise their offspring. As they are capable of laying eggs, you can breed and raise your own swarm of Titanicus Sancta Weaverian Mosuras for use in battle or as a display of power.

World-Spirit Receptacle - 400 CP
The World-Spirit Receptacle is a powerful artifact crafted by the ancient Space Wolves of Fenris. It is said to contain the essence of the World-Spirit of Fenris, a powerful entity that imbues the planet with its unique properties and protects it from the forces of Chaos. The Receptacle is a small, crystal-like seed that is able to absorb and store vast amounts of psychic

energy. When the previous World-Spirit of Fenris is lost, the Receptacle can be used to create a new one, imbuing the planet with renewed vitality and strength. Having a world spirit greatly boosts the power of a planet, protects it from being converted into a daemon world, and enhances everything that inhabits it. By purchasing this you can acquire this crystal for your own use. It can awaken the spirit of a world when it is inserted into a planet. This will turn it into a copy of Fenris by default, but you may customize the world and spirit which will be created if you wish. You will receive one Crystal initially and you will receive a new one every six months.

Hive Fleet Behemoth - 600 CP
Hive Fleet Behemoth is not a traditional Hive fleet, but instead a single massive Tyranid. Behemoth is a horrifying bio-ship measuring over sixty kilometers in length. The creature previously had been slumbering in the depths of the Fenrisian oceans for millions of years. It was only awoken during the destruction of Fenris. The Tyranid's most dangerous attribute, however, is its unimaginable psychic power. This ancient Tyranid fed on billions of Eldar during the War in Heaven, granting it immense psychic abilities that can rival even the most powerful psykers. By purchasing this option, you can claim Behemoth for yourself or create a new version. This creature will have absolute loyalty to you, and any other Tyranids spawned from it will obey you as well. The Hive Mind will be unable to control it in any way. Additionally, Behemoth's psychic powers can be harnessed by you, granting you extraordinary abilities to manipulate and control the minds of others, even those with powerful psychic defenses.

Gene-Seed Reserves - 600 CP
When the Primarchs still walked amongst the Imperiums gene-seed supply was never an issue. They produced thousands of gene-seed reserves to bolster the legions as needed. However, since the Primarchs have disappeared the value of these reserves has increased astronomically. You have somehow acquired one such reserve. Within this container is a collection of pure gene-seed, free from any mutation or degradation belonging to a legion of your choice. The value of this stock is considered priceless by loyal Space Marines and Traitors Marines alike. This reserve holds forty thousand canisters of gene-seed within. If you used these reserves properly you could literally give birth to a new legion of Space Marines or forty separate chapters.

The Gene-Seed Reserves are highly sought after by various factions, and their possession could greatly tip the balance of power in any conflict. The only restriction of these reserves is the amount of time and effort needed to implant them. Acquiring and utilizing the reserves will require significant resources and time, including proper armoring, weaponizing, and training for the Astartes. The potential power that the reserves offer make them a highly coveted and dangerous item in this galaxy.

The Black Library - 600 CP
The Black Library is without question the greatest repository of knowledge about the Immaterium and the myriad of horrors it can unleash on an unprepared galaxy. As the new owner of this fabled realm, you have been granted control over not only the knowledge contained within, but also the Harlequins who safeguard it. The Harlequins, servants of Cegorach, will be at your disposal to carry out your bidding. These mysterious beings are not only skilled in combat, but also possess knowledge of the ancient lore contained within the Black Library itself. They will serve as your advisors and protectors, ensuring that the knowledge you possess remains safe from those who would seek to use it for their own nefarious purposes.

Within the Library, you will find countless volumes of knowledge, spanning the ages and covering everything from the history of the Eldar to the most obscure and forbidden knowledge of the Warp. Some of the knowledge contained within is so dangerous that even a Conclave of Puritan Inquisitors would be horrified to discover it. But with the Harlequins at your side, you will have the power to wield this knowledge as you see fit. As the owner of the Black Library, you will be granted the knowledge and wisdom of the ages, giving you an unparalleled advantage over your foes. But be warned: with great power comes great danger. The knowledge contained within the Library is corrupt and dangerous, and must be wielded with caution. The Harlequins will be your guides, but ultimately, the fate of the galaxy rests in your hands.

Sector Builder

You will receive a 1500 SP stipend to spend on upgrades for your Sector. You can convert CP to SP at a 1:2 ratio. You also receive three discounts that can be used on any option below.

Import Empire - Free
If you already have an established empire, you may choose to import it into this sector. Your empire will retain all of its previous holdings and resources, but will face new challenges in this sector. You may also have the opportunity to expand your empire through conquest or diplomacy, forging alliances with the other factions in the sector. Your empire will be upgraded and expanded based on the options that you purchase. Lastly, keep in mind that your empire may have to adapt to the unique circumstances and challenges of this sector, which may require changes in your empire's policies and strategies.

What Faction Are You - Free
By default it is assumed that you are a member of the Imperium of Man. By taking this option you may instead alter this sector to belong to a different faction. Perhaps instead you are designing the empire of some random xeno race or you may instead belong to a Necron dynasty. All options will be changed to reflect this when applicable. For example if you were a Necron then you would receive Cryptek support rather than that of the Mechanicus.

Sector Size - Varies
The size of a Sector can vary greatly. Some Sectors only possess a dozen worlds while others such as the Realm of Ultramar are made up of thousands of worlds. This option allows you to decide the overall size of your Sector starting out. Given time you could grow to a higher level or if you perform horribly your Sector could collapse. The size of the Sector will depend on what you are willing to pay, the options are listed below.

- **Minimus - 0 SP (Free):** With this option, you are granted control over a small Sector of five star systems. Each system can have anywhere from four to thirty planets. While small, this Sector allows for greater focus and attention on each world within it.
- **Standard - 100 SP:** This option grants you control over a medium-sized Sector consisting of 50 star systems. Each system can have anywhere from four to thirty planets. With more resources and planets under your control, you have greater potential for expansion and growth.
- **Maximus - 200 SP:** This option grants you control over a large Sector of 150 star systems. Each system can have anywhere from four to thirty planets. With this

much territory under your control, you have access to abundant resources and a vast number of planets to expand upon.

- **Imperium Secundus - 400 SP:** This option grants you control over a massive Sector consisting of 500 major star systems, equal in size to the Realm of Ultramar. Each system can have anywhere from four to thirty planets, giving you immense control over a vast swathe of the galaxy. With this kind of power, you will command the respect and awe of those around you. However, managing such a large territory comes with its own challenges and requires careful planning and management.

High Quality Equipment - 50 SP

With this option, you can mass produce and equip your warriors with high-quality equipment that is typically limited by production capabilities and cost. This could include advanced technology such as Jump Packs, Volkite Weaponry, Power Armor, and other rare resources. The equipment will be of exceptional quality, granting a significant advantage to your forces in battle. Additionally, you can choose to specialize the equipment for a specific branch of your military, such as your elite soldiers or specialized units. Note that the production process for this equipment may take some time, but the results will be well worth the investment.

PDF (Planetary Defense Force) - 100 SP

This option allows you to establish a Planetary Defense Force on each planet in your Sector. These forces are made up of the local population, and are trained and equipped to defend their world against external threats. The PDF is typically composed of infantry, armored vehicles, and artillery, and can vary in size depending on the planet's population and resources.

With this option, you can customize the training, equipment, and tactics of your PDF forces, and ensure their loyalty to your cause. They can serve as a valuable resource in defending your Sector from invaders, pirates, or other hostile forces. They might not be up to the standard of the Imperial Guard, but this will ensure that every world under your banner is capable of protecting itself.

- **Imperial Standards - 200 SP:** With this upgrade, you can bolster your Planetary Defense Forces (PDF) to the level of the Imperial Guard. Your PDF will receive advanced training, better equipment, and have access to heavier weaponry, making them much more effective at defending their planet. Your PDF will also be more organized and better equipped to work with other military forces if necessary. However, this upgrade does not provide any additional soldiers, resources, or infrastructure. It simply enhances the quality and effectiveness of your existing PDF forces.

Guilliman's Legacy - 200 SP
Running a Sector is not just about protecting your worlds from external threats, it also requires careful management of internal affairs. To ensure that everything runs smoothly, you can purchase this option. This will provide you with the necessary infrastructure and tools to make sure that paperwork, supplies, and other similar matters never become an issue. With this option, all bureaucratic processes within your Sector will be streamlined and automated, with cutting-edge software that can handle everything from resource allocation to supply chain management. Your Sector will also have access to advanced logistical networks that can ensure rapid and efficient delivery of resources and supplies to any location within your territory. This will allow you to maintain a constant supply of resources and keep your worlds functioning at peak efficiency, no matter the circumstances. With this option, you can rest assured that your Sector will always be running smoothly, and that you will have the resources you need to face any challenge that comes your way.

Power Armor Production - 200 SP
Power armor is an extremely valuable resources that requires a massive amount of infrastructure and supplies to construct in mass. By purchasing this option you may greatly boost your Sectors ability to craft power armor. This covers all types of power armor including carapace armor, Sororitas armor, Astartes power armor, Terminator armor, and even Dreadnought armor. Your factories will be capable of outfitting virtually every Guardsman and Space Marine in the Sector with high quality power armor. Lastly, this will provide you with the resources needed to construct the armor along with support from the Mechanicus to maintain them.

True Nobility - 200 SP
More often than not the various worlds of the Imperium are allowed to be run freely by the nobles of the world as long as they pay their tithes. This allows the Sector Leader to delegate, but also allows for rampant corruption on these worlds. Your worlds however, do not suffer from these issues. The nobles on each of your worlds are worthy of their positions seeking to improve the quality of their planets, protect the innocents serving them, and they will never abuse their power. Taking this option ensures that none of the beings in charge of your worlds will ever run them down and turn them into corrupt cesspools. Given time every single world under your control will become a model example of the Imperium.

Agri-Worlds - 200 SP
Your Sector contains a large number of Agri-Worlds, each dedicated to the production of food and other essential resources. These worlds are often vast in size and possess

advanced agricultural technologies, making them some of the most valuable assets in the Imperium. With this option, you have control over a number of Agri-Worlds in your Sector, allowing you to ensure the food supply of the Imperium is always secure. The exact number of Agri-Worlds you control depends on the size of your Sector, with smaller Sectors having fewer worlds and larger ones having more. Each Agri-World is populated by billions of people, all dedicated to the production of food and other resources for the Imperium. Regardless of your Sectors exact size each system will have one of these worlds ensuring that your people do not starve.

Pleasure Worlds - 200 SP
Your sector contains a number of planets dedicated solely to indulgence and luxury, offering a wide array of exotic pleasures and relaxation to their visitors. These worlds are highly sought after by the wealthy and influential of the Imperium, and can provide a significant source of income for your sector through tourism and trade. You however may need to reinforce the systems that are in as most pleasure worlds lack defenses especially compared to the more militaristic worlds.

Shrine Worlds - 200 SP
Shrine Worlds are planets dedicated to the veneration and worship of the Emperor and other Imperial saints. These worlds are centers of faith and pilgrimage, and their people are devout and fiercely loyal to the Imperium. With this option, each system you possess has a number of planets that can be designated as Shrine Worlds. The faith and devotion of the populace will strengthen your rule, imbuing your armies and followers with a sense of unwavering dedication and resilience.

Your forces will fight harder, and the morale of your enemies will be weakened in their presence. The strength of your armies will increase as your troops are filled with a holy fervor, granting a notable boost to their combat abilities. Additionally, the Shrine Worlds themselves are heavily fortified and garrisoned by the Ecclesiarchy's militant orders, ensuring their protection from outside threats. These garrisons can also serve as a valuable asset in times of war, as the fanatical defenders of the Shrine Worlds are more than willing to take up arms in defense of their holy sites.

Vassal Xenos Race - 100/300 SP
As you explore the galaxy, you come across a powerful and intelligent xenos race that has agreed to become vassals to your Sector. This race offers advanced technology and resources that are normally inaccessible to the Imperium, giving your forces a significant advantage in battle. Additionally, the xenos race is fiercely loyal to your Sector and will defend it with all of their might. For 100 SP, you may choose a minor xenos faction, such as the Sirens or the Rashan, who occupy only a single world. For

300 SP, you can instead receive a larger xenos race that controls multiple systems and offers even greater technological and resource benefits. However, with the larger race comes increased scrutiny and potential backlash from Imperial authorities. Lastly, due to the method in which you acquired their loyalty the authorities of the Imperium will be willing to tolerate their presence though this may draw some scrutiny to your sector.

Hive Worlds - 300 SP
You possess several planets in each system that are classified as Hive Worlds. These are massive industrialized planets that house trillions of people. These worlds are characterized by their towering hive cities, built layer upon layer, and their heavily polluted atmospheres. The population of these worlds is incredibly diverse, with people of all races and backgrounds living and working in the hives. The hives of these planets are sprawling metropolises that house countless manufactorums, refineries, and research facilities, making them vital centers of industry and commerce. The inhabitants of these worlds are skilled workers, and their labor is vital to the success of your sector.

Your control over these Hive Worlds also grants you access to the vast resources of these planets. You can call upon their industrial might to produce vast quantities of arms, ammunition, and equipment for your armies. Additionally, you gain access to their advanced medical facilities, which can treat and heal injuries that would be fatal on other worlds. However, ruling over Hive Worlds is not without its challenges. The densely packed populations of these planets can be difficult to manage, and keeping the peace can be a constant struggle. Discontent and rebellion are common, and you must be vigilant in rooting out any signs of dissent before they can grow into open revolt. On the other hand the gangers and tougher individuals may end up providing you with more dangerous soldiers.

Webway Gates - 300 SP
Your Sector contains a number of Webway Gates, ancient portals that allow for near-instantaneous travel across the galaxy. The Webway is an ancient technology that was developed by the Eldar, and it is highly sought-after by many factions for its ability to bypass Warp travel and avoid the dangers of the Immaterium. By controlling the Webway Gates in your Sector, you will be able to travel quickly and safely across vast distances of space. However, the downside is that the Webway is a dangerous and unpredictable place, filled with unknown perils and hidden enemies. Additionally, the Eldar may take offense to your control of the Webway Gates, and may seek to reclaim them at any cost.

Knight Houses - 300 SP

The Knight Houses of the Imperium are stalwart groups of nobles who defend their worlds with their mighty war machines known as Knights. As a sign of friendship, the noble houses of your sector have pledged their loyalty to you, granting you command over a Knight House. Each system within your sector will be protected by one of these Knight Houses, and you will have the power to call upon their support in times of need. Your Knight House will consist of at least three hundred Knights, including various classes such as Questoris, Cerastus, and possibly even the rare and legendary Knight Errant or Knight Paladin. These towering war machines are armed with devastating weapons, ranging from rapid-fire battle cannons to thermal lances that can melt through even the toughest armor.

As the commander of a Knight House, you will have the power to bring these mighty war machines to bear on any foe that threatens your dominion. Your Knights will be outfitted with the best weaponry and equipment available, and they will be maintained and serviced by a dedicated team of skilled technicians. With their assistance, you will be able to repair and upgrade your Knights as needed, ensuring that they remain a force to be reckoned with. In addition to your Knights, you will also receive a fleet of accompanying vessels to transport your Knight House from battle to battle. This fleet will be made up of various ships, including cargo vessels, escort vessels, and capital ships capable of defending your Knights against enemy attack. With this formidable force at your command, you will be virtually unstoppable on the battlefield. Each system you possess will be granted the protection of a Knight House of your choosing.

Templar Sororitas - 300 SP
The Templar Sororitas is a newly-formed sisterhood of warriors devoted to defending the weak, upholding the tenets of the Imperium, and combating the forces of darkness across the sector. Inspired and founded by a Living Saint, the Order is this setting's counterpart to the Adeptus Sororitas. By selecting this option, you gain the ability to establish and oversee various Orders of the Templar Sororitas throughout your Sector, each with their own unique traditions, methods, and specializations. These warrior-women will become a potent force for good, ready to face any foe and defend the faithful with their lives.

Astartes Homeworlds - 300 SP
Each system within your sector will be assigned a legendary Space Marine chapter to protect it, and each chapter will have a Fortress Monastery within their assigned system. These chapters will be loyal to you and your cause. They will be able to draw recruits from the worlds within their systems and maintain their own recruiting and training facilities as well. The defenses of your sector will be bolstered by the presence of these powerful Space Marines, and any threat to the sector will be met with swift and

deadly force. These chapters will maintain a population of one thousand marines, a full fleet, and everything else that is associated with their respective chapters. You may optionally specify the specific chapters if you wish. For example, you could only receive marines from the Salamanders or chapters hailing from every Legion if you are big enough.

Merchant Empires - 300 SP
With this option, you will gain the ability to establish and control a vast network of merchant fleets throughout the sector. You will have access to a pool of millions of void-faring merchants who are ready to align themselves with your cause and work under your banner. These merchants will be equipped with the latest technology and resources, allowing them to establish trade routes, transport goods, and negotiate deals with other factions and empires. You will have the ability to set tax incentives and provide other benefits to your merchants to encourage their loyalty and dedication to your cause. With your guidance and support, your merchant fleets will rapidly expand and become a formidable force within the sector, able to rival even the largest Chartist and Rogue Trader fleets.

In addition to their commercial activities, your merchant fleets will be able to provide support to your military forces, transporting troops, supplies, and equipment to wherever they are needed. This will give you a significant advantage in battles and wars, as you will be able to rapidly reinforce and resupply your forces in the field. Also to ensure that your merchant fleets are protected they will all employ heavily armed ships. This won't turn them into battle fleets, but anything short of a true battlefleet will hesitate to attack your merchants. With your Merchant Empires, you will have the power to shape the sector's economy and control the flow of goods and resources throughout the galaxy. Your influence and wealth will be unparalleled, and your name will be synonymous with power, prestige, and prosperity.

Inquisition Support - 400 SP
Your Sector has caught the attention of the Inquisition, who see the potential for heresy and corruption to take root. However, rather than condemning your Sector, the Inquisition has decided to offer their support. You will gain access to a number of Inquisitorial Lords, each with their own areas of expertise and resources to aid in the defense of your Sector. These Inquisitorial Lords will also be able to provide vital intelligence on any potential threats to your Sector, and may even assist in rooting out any heresy or corruption that has already taken hold. These Inquisitors will be far more lenient than most, but they will still have limits depending on what actions you take. So be warned: the Inquisition does not tolerate failure, and any missteps may result in their wrath being turned upon your Sector.

Archaeotech - 400 SP
Your sector is rich with the remnants of the past, including ancient ruins, lost technologies, and forbidden knowledge that can be researched and exploited for your benefit. With careful study and experimentation, you may even be able to uncover legendary relics such as Standard Template Constructs (STCs) or other artifacts from the Golden Age of Humanity. However, delving too deeply into these mysteries may attract unwanted attention from the Adeptus Mechanicus or even the Inquisition, who may view your pursuit of knowledge as heresy. Additionally, the discovery of certain technologies or relics may have unforeseen consequences, unleashing long-dormant dangers upon your sector.

Golden Age Communication Network - 400 SP
The secrets of the Golden Age of Technology are long lost, but some remnants of their incredible creations still exist. Among them is an advanced communication network capable of instantaneous communication across the entire sector. By purchasing this option, you gain access to this network, which is maintained by a group of specially trained technicians and engineers. This network allows you to communicate with anyone, anywhere in the sector, instantly and without delay.

This includes audio, visual, and data transmissions, making it an invaluable tool for coordinating your forces, managing your resources, and keeping track of the goings-on across your sector. The network is heavily encrypted and secured against intrusion, ensuring that your communications remain confidential and secure. Any attempts to jam or disrupt the network will be quickly detected and countered by the technicians maintaining it. The network also includes an emergency alert system that can be used to quickly notify all forces and civilian populations of imminent threats or emergencies.

Fenrisian Defense Network - 400 SP
The Fenrisian Defense Network is a legendary system of defense that has withstood countless attacks from foes seeking to conquer the Space Wolves' homeworld. It consists of layers of minefields, macro-batteries, and automated Starforts equipped with Great Crusade-standard technology.The network also includes hidden platforms and carriers for launching starfighters, as well as converted surveillance stations that can unleash hundreds of torpedoes per minute.

By purchasing this option, you can implement a similarly formidable defensive network in every system within your Sector. Any enemy foolish enough to attack your systems will face a daunting challenge, as they will have to penetrate multiple layers of defenses that are capable of inflicting devastating damage. Even the most powerful fleets will be

bled dry by the relentless barrage of fire from your macro-batteries and torpedoes. With the Fenrisian Defense Network protecting your Sector, you can be confident that your systems will remain safe and secure against all threats.

Heavy Naval Presence - 400 SP
Being able to protect your worlds is a matter of the utmost importance. The simplest method of doing so is to prevent your foes from reaching your planets in the first place. Purchasing this option allows you to heavily develop the naval infrastructure of your Sector. This will mainly come in the form of battlefleets, pilots, and the infrastructure needed to support them.

Each system in your sector will be assigned a fleet of a dozen ships at minimum. The size of these fleets will be increased based on the resources you possess and the importance of your worlds. In addition, the composition of these fleets can be customized based on your needs, such as more specialized ships for anti-piracy operations or heavier battleships for dealing with hostile alien threats. With this option, you can ensure that your Sector has a powerful naval presence to defend against any potential threats.

Super Battleships - 400 SP
The Super Battleships are incredibly rare and powerful vessels. Typically any ship over twenty kilometers in length will be referred to as a Super Battleship. Some examples of this class include the Abyss-Class battleships, the Gloriana-Class battleships, the Tizca's Revenge built by Magnus the Red, and The Word Bearer which was said to be the largest vessel ever built by the Dark Mechanicum.

By purchasing this option you may acquire a single one of these vessels to protect each of your systems. These ships are not only massive in size, but also equipped with advanced weaponry and defensive capabilities, making them nearly invincible in combat. In addition to their impressive combat capabilities, these ships can also be used for other purposes such as transporting troops or resources, and can serve as a symbol of your power and influence in the Sector.

Psyker Society - 400 SP
In your Sector, the population is filled with an abnormally large number of Psykers. Unlike other Sectors, these Psykers are not feared and are widely accepted by the populace. They have been trained to control their powers from a young age, and as a result, are far more in tune with the warp than most. This has allowed them to develop techniques for controlling their powers and avoiding the dangers of the warp. Additionally, the society has been vigilant against the threat of Chaos, and as a result,

Chaos cults and activities have been significantly reduced. This option grants you access to a large population of Psykers that can serve as valuable assets for your Sector. These Psykers can be trained to be powerful assets in battle or to serve in other important roles within your government.

Fortress Worlds - 400 SP
Every system you possess has a Fortress World, heavily fortified and equipped with advanced weaponry and technology to withstand even the most devastating of sieges. The Fortress Worlds are populated with highly trained and loyal troops, and their defenses are under the command of the most experienced and skilled officers. These worlds serve as the ultimate deterrent to any who would dare challenge your rule, and are also excellent staging points for offensive actions.

Your Fortress Worlds are not only secure, but they are also centers of innovation and technological advancement, with some of the brightest minds in the Imperium working to develop new weapons, armor, and defensive systems. The research and development facilities on these worlds are second to none, and they constantly churn out new breakthroughs that give your forces an edge in battle.

In addition, the soldiers garrisoned on your Fortress Worlds are highly trained and battle-hardened, comparable in skill and equipment to the elite units of the Imperial Guard. Their loyalty to you is absolute, and they will fight to the last to defend your domain. With this option, your Fortress Worlds provide a significant boost to your military capabilities, allowing you to project your power across your entire domain with ease.

Resource Rich Planets - 100/200/400 SP
The Imperium of Man encompasses numerous planets that possess valuable resources, and by choosing this option, you can increase the number of such worlds in your sector. For 100 SP, you'll have access to standard resource-rich worlds that contain Promethium and other common metals. For 200 SP, you can gain access to planets with rare materials such as Ceramite and Adamantium. Lastly, for 400 SP, you'll have access to worlds containing strategic resources such as Noctilith/Blackstone and Auramite, which are incredibly valuable for their potential use in various technologies. Each system within your sector will have a few worlds rich in these resources, providing a significant economic advantage.

Forge Worlds - 400 SP
Forge Worlds are planets that specialize in the manufacture of weapons, vehicles, and other technological goods for the Imperium. With this option, each system you possess

will have its own Forge World, dedicated to producing the finest weaponry, armor, and technology for your forces. These Forge Worlds are fully loyal to you and will work tirelessly to supply your armies and fleets with everything they need to crush your enemies. These worlds are highly advanced and well-protected, with armies of skilled Tech-Priests and cybernetic warriors standing ready to defend them against any threat. You will have access to all of the technology and weapons produced by your Forge Worlds, and may even commission them to create new weapons or upgrades specifically tailored to your needs. In addition, the Tech-Priests of your Forge Worlds may be able to reverse-engineer and replicate certain rare or unique technologies that you come across in your travels.

Legio Titanicus - 400 SP
One of the greatest signs of friendship the Mechanicus can extend is to give a Titan Legion. You have proven yourself a close friend of the Mechanicus and you have been given control over a Legio Titanicus, a force of massive, godlike war machines known as Titans. These towering engines of destruction are armed with weapons capable of annihilating entire armies and laying waste to entire cities. Your Legio Titanicus will consist of at least a hundred Titans, including various classes such as Warhounds, Reavers, Warlords, and possibly even the mighty Emperor Class.

As the commander of a Legio Titanicus, you will have the power to bring these massive war machines to bear on any foe that threatens your dominion. Your Titans will be outfitted with the best weaponry and equipment available, and they will be maintained and serviced by a dedicated team of skilled Tech-Priests. With their assistance, you will be able to repair and upgrade your Titans as needed, ensuring that they remain a force to be reckoned with.

In addition to your Titans, you will also receive a fleet of accompanying vessels to transport your Legio Titanicus from battle to battle. This fleet will be made up of various ships, including cargo vessels, escort vessels, and capital ships capable of defending your Titans against enemy attack. With this formidable force at your command, you will be virtually unstoppable on the battlefield. Each system you possess will be granted the protection of a legion of mighty god-machines.

- This option is discounted if you purchase Forge Worlds

The Ring of Iron - 400 SP
The Ring of Iron is one of the most impressive feats of engineering and technology created by the Adeptus Mechanicus. These massive rings surround worlds of great importance and serve as both a line of defense and a hub for fleet operations. Equipped with an array of devastating weapons, the Ring of Iron can easily repel any attack and

protect the world it surrounds. Additionally, the ring serves as a dockyard, providing a place for fleets to dock and be repaired. By purchasing this option, you can have Rings of Iron built around the most valuable worlds in your Sector, including Forge Worlds, system capitals, and other key locations. These rings will ensure the safety and prosperity of your most important worlds, making them virtually impregnable to attack.

Daemon Worlds - 200/500 SP
Daemon Worlds are planets that have been corrupted and twisted by the power of Chaos. By purchasing this option, you gain control over a number of Daemon Worlds in your Sector, giving you access to dark powers and the ability to summon daemons to your aid. The 200 SP option will provide you with scattered Daemon Worlds throughout your Sector. The 500 SP option will give you control over multiple Daemon Worlds, with at least one in each system, making you a major player in the warp-infested regions of space. Should you be a member of the Imperium, these worlds will instead be worlds of order altered by the energy of the Emperor. This will convert them into bastions against Chaos and allow for the birth of countless beings similar to the Living Saints albeit on a lesser scale for the most part.

Veil Between the Warp - 600 SP
Due to Weaver's efforts and the massive amount of beings radiating, the power of the Anathema veil between the material realm and the Warp in Nyx has been strengthened to an unprecedented level. This means that the psykers of Nyx are shielded from daemonic influence, and the occurrence of Warp storms is extremely rare. The veil even repels a ceaseless onslaught of daemons that attempt to breach it. Additionally, this has the added benefit of creating a beacon in the Warp, albeit not as powerful as the Astronomicon. Though given enough time perhaps you could actually create an equally powerful beacon. By purchasing this option, your Sector will receive similar levels of protection and infrastructure, shielding your psykers from daemonic corruption and minimizing the likelihood of catastrophic Warp phenomena. Your Sector will be considered a holy ground for Navigators and anyone with psychic gifts attracting them in mass.

Peer of Terra - 600 SP
With this upgrade, you have been granted the rare and prestigious title of Peer of Terra. You have either convinced ten out of twelve of the High Lords Primus of the Senatorum Imperialis to vote to have it bestowed upon you or received it from the hands of an Emissary Custodes with the express consent of His Most Holy Majesty.

As a Peer of Terra. You have complete precedence over all Imperial aristocracy and Adepts in status, including the members of the Senatorum Imperialis. You also have

access to significant tax exemptions for all commodities, including top-grade military supplies, and authorization to buy and sell them at will. In addition, you have the power to claim any land or territory within the Imperium as your own, with all the privileges that come with it.

As the holder of this title, you are recognized as one of the most powerful and influential figures in the Imperium, and your word carries great weight in all matters of state. With your vast resources and connections, you are well-equipped to shape the future of the Imperium and further your own goals and ambitions.

Eldar Craftworlds - +400/-200/400 SP
Your sector is home to a number of wandering Eldar Craftworlds, massive starship-cities populated by the ancient and highly advanced Eldar race. The Craftworlds are a hub of knowledge and culture, and the Eldar within can provide valuable insights into the workings of the universe. They can also provide powerful technologies and weapons to aid your forces in battle, as well as skilled warriors and psykers to fight alongside your troops. By selecting the +400 SP option, the Eldar Craftworlds will be hostile to your sector, seeing you as a threat or a nuisance. They may launch raids against your worlds or seek to sabotage your efforts in various ways.

The -200 SP option will make the Eldar Craftworlds neutral to your sector, willing to assist you against mutual threats but not offering any significant aid or cooperation beyond that. Lastly, by paying 400 SP, you will have somehow earned the respect and loyalty of these proud and enigmatic Eldar. They will treat you as a respected ally and leader, even against other Eldar, and will offer significant aid and cooperation in your efforts. However, this loyalty comes at a cost, and the Eldar may demand your aid in their own struggles or require you to make sacrifices in their name. Additionally, the presence of the Eldar Craftworlds may attract the attention of other races who wish to destroy or capture them, putting your sector at risk.

Necron Neighbors +800/-400/-600 SP
Since the Necrons entered the Great Sleep after the War in Heaven many of their Tomb Worlds have fallen silent. They have remained in stasis and become hidden beneath their worlds. As a result there are actually a number of worlds within the Imperium that are constructed on top of inactivated Necron Tomb Worlds. By taking this option you can place a few Necron Dynasty within your sector.

The default option will give you +800 SP since these Tomb Worlds are incredibly dangerous and they typically cause catastrophic amounts of damage if they are not immediately defeated before they can mobilize. The second option allows you to gain a

neutral relationship with the Necrons in your Sector similar to the initial deal between Weaver and the Phaerakh Neferten. This option costs 400 SP since it will prevent the Necrons from attacking you and effectively turn them into a useful barrier against your foes.

The last option is to pay 600 SP to make them into your allies. Normally the Necrons would balk at this, but many of the rebels against the Silent King also tend to be the more accepting Necrons. This option will make you unified allies and possibly allow you to merge them into your forces should you prove yourself worthy of their loyalty.

Incompetent Rulers +200 SP
Most Sector Leaders allow their planetary governors to rule as they wish as long as they pay the tithe. Allowing this to occur however runs the risk of incompetent officials taking charge. Worlds that by all right should be prosperous can instead be run into the ground. As a result, the worlds within your sector may suffer from poverty, starvation, and disease, while resources are wasted and infrastructure falls into disrepair. Despite their lack of competency, these rulers are often entrenched in their positions and may resist attempts to remove them. This drawback represents a significant challenge to your efforts to build a prosperous and stable sector.

Pirate Menace +300 SP
Your sector is plagued by a large number of pirate groups who raid Imperial shipping lanes and attack isolated worlds. These pirates are a constant thorn in the side of the Imperium, and their attacks have resulted in the loss of valuable resources and the deaths of countless Imperial citizens. The Imperial Navy and local defense forces are doing their best to combat the pirate threat, but their efforts have been largely unsuccessful so far.

High Tithes +300 SP
Your Sector is known for its incredible wealth and resources, which means that the Imperium demands an exceptionally high tithe from you. The constant drain on your economy and resources has made it difficult to maintain your worlds and infrastructure, and has left your sector vulnerable to attack. You will need to find creative ways to generate income and resources to meet the tithe, all while defending your sector from threats.

Death Worlds +300 SP
Your sector is home to a number of Death Worlds, these planets are extremely dangerous and inhospitable to most life forms. However, these worlds also have their advantages. Death Worlds are known to produce extremely capable and resilient

soldiers, due to the harsh conditions they must endure. In addition, Death Worlds may contain rare resources and valuable minerals that are not found anywhere else in the sector. You may also be able to recruit some of the native wildlife of these planets, which can be extremely deadly and formidable combatants. However, it is important to note that exploring and colonizing these worlds can be incredibly dangerous and will require significant resources and specialized training for your troops.

Chaos Cults +400 SP
Despite the efforts of the Ecclesiarchy and the Inquisition, it seems that the Chaos cults are running rampant in your sector. These cults are devoted to the worship of the Chaos Gods and seek to spread corruption and destruction throughout the Imperium. They may be hiding in plain sight, infiltrating key organizations, or operating in secret underground lairs. By taking this option, you will face a constant threat from these insidious cultists. They may attempt to sabotage your operations, summon daemonic allies, or launch outright attacks against you and your forces.

Dark Eldar Slave Raids +500 SP
Your sector is frequently targeted by the vile Dark Eldar, who raid your planets for slaves and other valuable resources. These raids often result in widespread devastation and loss of life, as the xenos care little for the lives of the humans they capture. The constant threat of these raids has left your sector in a state of near-constant fear and paranoia.

Dormant Tyranids +800 SP
It was later revealed that many of the Death Worlds within the Imperium have developed due to the presence of a dormant Tyranid Hive Ship. By taking this option there will be a number of worlds in your sector with dormant Tyranids. These creatures represent a constant threat to not only your sector, but the entire Segmentum. The Tyranids have the potential to grow at an exponential rate devouring entire worlds in their wake. They will remain dormant initially, but they could awaken at any point becoming a massive threat that will need to be dealt with immediately.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn’t have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Hidden Hero - 100 CP (Free Summoned Hero)
You have summoned a skilled operative from a secretive organization within a futuristic sci-fi setting. This individual is a master of subterfuge and espionage, possessing a wide range of tools and gadgets to aid in their missions. They are adept at gathering intel, infiltrating enemy bases, and eliminating targets without being detected. With their extensive training and experience, they can provide invaluable insights and guidance in your fight against the various threats of the galaxy. You may design their personality, appearance, and species if you wish.

War Hero - 100 CP (Free Imperial Guard)
You have recruited a seasoned warrior from the Imperial Guard, a veteran of numerous battles across countless worlds. This individual has survived against all odds, honing their skills and instincts to a razor's edge. They possess a wealth of knowledge and experience, from tactical planning and combat maneuvers to survival skills and battlefield medicine. With their leadership and guidance, you can turn even the most hopeless of battles into a chance for victory. You may design their personality, appearance, and species if you wish.

Faithful Acolyte - 100 CP (Free Mechanicus)
You have gained the allegiance of a devoted acolyte or disciple of the Mechanicus, one who has dedicated their life to the pursuit of knowledge and technological advancement. This individual is well-versed in the arcane mysteries of the Machine God, possessing the skills and expertise necessary to operate and maintain all manner of machinery and technology. Their faith and devotion to the Omnissiah is unwavering, and they will follow your every command in pursuit of your goals. You may design their personality, appearance, and species if you wish.

Bound Servant - 100 CP (Free Chaos)
You have bound a powerful daemon or otherworldly creature to your will, forging a pact that grants you access to their formidable powers. This being is a force of chaos and destruction, capable of laying waste to entire worlds if left unchecked. But under your control, they can be directed to wreak havoc upon your enemies, their raw power harnessed to achieve your goals. Be wary, however, for the beings of chaos are capricious and fickle, and may turn against you if their desires are not fulfilled. You may design their personality, appearance, and species if you wish.

The High Priest - 100 CP (Free Aeldari)
You have befriended an Aeldari, one who shares your vision of rebuilding the ancient empire of the Eldar. This individual is a wise and respected member of their community, possessing knowledge and wisdom that can aid you in your quest. In addition, they are one of the few remaining priests or priestesses who truly understand their gods. This faith has given them powers based on their chosen deity. For example, a priestess of Isha would be capable of healing others. They are skilled in the ways of diplomacy and politics, able to navigate the complex web of alliances and rivalries that define the Aeldari society. With their guidance and support, you may be able to rally the disparate factions of the Eldar and restore their glory. You may design their personality, appearance, and any other notable traits if you wish.

Your Betrothed - 100 CP (Free Necron)
While many of the Necrons appear to be soulless automatons, this is not the case for many of them. For example Trazyn actually was married although he appears to have angered his wife just as much as every other being that has met him. By taking this option you will be placed in a similar situation although yours is likely happier. You have entered into a bond of marriage or alliance with a Necron lord or cryptek, one whose goals and agenda align with your own. This individual is a powerful figure in their own right, with vast knowledge and resources at their disposal. They are shrewd and calculating, able to anticipate the moves of their enemies and turn them to their advantage. With their aid, you can achieve your goals and cement your place among

the ruling elite of the Necron dynasty. You may design their personality and appearance if you wish.

Old Friend - 100 CP (Free Remnant)
A steadfast ally, bound to you by the shared experiences of a bygone era. They may be a fellow Remnant, a survivor of a long-destroyed civilization, or even a sentient AI that has outlasted its creators. Despite the passage of time, they remain loyal and dedicated to your cause, eager to help you navigate the unfamiliar and treacherous galaxy. With their wealth of knowledge and experience, they can offer invaluable advice and guidance, and their unwavering support can make all the difference in the face of overwhelming odds. You may design their personality, appearance, and species if you wish.

Sector Manager Assistant - 100 CP
Running a planet let alone a Sector is a very strenuous task. To make sure that you aren't run down by the paperwork this individual has opted to assist you. This is an assistant with exceptional organizational and administrative skills. They are capable of managing a large amount of paperwork, processing information, and communicating with a wide range of individuals in order to help you effectively run an entire sector. They are highly intelligent and can quickly analyze data, make decisions, and delegate tasks as needed. Additionally, they are able to anticipate your needs and provide you with relevant information and suggestions for improvements. They are loyal to you and your cause, and will work tirelessly to ensure your success.

- You receive one purchase for Free if you purchase the Sector option

Wolf-Kin of Jumper - 100 CP
On your travels, you have come across the dangerous world of Fenris and have befriended two of its mighty creatures. You may choose from any of the formidable creatures found on the planet, such as the fierce wolves, wrathful badgers, fearsome Fenrisian drakes, or the towering mammoths. These creatures are not only powerful for their species, but they also possess a level of intelligence and loyalty that is rare among beasts. Your wolf-kin are more than just pets, they are your trusted companions and fierce protectors. They have proven themselves in battle alongside you and will continue to do so as long as they are by your side. With their help, you will be able to overcome even the greatest challenges that the galaxy throws your way.

The Wych Trio - 100 CP
The Wych Trio are a group of three highly skilled and deadly sisters from the city of Commorragh. They are loyal and devoted to their master, willing to do anything to protect and serve them. With their expertise in combat and assassination, they are a

formidable force to be reckoned with. The eldest sister is the leader of the group, a cunning strategist and skilled fighter with a razor-sharp mind and reflexes to match. The middle sister is the muscle, a fierce warrior with incredible strength and agility, capable of taking down even the toughest opponents. The youngest sister is the wildcard, a mischievous and unpredictable fighter who enjoys using her whip-sword to keep her enemies at bay.

As companions, the Wych Trio are highly skilled in combat and can be relied upon to protect their master from any threats that may arise. They are also adept at gathering information and carrying out espionage missions, using their natural stealth and cunning to infiltrate enemy strongholds undetected. However, their loyalty to their master can sometimes border on obsession, and they may become jealous or possessive if they feel their master's attention is being diverted elsewhere. Additionally, their brutal and sadistic nature may be off-putting to some, as they take pleasure in inflicting pain and suffering upon their enemies.

The Ancient of Rites - 200 CP
Rylanor is a Venerable Dreadnought and hero of the Emperor's Children Legion during the Great Crusade. He served as the IIIrd Legion's "Ancient of Rites," and had been mortally wounded battling the Aeldari in the late 30th Millennium. Following his wounding, Rylanor was interred within the adamantium shell of a Contemptor Pattern Dreadnought. With this option, you gain Rylanor as a companion, who will assist you in your endeavors. He is a skilled combatant and strategist, and his experience in battle and knowledge of ancient rituals can prove invaluable. Additionally, he is a formidable force on the battlefield, armed with a range of deadly weapons built into his dreadnought body. Rylanor wishes to slay the daemon possessing his gene-fathers body and restore the honor of the IIIrd Legion. Perhaps you could assist him in this quest.

Fallen Empress - 300 CP
As you travel the cosmos, you may encounter a dark and powerful figure that catches your attention: Morathi Uldanesh, the Fallen Empress of the Phoenix Court, Mistress of the Cult of Pleasure, and Arch-Priestess of She-Who-Thirsts. Despite her sinister reputation and allegiance to Chaos, she possesses an undeniable charisma and mastery of intrigue that could prove valuable to your endeavors.

For 300 CP, you may recruit Morathi Uldanesh as a companion. Though she is undeniably dangerous and unpredictable, her knowledge of the Aeldari and the ways of Chaos could prove useful in navigating the treacherous paths of the galaxy. She is also a formidable warrior, skilled in both close combat and psychic manipulation. It should be

noted that Morathi is not to be trifled with or underestimated. Her loyalty to others is fickle at best, though she will be devoted to you. She will treat you with the same level of worship that she previously offered to Slaanesh.

Constantin Valdor - 300 CP
After the fall of the Emperor, Constantin Valdor wandered the warp in despair until a shard of the Emperor's consciousness guided him to the aid of Taylor, a hero in a distant corner of the galaxy. As a companion, Constantin Valdor is a stoic and serious individual, possessing a strong sense of duty and honor. He is a master of combat, skilled with a variety of weapons and martial techniques.

In addition, he possesses extensive knowledge of the Imperium, its history, and enemies, and can provide valuable insights and advice to his allies. His presence on the battlefield inspires those fighting alongside him, and he is capable of rallying even the most demoralized troops. Constantin Valdor is equipped with his iconic spear, a powerful weapon imbued with the Emperor's power, as well as other weapons and equipment such as a bolt pistol, grenades, and various defensive items.

However, his unrelenting dedication to his duty and the Imperium can sometimes blind him to other perspectives and priorities. He is also haunted by his past failures, which can affect his judgment and decision-making. Perhaps you can help him walk a new path or offer him redemption from his supposed failures on your quest.

Aeldari Princess - 400 CP
Supposedly Lelith Hesperax was the last of the true Aeldari in the galaxy. By purchasing this option you may change that and gain a powerful Aeldari Princess as your ally. This princess is a skilled warrior and possesses immense psychic abilities. Despite her youthful appearance, she is a master of tactics and strategy, and her wisdom is far beyond her apparent age. Physically, she is stunningly beautiful, with a perfect figure and flawless skin. Her long crimson hair, tanned skin, and piercing red eyes make her stand out in any crowd. Her armor is sleek and elegant, emphasizing her feminine curves while providing excellent protection. She wields a deadly blade and is skilled in a variety of combat styles.

As an Aeldari Princess, she is a member of one of the most ancient and powerful dynasties in the galaxy. She has access to advanced technology, including psychic weapons, anti-gravity devices, and advanced medical technology. Her psychic abilities are formidable and include telekinesis, telepathy, precognition, and a variety of offensive and defensive powers. Despite her regal demeanor and sometimes aloof personality, she is loyal to her allies and will go to great lengths to protect them. She has a deep

understanding of the dangers of the galaxy and can be a valuable asset in any conflict. However, she has her own motivations and goals, and may occasionally act in ways that seem mysterious or unpredictable.

In addition to her combat skills and psychic abilities, she is also a master of diplomacy and politics. She can navigate the complex web of alliances and rivalries that define the Aeldari Empire, and can be a valuable asset in negotiations or in establishing new alliances. Overall, the Aeldari Princess Companion is a powerful and versatile ally, able to hold her own in combat and provide valuable insight and assistance in any situation. By default this individual will be one of Lelith's siblings, but you may choose to disregard this if you wish. She is not quite as strong as her sibling, but she is not lagging that far behind.

The Simurgh - 500 CP
You have gained the companionship of the Simurgh, the most powerful and enigmatic of the Endbringers. The Simurgh is a fifteen foot tall humanoid with wings, resembling an angelic figure. She possesses incredible telekinetic abilities and advanced precognition, allowing her to predict the future with terrifying accuracy. As your companion, the Simurgh will assist you in your endeavors, using her powers to manipulate objects and people to your advantage. She is incredibly intelligent and can provide you with invaluable insights and strategies. Her presence alone can strike fear into the hearts of your enemies, and her loyalty to you is absolute.

The Simurgh's wings also enable her to fly, and she can use them to create powerful gusts of wind that can knock down buildings and tear apart terrain. Her telekinetic abilities allow her to lift and move objects weighing several tons, and she can also use them to create powerful force fields that can protect you and your allies. As a companion, the Simurgh is incredibly loyal to you and will do everything in her power to protect and aid you. However, be warned that her powers are not to be underestimated, and her true intentions and motives are often shrouded in mystery.

The Muses - 600/900 CP
The six Muses are the six greatest members of the ancient Aeldari empire. They include Aenaria Eldanesh the Queen of Blades, Hekatii High Priestess of Khaine, Shaimesh the Lord of Poisons, Vileth the High Priest of Asuryan, Lhilitu Consort of the Void, and Ynesth the Dark Genesis. This option allows you to recruit five of them, excluding the Queen of Blades. However, if you wish to add her to this set, you may pay an additional 300 CP, totaling 900 CP.

Each of these beings are the greatest of the Aeldari and practically minor gods in their own right. As your companions, they will follow you into battle and assist you with their unique abilities and skills. Their loyalty is absolute, and they will serve you faithfully and unquestioningly. Additionally, they will provide you with valuable knowledge and insight into Aeldari culture, history, and technology.

Furthermore, their presence alone will greatly boost your reputation and prestige within the Aeldari community. You will be seen as a powerful and respected leader, capable of commanding the most legendary figures of their race. Your influence will extend beyond mere mortals, and you will be regarded as a force to be reckoned with by other minor gods and cosmic entities.

Slaanesh - 900 CP
Slaanesh, is the Chaos God of excess and indulgence. In an act previously thought impossible she created a body for herself so that she could venture into real space. This form resembles a younger version of Morathi with pink hair and long purple wings having been born from her granddaughter's body. As an entity of pure Chaos, Slaanesh is a being of immense power, capable of warping reality with ease. Slaanesh exudes a charisma that draws others to her and allows her to manipulate them effortlessly. This option allows you to turn this monster into a companion. Slaanesh will grant you access to her otherworldly powers and can assist you in manipulating others to do your bidding. As a mercy she will not treat you as a true ally rather than a toy to play with. Be cautious however, as she is still the essence of corruption and depravity itself.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Only in Death Does Duty End - 0 CP
This tale is a long one that supposedly lasts for thousands of years. You definitely won't be able to see most of the major events if you are only here for ten years. By taking this perk you may stay for the entire story until it is finished. Just make sure that you have some form of immortality or longevity before you take this though.

They Opened A Space-Time Rift - 0 CP
Between time travel and dimensional rifts there are a number of beings that do not belong here. This drawback acts as a toggle allowing you to screw the setting up even more by making additional changes. For example, when the T'au were taken from their universe perhaps they were under attack by the Chaos corrupted Blood Angels. Imagine how their loyalist counterparts and Weaver would react to this situation. Essentially you can freely insert characters from other 40K settings and alter the characters in this setting within reason. The only restriction is that you cannot use this option to try and deal with drawbacks.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

May You Live In Interesting Times +100 CP
Taylor seems to attract trouble wherever she goes, whether it's through her actions or simply through her presence. She always finds herself in the middle of dangerous situations and complex political games, constantly having to navigate treacherous waters to survive. By taking this you will find that you will now possess a similar type of luck. Seemingly any operation or mission you get involved in will escalate to a significantly higher level. For example, the attack on Pavia against the pirates was already a major undertaking, but it ended up turning into an assault on Commorragh itself. This may be a more extreme example, but you get the point. Even the simpler missions will now become epic adventures. On the plus side this will allow you to rapidly gain fame, power, and prestige. Also typically more important missions tend to have greater rewards. Maybe you can actually get this to work to your advantage.

One Tiny Flaw +100 CP
The Squats, a sub-species of abhumans, are known for their exceptional daemon-slaying abilities. However, they have a significant drawback - their singing voices are unbearable to listen to. By taking this drawback, you will gain the same singing aptitude as a typical Squat, which is to say, your vocal range and pitch will be incredibly grating and unpleasant to the ears of those around you. You voice will cause your allies to collapse in agony while your enemies will strike at you just to make it stop. Any attempt at singing will result in agony for anyone aside from the squats. Please spare your allies from your horrific voice or they might actually shoot you just to make it stop.

Incompetent Leader +100 CP
Due to circumstances outside of your control, you find yourself under the command of a leader who is utterly incompetent. Whether they were appointed through nepotism, bribery, or some other means, this individual has no business being in a leadership position. They lack basic strategic knowledge and may even struggle with simple tasks such as reading a map. Their decisions are often misguided, and their orders can be nonsensical or even counterproductive.

This leader may cause significant problems for your mission, putting your safety and success at risk. You may need to take matters into your own hands and make decisions on your own, potentially risking the ire of your inept superior. Additionally, you may be forced to spend extra time and effort compensating for their shortcomings, which could make your tasks more difficult and time-consuming.

Amazon Superiority +100 CP
Throughout the galaxy there are a number of individuals that either possess low or sexist opinions towards others. This is seen on both sides of the spectrum primarily through the leaders of regiments exclusively made up of one gender. By taking this option you will gain a low opinion or extreme arrogance towards a gender of your choice. This will be a bad thing regardless of which option you pick. For example, if you pick men then there is a good chance you will end up mouthing off to a Space Marine. If you choose women on the other hand a lot of the important and more importantly powerful women will probably end up getting pissed at you. Alternatively you could take this drawback twice and become a complete ass towards everyone. You will most likely yourself above everyone else and act like a Necron Noble. You can rein in these impulses if you have self control, but there is a good chance you will do something on impulse at some point.

Inquisition's Grudge +200 CP
As a result of being delivered to the hands of the Inquisition and surviving their interrogation, the character has drawn the attention of the Inquisition. They will be closely monitored and any suspicious activities or affiliations will be investigated. This may lead to unwanted interference in the character's future plans, as the Inquisition may deem them a threat to the Imperium and take actions accordingly. Additionally, the character may be hunted by agents of the Inquisition seeking to eliminate any potential heresy or corruption.

Exiled +200 CP
You have been exiled from your homeworld, stripped of all titles and possessions, and forced to flee to a foreign land. The reasons for your exile vary, but it was likely due to some major blunder or treasonous act that was not severe enough to warrant execution. Perhaps you spoke out against a powerful ruler, failed in a critical task, or committed a crime that brought shame upon your people. Regardless of the reason for your exile, it has left you isolated and alone, forced to navigate a strange new world without the support or resources of your homeland. You may find it difficult to gain the trust of others or to establish yourself in this new society, as your past may follow you wherever you go.

Additionally, your exile may leave you vulnerable to the schemes and machinations of your enemies, who may seek to exploit your situation for their own gain. You must constantly be on guard and remain vigilant against those who would seek to harm you. While you may be able to eventually regain your standing and reputation, it will require hard work, determination, and a willingness to prove yourself to those around you. The

road ahead will be long and difficult, but with perseverance, you may be able to overcome the challenges of your exile and carve out a new life for yourself.

Puppeted Flesh +200 CP
Fulgrim's soul has been separated from his body for many years. In this setting the daemon Fazar'nzlath'hesh puppeted the Primarch's husk rather than Fulgrim truly falling to the forces of Chaos. His soul had to watch as his body committed acts that horrified him as he struggled for control. You are going to become very familiar with this type of pain as you have been possessed by a powerful daemon. It will constantly whisper thoughts into your mind and attempt to seize control over your body. You will require an ironclad will to hold the daemon at bay. As a mercy you are capable of exorcizing the daemon. You will need to either do so yourself or seek out the help of those who can asssit you. I would advise caution however, as many capable of assisting you will likely be just as tempted to simply kill you instead.

Entombed for Eternity +200 CP
You have been permanently interred within a Dreadnought, a towering war machine built to house the remains of fallen Space Marines. While this has granted you immense power and resilience, it has also isolated you from the rest of your kind. You can no longer interact with the world in the same way as your living brethren, and your existence is a constant reminder of your own mortality. Additionally, your time spent entombed has caused you to develop a somewhat rigid and inflexible outlook on the world, as you have been isolated from the constantly changing nature of life outside your armored shell.

Mechanically, this drawback would impose some significant limitations on your character. You would be unable to interact with others in the same way as before, as your Dreadnought form is an imposing and intimidating sight. You would also have limited mobility outside of your Dreadnought, and may need assistance to perform tasks that would be simple for others. Additionally, your rigid worldview may make it difficult for you to adapt to new situations or consider new ideas. Finally, being a Dreadnought may cause some Space Marines to view you with a mixture of awe and pity, as they know that your fate is a grim reminder of the sacrifices that they may one day be called upon to make.

Life Support +400 CP
During the battle of Eskrador the one of the Primarchs of the Alpha Legion Omegon was crippled by a phosphex warhead. Omegon survived, but he remained on the brink of death. In the end his body was placed in a healing tank to prevent him from dying. As a result however, he was only unable to move and could only speak with his sons via a

voice-caster. You are now facing a similar entombment in a life support chamber that regulates your vital functions and provides you with the necessary nutrients and oxygen. This makes it impossible for you to leave the life support system without risking your life. The life support system takes the form of a larger chamber that you are permanently attached to.

The life support system has a limited range and is dependent on a power source. If the power source is damaged, depleted, or otherwise compromised, you will suffer immediate and potentially fatal consequences. Additionally, the life support system may malfunction or break down, requiring repairs or replacement. Aside from these issues you will be unable to move. It may be possible for you to create some sort of set-up to lead your forces, but you will be unable to assist them directly. There are however, a number of advanced medical options though they are mainly considered priceless treasures. Perhaps your forces could acquire one and allow you to be freed from healing prison.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the the Horus Heresy: Primarchs jump, the various Necron jumps, the Warhammer 40K: the Warp jump, and any other jump related to the Warhammer 40K series.

Equilibrium of Chaos +400 CP
By following the path of Chaos Undivided, you have committed yourself to an unenviable balancing act. In order to maintain the favor of each of the gods, you must show equal reverence to each of them. This means that if you summon an exalted daemon during a campaign, you must also summon one belonging to each of the other Chaos gods. Failure to do so will anger the insulted deity, potentially leading to disastrous consequences. By taking this option you are now trying to maintain this sort

of balancing act with your allies. You might be a member of Chaos worshiping the gods or you could be a planetary governor trying to placate all of your superiors.

Survivor's Guilt +600 CP
You have suffered a great loss, whether it was the death of a loved one, a comrade in arms, or an entire army. Despite your best efforts, you were unable to save them and now carry the weight of their sacrifice on your shoulders. The memory of their sacrifice haunts you, and you are plagued with guilt and despair, wondering if there was anything more you could have done to save them. This guilt and despair will affect your actions and decisions, causing you to hesitate and potentially make reckless decisions in the hope of avoiding further losses. The emotional toll of your past experiences will not be easy to overcome and may leave you vulnerable to psychological attacks or manipulations.

The King in Yellow +600 CP
The King in Yellow is a fallen Primarch of the 11th Legion. He is dead yet somehow still lives. In the past ten thousand years he has been building up his forces deep within the Warp. By taking this drawback the King in Yellow will emerge significantly earlier than normal in force. The emergence of the fallen Primarch will bring chaos and destruction on a massive scale. The King in Yellow's mastery of the Warp will give his forces supernatural abilities, making them almost unstoppable in battle.

The presence of the King in Yellow and his forces will destabilize the entire regions of the galaxy, causing rifts in the fabric of reality and unleashing hordes of daemons into the mortal realm. Entire planets may be swallowed up by the Warp, and the very fabric of reality may be torn apart. The emergence of the King in Yellow will also draw the attention of other powerful beings, including other Chaos warlords and even the Imperium of Man. The forces of the Imperium will stop at nothing to destroy the King in Yellow and his followers, and will launch a massive crusade to root out the heretical influence and purge it from the galaxy.

The Trazyn Apocalypse +600 CP
The replicator forges are some of the most valuable tools possessed by the Necrons allowing them to create entire battle fleets in minutes. In addition, they can also be used to replicate Necron warriors though this process tends to create a number of issues. When Trazyn sabotaged the Ymga Monolith’s replicator forges he made it so that they would produce copies of himself. The issue is that these copies all believe themselves to be the original and they are driven insane during the process.

Normally the Necron Overlord and his forces would be able to eliminate the clones, but it appears that somehow they all managed to escape instead. This is actually a major issue for the entire galaxy. Many are well aware of how much trouble Trazyn is capable of stirring up on his own. Well by taking this drawback over two million copies of Trazyn will be unleashed on the galaxy. Every single one of them will be running around the galaxy in an attempt to enlarge their collection. I hope you understand what sort of chaos you have unleashed on the galaxy by taking this drawback.

Vandire's Ire +600 CP
As the story takes place in the 35th millenium the Age of Apostasy has yet to occur. This means that Clan Vandire has yet to be purged from the galaxy and been exterminated. They are an incredibly powerful family possessing one of the twelve seats on the High Lords table. Unfortunately they are also incredibly petty, power hungry, and a general stain on the Imperium. They will seek revenge for seemingly any slight and do everything in their power to kill the offender.

So congratulations you somehow made them furious. Perhaps you executed one of the family main line or you simply failed to pay them sufficient respect. Regardless they will now attempt to harass you and find ways to make you suffer in an increasingly complicated manner. They might start out by making your paper work as heavy as possible before escalating to active sabotage. As their measures grow worse they will start to implement more direct methods such as sending members of the Assassinorum that they can bribe after you and fabricating evidence for your arrest. Unfortunately to resist these efforts you are going to have to gather a massive amount of support for yourself. For example, they were unable to do much to Weaver after she successfully destroyed Commorragh. Granted there aren't that many feats of a similar level that you can perform.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Weaver Option

Congratulations, you are now the protagonist of our story. That's right you will be replacing Taylor/Weaver. The jump will last until the story ends canonically or you die. You will face all of the challenges that Weaver did. You will start out with all of Weaver's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as she did however should you follow her path. Lastly you will receive her memories so that you know what's going on and have her experience. This is a difficult challenge, but one that offers immense rewards should you prove victorious.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Phoenician's Redemption

It was revealed by the daemon Fazar'nzlath'hesh that Fulgrim's original soul was still trapped within the painting of Serena D'Angelus. This painting is kept on board the Pride of the Emperor, the Emperor's Children Gloriana-Class flagship. Unfortunately the ship and the painting were destroyed by Nurgle when Slaanesh was broken by the Anathema. This brought an end to the tragic fall of Fulgrim, but what if things could have gone differently. Your goal in this scenario is to infiltrate the Warp and to rescue the Primarch's soul. The Warp is a dangerous and unpredictable place, but you are determined to save Fulgrim and redeem the Emperor's Children. To achieve this goal,

you will need to assemble a team of the bravest and most skilled warriors from across the Imperium.

Your first step is to locate the remains of the Pride of the Emperor, which are scattered across the Warp. The wreckage is infested with daemons and other Warp entities, making the task of recovering the painting a dangerous one. However, you must succeed, as the painting is the key to rescuing Fulgrim's soul. Once you have located the painting, you must find a way to extract Fulgrim's soul from it. This will require powerful psychic abilities and a deep understanding of the nature of the Warp. You will also need to be prepared for any unforeseen obstacles or attacks from the forces of Chaos. In particular you will have to worry about Fazar'nzlath'hesh. The daemon puppeting Fulgrim's corrupted body will stop at nothing to prevent the Phoenicians rebirth. He will trail you throughout your quest and will only cease once he has been slain.

If you are successful in rescuing Fulgrim's soul, you will need to find a way to return it to his physical body. This will require a powerful ritual and the cooperation of the Emperor's Children themselves. Depending on the timeframe you may need to seek out the traitorous Emperor's Children or you may be able to utilize the reborn Legion within the Nyx Sector. Should you pursue the traitors, many of them may be resistant to the idea of redemption, but you must convince them that it is the only way to honor their fallen Primarch and save their legion from damnation. The reborn legion however, should be more than willingly as long as they have had time to build up. After all, what better way to redeem the Legion than to have the son of the Emperor reborn alongside them.

Rewards:
For completing this scenario you will receive a variety of rewards.

- Fulgrim's Loyalty: If you successfully rescue Fulgrim's soul and redeem the Emperor's Children, Fulgrim will owe you a debt of gratitude. He will offer you his allegiance and that of his Legion, should you require it. He will join you as a companion and with him a detachment of Phoenix Guards. Fulgrim is not only one of the greatest duelists in the galaxy, but he is also a master forger only surpassed by the Primarch Vulkan.
- Fireblade: If you manage to retrieve Fulgrims sword from within the Warp, you will have acquired one of the most deadly and powerful weapons in the galaxy. The sword, called the Fireblade, is a master-crafted weapon that is capable of setting its targets aflame with a mere touch. This sword was created by Ferrus Manus and given to Fulgrim. Having been purified alongside Fulgrim it seeks to honor the spirit of his fallen brother and has been infused with his fury. This blade is now equal to the flaming sword of the Emperor in strength and can permanently slay daemons.
- The Emperor's Children: If you are successful in your mission to redeem the Emperor's Children, you will have won over one of the most skilled and talented Space Marine Legions in the galaxy. The Emperor's Children are known for their prowess in battle and their dedication to perfection, and they will be a formidable

asset to any cause you champion. In addition, the knowledge and resources they can provide will be invaluable. Depending on how you went about it you may receive the reborn legion, the redeemed legion, or even both if you went the extra mile.

The Wolftime

In the aftermath of the Horus Heresy, Leman Russ, Primarch of the Space Wolves, suffered grave wounds to his soul that threatened his very existence. He then went on a self-imposed mission after this event and ventured into the Warp in order to find the Tree of Life. Doing so would save both his own soul and allow him to heal his father the Emperor. However, he was forced to abandon his quest to defend his homeworld, Fenris, from the 5th Black Crusade fleet.

Now, as the Imperium faces new threats, the fate of Fenris and the Space Wolves hangs in the balance. The goal of this scenario is twofold: first, you must either assist Russ in his hunt for the Tree of Life or find it yourself, completing the mission in Russ's stead. Second, you must aid the Great Wolf in defending Fenris should the attack come to pass.

To complete the first objective, you will need to navigate the dangers of the Warp and locate the Tree of Life. This is a task that even the mighty Russ himself was unable to complete, so it will not be easy. However, you may find some unexpected assistance in the form of the Eldar, particularly the Harlequins. It is believed that the Tree of Life is either Isha herself or a powerful artifact created by her. As a result, the Harlequins and other Eldar factions may be willing to assist you in your search for the Tree, as it could help them in their own quest to find Isha and free her from Nurgle's influence.

This however, means that you will have to venture into Nurgle’s garden in order to search for the Tree. Normally this would be a seemingly impossible task, but currently the Plague Father is absent due to the galaxy's upheaval. You will need to hide your presence for as long as possible, but this task is not impossible if you are cautious. Once you find the tree

As for the defense of Fenris, you will need to lead the Space Wolves into battle against a variety of foes, from traitor Space Marines to daemon legions. The fate of Fenris and its people will depend on your tactical skill, leadership, and courage. If you succeed, you will not only save the planet but also forge a powerful bond with the Great Wolf and his warriors.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First and foremost, you will have earned the respect and camaraderie of the Great Wolf himself, forged in the heat of battle. Leman Russ will see a kindred spirit in you and owe you a great debt for your assistance. To repay this the Primarch will offer you his blade and join you as a companion.

- Second, the Space Wolves, having committed numerous transgressions and with Fenris in dire straits, will submit to you as their new leader, joining your forces in entirety to avoid the wrath of the Imperium. They will bring all of their assets alongside their legion including their fleets, their wolven brethren, and their venerable ancients such as Björn the Fell-Handed.
- Third, as you take possession of the Tree of Life, you feel a sudden surge of power course through your body. It is not just any power, but the power of the very essence of life itself. With this power, you can heal any wound, restore life to the deceased, and even create life where there was none before.
- Lastly, it will be revealed that the tree itself was actually serving as a prison. The tree gained its miraculous powers having absorbed the essence of the goddess Isha. Having unsealed her prison the aeldari goddess will appear before you. Thankful for having been freed, Isha will offer to accompany you on your journey. With Isha by your side, you have access to her vast knowledge and wisdom. She can guide you in your decisions, offer counsel in times of need, and even heal your wounds when necessary. Her presence alone is a great boon, as it commands respect and admiration from all who encounter her.

The Hunt for the Fallen

The Dark Angels have long harbored a dark secret: that some of their own battle-brothers turned traitor during the Horus Heresy and now wander the galaxy as the Fallen. In this scenario, you will be inserted into the role of the current Dark Angels Chapter Master and be tasked with hunting down the Fallen. You must bring these renegade Space Marines to justice. Along the way, you'll need to navigate the complex politics of the Imperium, as well as the dangers of the warp and the unpredictable nature of the Fallen themselves. The ultimate goal is to redeem the honor of the Dark Angels and put an end to the threat of the Fallen once and for all.

While all of this is occurring you will be approached by the most famous member of the Fallen. The legendary Cypher will approach you and ask to be brought into the Rock in order to make peace with his estranged brothers. Should you agree to this offer you may be able to receive some unexpected aid. After venturing into the Rock you will reach a hidden chamber only known to Cypher. Within this chamber is a mysterious device that will be unlocked by Cypher using the hidden sword that he had concealed. As the device opens its occupant will be revealed. Within the slumbering form of Lion’El Jonson will awaken. Once he is caught up on recent events he will aid you in your quest to pursue the Fallen Angels.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, by resolving the civil war within the Dark Angels Chapter you may now lead your unified brothers into the future. The entirety of the Dark Angels chapter will join you as companions. This will also include all of the resources, fleets, and other facilities.

- Second, you will only acquire this reward if you accept Cypher's deal. Having reunited the chapter with your gene-father the Lion will accompany his sons as they travel the galaxy with you. The Lion can be a difficult person to work with, but his assistance is invaluable. Perhaps you can teach him to be more social given time.

The Tyranid Swarm

When Taylor was summoned it was in the hopes of warning the galaxy and preparing for the Tyranid swarm. You must take up this role in her stead and prepare everything you can. You will have approximately five thousand years to prepare for the arrival of the Tyranids. During this time, you must build up your forces, strengthen alliances, and develop new technologies and strategies to combat the Tyranid threat. You will need to navigate the complex politics and rivalries of the various factions, some of whom may not be fully committed to the cause or may have their own hidden agendas.

Once the Tyranids arrive, you will face waves upon waves of monstrous bioforms, ranging from the small and fast-moving gaunts to the colossal and invulnerable bio-titans. The Tyranids are a relentless and adaptive force that can consume entire planets, fleets, and even stars. You must be constantly vigilant and adapt your strategies and tactics to counter their evolving threats. The scenario will be considered completed once the entirety of the Tyranid Swarm is extinguished.

The Tyranid Hive Fleet will be drawn inexorably towards the inhabited worlds at the core. The Imperium of Man, the Eldar, the Tau Empire, the Orks, and other factions will need to unite to stop this menace before it can consume everything. You will be tasked with leading the defense against the Tyranid Swarm and saving the galaxy from total annihilation.

Rewards:
If you succeed in defeating the Tyranid Swarm and destroying the Hive Mind, you will be hailed as the savior of the galaxy.

- First, having saved all life from the Devourer you will be allowed to take this setting with you. That's right you will be granted control over the entire universe and may turn it into a warehouse attachment.
- Second, all of the factions who weren't wiped out will pledge their allegiance to you, forming a grand empire under your control. This will include all surviving individuals including the C'tan, the Emperor, the Primarchs, and even the Chaos Gods should any of these beings still live.

The Great Devourer

The Tyranid Hive Mind is viewed as the ultimate evil, but why should you consider it your foe. After all you know what they say, the villain is always cooler than the heroes. By taking this scenario you will take on the role of the Tyranid Hive Mind. Like the original Hive Mind you have set your sights on the galaxy, ready to consume all in your

path. Your brood fleet is vast, numbering in the trillions, and you are relentless in your pursuit of the biological matter that fuels your existence. The galaxy is vast, however, and there are those who would resist your advance. Your task is to overcome all obstacles in your path and consume every living being in the galaxy. The forces of the Imperium will be your greatest challenge, but there are other factions that will attempt to thwart you as well. The Eldar, the Necrons, and even the forces of Chaos will attempt to stop you. But you are the Tyranid Hive Mind, and your hunger is insatiable. You will evolve and adapt to overcome any challenge, whether it be the psychic powers of the Eldar or the advanced technology of the Necrons. You will consume everything in your path, leaving nothing but barren husks in your wake.

Rewards:

- Your reward for successfully consuming the galaxy will be an empowered swarm, the likes of which the galaxy has never seen. Your Tyranid forces will be stronger, faster, and more intelligent than ever before. You will be able to spawn new creatures at an unprecedented rate, and your swarm will be nearly unstoppable. As you traverse into new universes you will teach them the meaning of fear for you are the Great Devourer.

The Chaos Ascendant

In this scenario, the forces of Chaos have grown so powerful that they threaten to engulf the entire galaxy. The Imperium of Man is on the brink of destruction, and it falls on you to lead the charge against the Chaos hordes. You must rally the forces of the Imperium, negotiate with alien species, and navigate treacherous political waters to push back the forces of Chaos. The ultimate goal is to strike at the heart of Chaos itself and vanquish the Dark Gods once and for all. But be warned, this is no easy task. You will encounter powerful Chaos Lords, dangerous cults, and unpredictable Daemon Princes along the way. Will you have what it takes to save the galaxy? Alternaitvly you could pursue a difficult, but rewarding path and try to purify the gods instead.

Rewards:

For completing this scenario you will receive a variety of rewards.

- If you chose Destruction:
    - If you choose to destroy the Chaos Gods then the Warp will return to the state it was in before it became corrupted by the War in Heaven. This will allow for safer travel and more predictable outcomes. The Warp shall become a safe afterlife blessed by the power of the Emperor. As the Emperor must still remain within the Imperium he will turn you into the nexus of the Warp and grant you the immense power created by the sacrificed human souls. You will effectively become the ruler of this realm and have control over the reborn afterlife. Given time this place can become a true utopia. In addition, you will find that for every soul within this realm your power will be boosted slightly. A single soul is insignificant, but you will soon have billions of souls entering your kingdom.
- If you chose Purification:

    - If you choose to purify the gods and succeed then they shall be reborn. The darker aspects of the gods shall be torn away leaving righteous beings of justice. These new Gods of Order will be incredibly grateful for your aid and you shall be crowned as the head of their pantheon. Each of them will give you a powerful aspect of granting you their power. Each of them will also wield purified kingdoms within the warp and their daemons shall undergo this conversion as well becoming great heroes.

The Age of Apostasy

Normally the Imperium would be able to avoid the Age of Apostasy after Clan Vandire was destroyed by Weaver, but it seems that fate wishes otherwise. Now the Imperium of Man is in turmoil, torn apart by religious schisms and political infighting. You must take on the role of a loyalist commander, fighting to restore order and defend the Emperor's will. Along the way, you'll encounter a range of challenges, from fanatical cults to ambitious warlords to deadly xenos threats. The ultimate goal is to reunite the Imperium and restore its strength and unity. You could choose to strike at the heart of this heart directly, but this will leave the outer edges of the Imperium vulnerable. Alternatively you could start from the outside and carefully remove the tumors within the Imperium created by these traitors. This path however, will give the traitors time to prepare. The longer it takes you to reach the heart the more difficult it will be to carve them out. The choice is yours, but you must act quickly regardless of which path you choose.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, once you successfully restore order and reunite the Imperium, you will be recognized by the High Lords of Terra for your heroic actions. You will be given a high rank in the Imperial military or a seat on the ruling council, granting you immense power and influence. Post jump you will be able to receive a similar position when you arrive in a new setting.
- Second, you will be given control of a small agri-world known as San Leor. This small world is home to a group known as the Daughters of the Emperor. These women have the potential to become legendary warriors. Amongst their ranks are the women who would later go on to become the founders of the Sororitas Orders. They have yet to awaken their potential, but they will gladly serve the savior of the Imperium. These sisters will pledge their undying loyalty to you and offer you their service. There will be a few thousand of them total when they initially join you.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Queen of Blades Clarification

- Just to make it clear Lelith Hesperax also known as Aenaria Eldanesh is easily the most dangerous mortal in the setting and likely within the top 10 strongest beings. Some of her feats include defeating a Primarch (Rogal Dorn) without being touched, killing a C'tan fragment with one slice, fighting Slaanesh directly without losing, and claiming that she could kill the Emperor's body and all of the Custodes (given her other feats I think she actually could do this). Do not attempt to fight her if you are not absolutely sure of victory. Your best hope if you fight her while being weaker is that she will spare you so that she can spar with you later.

Aethergold

- Aethergold is a special crystal created when Blackstone, also known as Noctilith, is infused with the power of the Emperor or a Living Saint. This crystal is capable of warding off daemons, calming the Warp, and detecting the taint of Chaos.

Death of the 2nd Primarch

- Apparently near the end of the Great Crusade the 2nd Legion and their Primarch encountered the Ymga Monolith awakening it. Over the course of the battle the entire legion, their Primarch and the accompanying fleets were all wiped out. Originally the Emperor planned to attack it himself with the other Legions avenging his son, but the Horus Heresy broke out making this attack impossible.

Shards of Chaos / Known Domains

- Slaanesh
    - Excess
    - Carnality
    - Avidity
    - Gluttony
    - Paramountcy
    - Vainglory
- Khaine
    - War
    - Murder
    - Smite

    - Incinerate
    - Bleed
    - Doom
- The Emperor
    - 2nd Hanzo - Hope
    - 9th Sanguinius - Sacrifice
    - 13th Guilliman - Order
    - 15th Magnus - Curiosity
- Atharti (the new Eldar Goddess)
    - Symbiosis
    - Carnality
    - Moderation
    - Passion
    - Harmony
- Weaver
    - Administration
    - Hope
    - Sacrifice
    - Symbiosis
    - Origin

Changelog

- Jump in Progress
- P