

Warhammer 40,000: Daemon Weapons Supplement

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You have caught the eye of the Dark Gods of Chaos, and they favor you. Perhaps you have performed great acts of warfare, wrought great change, inflicted great despair, or inspired great acts of hedonism. Or perhaps they simply see in you the potential for such acts. They have judged you sufficiently worthy to be granted a Daemon Weapon.

The nature of this Daemon Weapon is tenuous, for it only partially exists, and it is only through spending Daemonic Points of it that the weapon and daemon within will truly become real, shaping it in the process.

But to truly receive this gift, you must use it. In the jump you attach this supplement to, you must kill at least 5,000 sapient beings with your Daemon Weapon; only then will it truly become yours. Should you fail to do so, the benefits of this supplement will fade away before your next jump begins.

The exception to this is if you attach this supplement to a jump that already provides you with a Daemon Weapon; in such instances, you can simply use this supplement to design what your Daemon Weapon is, without further consequences.

You receive **+1500 Daemonic Points**. CP from your jump may be exchanged for DP at a 1:1 ratio.

Daemon Weapon Features

Daemon Weapons are mighty artifacts of Chaos, weapons into which a Daemon has been bound, capturing their body and spirit within the blade and imbuing it with great and terrible powers. This is often done as a form of eternal punishment, but some Daemons have been known to volunteer for the process, although their servitude within the weapon remains everlasting. Only destruction of the Daemon Weapon will free the Daemon within… but the fiat-backing of your possessions ensures that even if the Daemon Weapon is destroyed and its prisoner freed, they will be bound again when the weapon reforms, which will take no more than a week.

Universal Daemon Weapon Abilities

Daemon Weapons can have a variety of powers, but do share some commonalities. These common abilities are thus:

- The Daemon Weapon is nearly indestructible, taking acts of absurd power or incredible magic to damage it to any real extent.

- The weapon itself has incredible destructive potential, far beyond its kin, allowing it to shred through materials that normal weapons would fail against.

- The Daemon Weapon is capable of interacting with souls; it can cut and destroy them, or even consume them.

- The Daemon within will allow its wielder to access its daemonic senses, improving their perception of their surroundings and heightening battlefield awareness.

- Daemon Weapons normally require constant upkeep and a steady supply of souls to remain obedient, and even then are prone to betraying or taking control of their “masters”. Yours poses no such risk, and will obediently follow your will.

- The corrupt and blasphemous nature of the Warp will influence your weapon, not only in appearance, but in its fundamental presence in the world; even those without supernatural awareness will recognize that something is twisted about your weapon, but to those with the ability to sense such things, it will flare like a beacon of evil.

Daemon Allegiance

Having established the basics of what a Daemon Weapon is, it is time to actually design the weapon in question. The first matter to address—and the one that will determine the powers it provides you—is what Dark God your Daemon Weapon aligns with.

- **The Blood God, Khorne**:
  By aligning with the god of war and rage, your Daemon Weapon will amplify your strength in battle.

- **The Plague Lord, Nurgle**:
  By aligning with the god of despair and decay, your Daemon Weapon will increase your durability, allowing you to survive injuries that would otherwise be quite lethal.

- **The Changer of Ways, Tzeentch**:
  By aligning with the god of change and magic, spellcasting done while wielding your Daemon Weapon will be amplified.

- **She-Who-Thirsts, Slaanesh**:
  By aligning with the god/goddess of excess and desire, you will attack and move with greater alacrity while wielding your Daemon Weapon.

- **Chaos Undivided**:
  By aligning with no single deity, but instead following the pantheon of Chaos as a whole, your Daemon Weapon will provide increases to strength, durability, speed, and magic, but to a lesser extent than a more focused Allegiance would provide.

Daemon Potency

Daemons are not all made equal, and a Daemon Weapon containing a more powerful Daemon will be stronger than one with a Daemon of lower rank. By default, the assumption is that you have a Daemon Weapon containing a Lesser Daemon or a Daemonic Beast. Should your Daemon Weapon host a Greater Daemon instead—which is represented by having to pay for the increased price—then your Daemon Weapon will passively increase all of your physical attributes tenfold while wielding this weapon, in addition to improving the potency of the abilities purchased later in this document.

- **Khorne**:
  - **Lesser Daemon – Bloodletter (Free)**:
    Your bound Daemon is a Bloodletter, a red devil-like being with an elongated skull and giant horns. Your Daemon Weapon allows you to sense the presence of blood at great distances.
  - **Daemonic Beast – Flesh Hound (Free)**:
    Flesh Hounds look like a giant scaled wolf, with horrible spikes and flaps of flesh that they use for intimidation. Your Daemon Weapon makes you more intimidating when you use it, even to those immune to fear.
  - **Greater Daemon – Bloodthirster (-500 DP)**:
    Your Daemon Weapon contains a Bloodthirster, a mighty daemon who resembles a mythological demon. Bearing massive horns and great wings, they fight with fire and unholy fury. Your Daemon Weapon allows you to raise your physical attribute from containing a Greater Daemon by +50%, but this greater increase only applies to your physical strength.

- **Nurgle**:
  - **Lesser Daemon – Plaguebearer (Free)**:
    A Plaguebearer lurks within your weapon. With gangly and bony limbs, this horned cyclops would look skinny if it weren't for its grotesquely bloated stomach, bulging with decay to the point that it splits open and reveals its

insides. Your Daemon Weapon prevents disease from harming you or your allies.

- **Lesser Daemon – Nurgling (Free)**:
  There are three Nurglings inside your Daemon Weapon. They resemble small, bloated, bipedal toads, and could vaguely be said to resemble miniature versions of Papa Nurgle himself. Your Daemon Weapon allows you to shrink to one-fourth your height, and return to normal size at will.
- **Daemonic Beast – Beast of Nurgle (Free)**:
  This tentacled slug-like creature only wants a friend, but its touch is deadly. Your Daemon Weapon can produce two long tentacles that obey your will.
- **Greater Daemon – Great Unclean One (-500 DP)**:
  This grotesquely large Daemon is not big due to fat, but due to being swollen with plague and disease. It has great horns, and the injuries covering its form are testament to its unholy fortitude. Your Daemon Weapon allows you to raise your physical attribute from containing a Greater Daemon by +50%, but this greater increase only applies to your toughness and resistance to damage.

- **Tzeentch**:
  - **Lesser Daemon – Pink Horror (Free)**:
    It's hard to give a single appearance to the Horrors, because their appearance twists and changes so frequently. But it most frequently has two legs, four arms, and an orb-like body dominated by a single face. You may optionally instead have two Blue Horrors, four Brimstone Horrors, or a single Iridescent Horror within your Daemon Weapon. Your weapon's simple presence is able to substitute for either verbal or somatic components in any magic you utilize.
  - **Lesser Daemon – Flamer (Free)**:
    Vaguely resembling a blue, twisted tree trunk with arms, this Daemon unleashes gouts of warpfire to assault its

enemies. Your Daemon Weapon is capable of heating up to temperatures sufficiently to immediately vaporize liquids.

- **Daemonic Beast – Screamer (Free)**:
  A fanged, manta-ray-like beast that is capable of flying in any environment, having a Screamer within your Daemon Weapon will allow you to levitate while you hold it.
- **Greater Daemon – Lord of Change (-500 DP)**:
  Resembling a great humanoid vulture covered in blue feathers, the Lords of Change are the greatest servants of Tzeentch and masters of magical potency and plotting. Your Daemon Weapon's increase to your physical attributes due to having a Greater Daemon sealed will also provide you with the same 10x multiplier to your intelligence, but only while you hold it.

- **Slaanesh**:
  - **Lesser Daemon – Daemonette (Free)**:
    An androgynous hermaphrodite, at once hauntingly beautiful and revoltingly hideous, Daemonettes have horns often have arms that have turned into lengthy pincers. By binding a Daemonette, your Daemon Weapon will improve your sensory input 10 times over, but without ever overwhelming you.
  - **Daemonic Beast – Fiend of Slaanesh (Free)**:
    Resembling a sick mixture of reptile, human, and insect, this four-legged, two-armed creature has a whip-like tail and arms that end in pincers. Your Daemon Weapon is able to produce a soporific gas that will gradually reduce everyone around you save for yourself into a deep slumber.
  - **Greater Daemon – Keeper of Secrets (-500 DP)**:
    The most beautiful and terrible of Slaanesh's Daemons, they are also the most humanoid of the Greater Daemons, having large horns and four arms, two of which end in large pincers. Your Daemon Weapon allows

you to raise your physical attribute from containing a Greater Daemon by +50%, but this greater increase only applies to your speed.

- **Chaos Undivided**:
  - **Lesser Daemon – Lesser Unique Daemon (Free)**:
    In truth, there is no particular type of Daemon assigned to serve Chaos Undivided; they can come from any type of Daemon, and there are a number of Daemons who serve all kinds of Chaos Gods, such as Daemon Brutes and Daemon Shrikes. Many daemons of Chaos Undivided are completely unique, not belonging to any species. As such, by taking this option, your Daemon Weapon receives any one 100 DP trait—from any god's section—for free.
  - **Lesser Daemon – Daemon of Malice (Free)**:
    There are no known species of daemon that serve Malice, but there are certainly known to be daemons *of* the twisted, Chaos-hated god of anarchy known as Malice. You have managed to bind one within your Daemon Weapon. This allows it to negate the powers of other Daemons—or, in future settings, other hellish or spiritual beings—by coming into contact with either the Daemon or the effect of the power.
  - **Daemonic Beast – Fury (Free)**:
    Resembling a winged gargoyle, Furies are one of the weaker enemies to be found in the Warp. But they are good at working in a pack; and now, thanks to your Daemon Weapon, you are too. Your coordination with your allies is enhanced when you fight alongside them, to the point that you might as well be reading each other's mind in battle.
  - **Greater Daemon – Soul Grinder (-500 DP)**:
    Having a demonic form set upon a large, spiderlike metallic torso like some demented centaur, this Daemon Engine is a temporary form taken by those who appeal to Vashtorr the Arkifane to take on a form capable of

returning to the Materium, but at a cost of tithing the souls they steal to Vashtorr until they have paid back their debt. By binding one within your Daemon Weapon, it conveys upon you endless stamina; furthermore, when your subordinates kill an enemy, you can steal that opponent's soul. Any weapons stolen by your weapon will not be tithed to the Arkifane.

- **Greater Daemon – Greater Unique Daemon (-500 DP)**:
  There are quite a lot of unique Greater Daemons who serve Chaos Undivided. Drach'nyen, who is the fated enemy of humanity itself and the doom awaiting the Emperor of Mankind; Samus, who was born from the Horus Heresy, who was the creator of the Horus Heresy, and who is the daemonic incarnation of that rebellion. Design a unique Daemon to be prisoner to your Daemon Weapon; by virtue of having this Daemon, you receive one additional discount for each price tier of Weapon Customization. If you so desire, you can expend one of these extra discounts to buy a trait from a god *other* than Chaos Undivided at full price.

Weapon Customization

It is now time to reach the meat of this supplement, the Daemon Weapon itself. You will receive **4 discounts of each price tier** belonging to the Allegiance of the Daemon Weapon. You cannot take traits belonging to a different Allegiance; however, every Daemon Weapon can take options from the General section, and can spend their discounts there if they so desire. 100 DP options are free when discounted.

General

Base Weapon (Free):
The vast majority of Daemon Weapons are melee in nature; as such, you can choose any one mundane melee weapon of any type (that is, a weapon with no special qualities from its material makeup or any technology included in it). You may spend an additional **-100 DP** to have a more advanced weapon to base your Daemon Weapon off of, such as a Chainaxe or a Power Weapon. You may instead spend **-200 DP** to have a melee weapon of spectacular potency or with special traits, such as a Graviton Hammer or a Transonic Weapon.

But although the majority of Daemon Weapons are for close range, this isn't the case for all of them; by increasing the price by **-100 DP**, you may instead have a ranged weapon; something no more powerful than a Bolt Pistol, like a Stubber or Autogun. For **-100 DP** on top of that, it can be a ranged weapon as potent as the standard Space Marine armament like the Boltgun or something of similar potency, like a Flamer or a Radium Carbine. For a final **-200 DP**, you can have a heavy ranged weapon on the level of a Heavy Bolter, such as a Missile Launcher or Multi-Melta.

Regardless of what manner of weapon you have, it will not require fuel, power, or ammunition, as the Daemon within will provide all that is needed. Although if you do have fuel or ammo with special properties, you can feed them into the Daemon Weapon to temporarily benefit from such features.

Sheath/Holster (Free):

Your Daemon Weapon comes with some manner of sheath or holster that is capable of containing it. No matter how impossibly sharp its edge or how dangerous its touch is, the Daemon Weapon is incapable of harming its sheath.

Import Weapon (Free):
Should you already have a weapon you would like to use as a base for your Daemon Weapon, you can import it into the position of Daemon Weapon to seal the Daemon into it, which will in no way harm or impede the original functions of the weapon. If your weapon has some sort of holy or anti-demon/-daemon properties, then the daemon within your weapon may be exempt from the threat of such things.

Twinned Weapon (-100 DP):
Should you be the kind who enjoys dual-wielding, you may take this option to duplicate your weapon. The Daemon's soul is present within each of your Daemon Weapons at the same time. However, while there is only one Daemon soul, each weapon is an independent item and will function separately from the others. You may take this option multiple times, each time adding one weapon, just in case you have more than two arms. The Daemon will become better at multitasking in proportion to how many times it is duplicated.

Weapon of Many Forms (-100 DP):
Do you feel constrained by the Base Weapon you chose? If you so desire, you can spend points here to take the Base Weapon option a second time—which, if you choose any advanced weapons, must be paid for separately—and with an act of will can transform your weapon into the other form(s) you purchased for it. You may take this multiple times, adding a new form each time. If you purchased **Daemon Engine**, then you can either select a new Daemon Engine form for it to take, or you can give it the form of a normal Daemon Weapon.

Size Shifter (-100 DP):
Your Daemon Weapon is capable of shifting size. It has its normal appearance, can shift to be small enough to easily fit in a normal pocket, or it can grow vastly larger—to the point that you can only wield it because the Daemon within the weapon is allowing you to, which grotesquely amplifies its sheer damage potential.

Freedom (-100 DP):
You have the capacity to, with simple intent and force, snap your Daemon Weapon in two. This will free the Daemon(s) within; they will still be obedient to your will, but will be able to take separate action without requiring you to wield them. At the end of the jump, or after 10 years have passed (whichever comes first), they will be re-sealed into their weapon and returned to you, no matter where you are.

Beyond the Barrier (-200 DP):
Barriers of all sorts, be they supernatural wards or energy shields, are easily torn apart by this Daemon Weapon. It doesn't matter the size or purpose of the barrier, it can be destroyed. However, it does nothing extra against purely physical methods of blocking, such as armor or a wall.

Dancing Blades (-200 DP):
Your Daemon Weapon does not need to be held to be utilized; when you let go of it, it will float beside you, and is capable of fighting of its own accord. While levitating, you and it both benefit as though you were personally wielding the weapon.

Energy Beam (-400 DP):
Your Daemon Weapon can coalesce energy within it, before unleashing it in the form of a beam attack. This inflicts damage as though you were physically attacking the enemy with it, but at incredible ranges. Not necessary if your Daemon Weapon already has ranged combat potential.

The Anti-Trump Card (-400 DP):
Whenever your enemy attempts to use some manner of "trump card", be it a special transformation, a certain tactical maneuver, or a spell of surpassing potency, the nature of your Daemon Weapon will temporarily shift such as to allow it to negate the activation of their ability, but only so long as it is the most useful or most powerful ability your enemy has in store.

Manifestation (-400 DP):
Your Daemon Weapon has the special property of allowing the Daemon bound within to temporarily be loosed from its prison. The Daemon Weapon maintains all of its powers while the Daemon within is manifested into the world, but the

Daemon itself is also capable of acting independently, with all the powers at its command. While manifested, your Daemon will be loyal to and obey your orders, but will otherwise act according to its nature.

If you have a Greater Daemon, this costs an additional undiscounted **-100 DP**.

Heart-Piercer (-600 DP):
Your weapon is fundamentally incapable of missing the target. This isn't merely a function of your weapon, but something written into the fabric of the universe; no degree of dodging is sufficient to avoid being hit. Only by not being within range to be attacked can one hope to avoid the bite of this sword, as it will pierce any defense and surpass any means of avoiding it.

Daemon Menagerie (-600 DP):
Your Daemon Weapon doesn't contain merely one Daemon, but multiple. Each time you purchase this option, one additional Daemon is added to your weapon. They can be from the original Allegiance—in which case the abilities provided by your patron are increased—or belong to a different god, in which case it will provide access to the weapon traits of that deity, but granting only 1 single discount, which can be applied to any price tier.

If your Daemon Weapon already contains a Greater Daemon, then for an additional **-100 DP**, this Daemon may be a Greater Daemon; otherwise it is just a Lesser Daemon. Having multiple Greater Daemons bound within the Daemon Weapon does not increase the x10 multiplier that having a single Greater Daemon bound provides.

Daemon Engine (-600 DP): [Discounts only make it cheaper by **100 DP**, but you can apply multiple 600 DP discounts to this feature]
Ultimately, Daemon Engines and Daemon Weapons aren't all that dissimilar. Instead of having your Daemon forged into a weapon, it was crafted into a Daemon Engine. You can select any Daemon Engine of the same size as a Chaos Knight or smaller to be your Daemon Engine. Your Daemon Engine will be able to act on its own, but will be loyal to you and obey you unhesitatingly. Daemon Engines lose the nearly-indestructible quality of Daemon Weapons, being "only" as hard as the materials involved in their creation, with a heavy helping of daemonic fortitude on top.

If you have a vehicle of your own you would like to turn into a Daemon Engine, you can import any vehicle into the role, turning it into a Daemon Engine and providing it the powers of one. If your vehicle had an AI or intelligence of some sort, it is up to you whether it co-exists with the Daemon, fights with it for control, merges with it, or whether it outright becomes a new Daemon. This can, at your discretion, be the new base form of the vehicle-turned-Daemon Engine, or it can merely be an "alt-form" that it can take.

Effects that would benefit you from using your Daemon Weapon can now apply to you so long as you are within 10 meters of your Daemon Engine.

Warp Entity Cage (Price Varies):
How curious… it appears that your Daemon Weapon doesn't merely contain a Daemon, but also another form of Warp entity. This provides you with a single additional benefit, and allows it to be summoned via Manifestation. The price of this option is determined by the Warp entity you choose, and you may take this multiple times.

> **Apparition (-100 DP)**:
> Inside the Daemon Weapon is contained an Apparition—in short, a ghost of the deceased. Select one species; you have sealed a particularly potent spirit from that species into your weapon, and you can draw upon the skills and knowledge it possesses to augment yourself.
>
> **Astral Spectre (-100 DP)**:
> Made from the interactions of the powers of a psyker who is weak in will or faith, and the energies of the Immaterium, Astral Spectres are basically soul-eating psychic ghosts. You can draw upon their power to inflict a strange and sourceless fear upon your enemies, who will grow more and more frightened as they remain in your presence.
>
> **Grael (-100 DP)**:
> A type of Warp entity that has been used both for Chaos and against it, the Grael is an entity of light. You can draw upon this light to channel it through your Daemon Weapon, and your allies will have their resolve bolstered and their willpower strengthened under its glow.

Jehgenesh (-100 DP):
A Jehgenesh is a Chaos beast that absorbs large quantities of liquid, then transports it through the Warp to arrive to another location. By touching a fluid or an ore with your Daemon Weapon, you can transport that material to anyplace you have been before near-instantly. This will affect tens of thousands of liters of liquid at once, a far cry from what a fully-grown Jehgenesh could accomplish, but it has its uses nonetheless.

Wraith Angel (-100 DP):
Resembling angelic beings who have been flayed, with blood weeping from runes carved upon their flesh, they have a spectral radiance in place of wings, and drain the strength from their enemies. While wielding this Daemon Weapon, you do not produce noise by any method except for speaking; furthermore, every blow of this weapon will slightly weaken your enemy, while at the same time enflaming their anger and hatred.

Medusae (-200 DP):
A warp parasite resembling a collection of spinal cords and brains, a Medusae will feed on dreams and nightmares in search of a host to possess, as this will give them control, grant them a stream of emotion to feed upon, and let them enter realspace. You can draw upon the power of your captured Medusae to emit a beam of light that forces the target to feel emotions—any and every emotion, at such levels of extremity that it will drive most targets into a coma. You can use this at a less extreme level to simply cause people to feel what you want them to.

Astral Hound (-200 DP):
Resembling a canine of Terra, the Astral Hound is a predator that roams in hunt for prey. Utterly untamed, these creatures can bound in and out of the Warp to make short Warp-jumps, and enjoy dragging their prey into the Immaterium to feast upon them. Your Daemon Weapon now allows you to make short jaunts through the Warp—or through some strange higher dimension in jumps that don't feature the Warp—and the bite of your weapon will numb and slowly paralyze your victim over time.

Dispayres (-200 DP):

Famished and tattered in appearance, the Dispayres are darkness-cloaked, nearly human figures, but with empty eye sockets and mouths frozen in endless silent screaming. They seek to spread sorrow and madness. Towards this end, your Daemon Weapon is capable of emitting an aura that drains the willpower of your enemies.

Psychneuein (-200 DP):
A Warp creature resembling a massive Wasp larger than a human, they would find psykers and psychically implant their eggs inside their skulls, where they would devour their host from the inside out. They are stronger, faster, tougher, and more perceptive than humans, and terribly difficult to fight. Fortunately, you won't have to fight one, because it's already bound within your Daemon Weapon. With this weapon, you can psychically implant eggs inside the brains of any being with supernatural powers. These eggs will hatch and eat their way out of the skull within a day, but will never mature beyond their larval form, being doomed to die without ever being able to reach adulthood.

Someone with powerful mental abilities may be able to avoid being targeted, or kill the eggs before they can hatch.

Vampire (-400 DP):
Resembling giant humanoid bats, the Vampires were capable of changing shape and infiltrating other societies, draining life force for food and using their Warp-born psychic powers to turn corpses into servants. With a touch of your Daemon Weapon, you are able to drain the life force of your opponents. This all goes into your Daemon Weapon, not you; however, once completely drained (and not killed by other means), you can resurrect the corpse as an animated corpse moving via Warp-sorcery, resembling a zombie (although one with no ability to "infect" others).

Remora (-400 DP):
A humanoid creature with a head like a leech and needle-like fangs, these vampiric creatures dwell within the intestines of larger creatures, such as Void Whales. You can draw upon its power to drain the blood from those you injure, healing you proportional to the damage you inflict.

Khymera (-400 DP):
A hideous mixture of a skinless tiger and a rat, two large scythe-like claws emerge from their shoulders to make them even more dangerous in close combat. They can smell the supernatural and hunt it over vast distances; what's more, they exist as partially-material, partially-immaterial beings. You and your possessions benefit from this; "anti-magic" or "anti-psyker" type effects have no effect on your or your Daemon Weapon, and you can negate such effects by coming into contact with them. As a result, you can use your full daemonic abilities even when fighting a Blank.

Unknown Aethersite (-400 DP):
Aethersites are parasites of the Warp that grow and reproduce in the flesh of their victims. By injuring someone with your Daemon Weapon, you inflict them with an Aethersite, the spawn of the one sealed into your weapon. It eats the victim's flesh and rapidly reproduces to the point that their body explodes, or the victim is killed from another source; then, the spawn (who eat the parent) will vacate the body and try to find new hosts. You are able to control the fecundity of these child-parasites; either than can reproduce, letting you spawn a plague that will scour the world, or you can seal their reproductive abilities, limiting their effect. These parasites are short-lived outside of a host, and even with a host, can rarely survive more than a few months—more than enough time to eat its way through several victims.

Rakasya (-400 DP):
A mammoth serpent with membranous wings and three-lobed eyes, with a tail ending in a cluster of barbed tentacles and a head that is little more than a mouth filled with fangs. While wielding your Daemon Weapon, you can draw upon its presence to induce insanity in every enemy who perceives you, as the maddening presence of the Rakasya is made manifest through you.

Celeja (-600 DP):
The Celeja is a warp parasite resembling a beetle, that absorbs its host's DNA until they put them into a coma, then transform into them from the inside, eventually "hatching" from their flesh and leaving an empty husk behind. Whenever you kill someone, you are now capable of absorbing their DNA and transforming yourself into a duplicate of them. You also

receive all the knowledge they possessed, and can flawlessly imitate them. You can return to your normal form at any time, and your Daemon Weapon retains memory of your past forms, allowing you to turn back into them.

Ebon Geist (-600 DP):
Also known as Warp Predators, these spiked and shadowy figures hunger for life. You can draw upon the power of your imprisoned Ebon Geist to rip the shadow from a person. The shadow contains an imitation of their soul, and it will scream forever in torment within the Daemon Weapon, producing a steady stream of emotional energy born from despair. Having the shadow torn away like this causes a spiritual hemorrhaging that will kill the target in about 24 hours, even if you do nothing else to them. Should you ever have a need for shadows, you can pull them out of the Daemon Weapon, although this will mean that they escape your grasp forever.

Enslaver (-600 DP):
Resembling a bloated tick with too many legs and tentacles, the Enslavers are amongst the first and foulest of the creatures to be borne from the Warp, and are what drove the Old Ones to extinction after their victory in the War in Heaven. They find the minds of psykers in the Warp, then manifest through them to control vast numbers of living beings and make a portal to let more of their kind through. While wielding this Daemon Weapon, you can draw upon this power to dominate the mind of anyone you injure with it, turning them into your slaves. They retain their memories and skills, but act as you demand, with no remaining motivation or will of their own.

Void Whale (-600 DP):
Nearly 12,000 miles long, these massive creatures resemble a combination of a whale, a serpent, and a fish from the abyss of the sea. They are so large that their insides have their own ecosystems, and they can travel between the Warp and the Materium at will. Your Daemon Weapon hosts one; should it possess the Manifestation trait, then it will manifest in a vastly smaller form, only 120 meters long in size. Containing this Warp entity has allows you to freely travel between any dimensions, universes, realities, or planes of existence that may be present in whatever setting you're in.

Khorne

Boiling Blood (-100 DP):
Your Daemon Weapon has access to an other-dimensional supply of daemonic blood, super-heated to temperatures that would have converted it into gas and then into plasma if it followed the normal rules that govern matter. Instead, your weapon can release a spray of this superheated blood that melts flesh from bone and reduces armor plating into slag.

Impaling Chains (-100 DP):
Your Daemon Weapon can fire off sharp projectiles connected to your weapon by chains; these projectiles dig into the target and emit sharp barbs to hook into whatever they're fired into. At this point, you can reel in the chains to either pull the enemy to you, or rapidly drag you closer to the enemy. Also useful for maneuverability by firing upon large solid objects.

Hellfire (-100 DP):
At your will, the Daemon Weapon ignites in burning fires taken from the furnaces of the Warp, raising its temperature to unholy levels that you can only endure thanks to the protections of the Daemon within. Just being near this inferno is exhausting, and that which you strike shall burst into flames.

Furnace of Fury (-100 DP):
When wielding this weapon, the eternally-boiling fury of Khorne fills you. Mercy falls to the wayside, and your body moves faster, strikes harder, and tears through the enemy more readily than it otherwise would. This rage sharpens your mind rather than clouds it, allowing you to fight at your maximum potential.

Skullforger (-200 DP):
By touching this weapon to a severed head, you can boil all fluids and soft tissues from it, leaving only a pristine skull. Then liquid brass drips from your weapon to coat the skull, rapidly solidifying as it turns the skull into a Brazen Skull, which contains the fire and rage of Khorne. By throwing this skull, it will explode like a hellish grenade.

Gore Festival (-200 DP):
The injuries left by this weapon bleed at an increased rate and are slow to heal. Even moderate wounds are likely to result in the enemy bleeding to death, and

severe ones are almost assuredly fatal, unless extensive medical attention is applied immediately.

Defy the Sorcerer (-200 DP):
Your Daemon Weapon is marked with Khornate runes that insult and defy the powers of psykers. Supernatural powers of all sorts become less effective against you by 50%.

Skullreaver (-200 DP):
The more powerful the foe you fight, the more excited the Daemon within your weapon becomes. This excitement heats up the blade, allowing you to swing it faster and with greater force. Against a truly powerful opponent, even your missed swings will release lethally powerful gusts of wind.

Runes of the Blood God (-400 DP):
You have learned the runes of Khorne, that can be written to exact feats of potent power—this is not sorcery or psyker powers, mind you, simply the result of channeling Khorne's power and hatred. You can make it rain boiling-hot blood, can splatter your allies with gores to revive their fighting spirit and replenish their stamina, or you can coat the floor with blood to turn the ground into a muddy swamp, and other deeds, besides.

Bloodfeeder (-400 DP):
When you strike an enemy and inflict a bleeding wound, this weapon will rapidly absorb the blood from their body. If they can escape close combat within a second or so, they may survive, but otherwise they will be completely exsanguinated, their blood deposited in the realm of Khorne to feed the Juggernauts.

Deathdealer (-400 DP):
When you slay an enemy with this Daemon Weapon, the terrible energies within shall cause the enemy to explode in a shower of gore. This blood is raised to molten temperatures by the hellish will of Khorne, and this spray of blood will be so hot that it will melt flesh like wax, and the bodies of your enemies will fall apart almost as if the touch of the blood disintegrated them. Naturally, you and your allies are immune to the touch of such boiling blood.

Warp Drain (-400 DP):

Your Daemon Weapon absorbs supernatural powers into it. This cyclone of energy redirects spells into your weapon, and weakens any unallied mage or being with supernatural abilities who draws close to it, and attempting to cast a spell while affected by this ability will drain the life force from any caster who tries.

Shield of Ichor (-600 DP):
Every drop of blood spilled by this Daemon Weapon is infused with Warp energy, and is drawn close to your body. This imbued blood acts as a shield, deflecting attacks of even the strongest force and protecting you from bombardment. Defending you uses up this Warp infusion, and any volume of blood can only be thusly infused once. Therefore, after every failed attack against you, you will need to harness more blood to use by spilling that of your enemies.

Every bit of blood that is Warp-infused also increases your strength a small amount.

Bloodhunger (-600 DP):
This Daemon Weapon holds supernal sharpness. Not only can it cleave through all forms of matter, but it can even cut time itself; every time you injure someone with this weapon, you can cut a grouping of 8 minutes out of their life. None of the actions they performed in those 8 minutes actually happened, retroactively changing history so that the people they killed come back to life, the shots they fired are un-fired, and the orders they delivered were never heard. These 8 minutes must be continuous, and you must know what deeds you wish to be undone at the time you attacked them.

Removing these 8 minutes will not change your memories or those of the victim, but will change the rest of the world; removing the time directly leading up to you injuring someone will not cause that injury to not happen.

Eternal Death (-600 DP):
Normally, Daemons need not fear True Death, for there is scarcely anything in the universe capable of inflicting it upon a Daemon. You are the exception. When you wield your weapon, the injuries it inflicts are capable of truly and permanently killing anything, and can even enforce the concept of death upon beings that are otherwise incapable of dying.

Almighty (-600 DP):
You are imbued with strength reminiscent of Khorne's own, and grow so powerful in might that even as a regular human, you could wrestle a Bloodthirster and expect to come out on top.

Nurgle

Putrefaction (-100 DP):
The touch of this Daemon Weapon will rapidly make things go bad. Food rots, water grows stagnant and fills with bacteria, wounds get infected. Even living beings will rapidly putrefy while still alive, although this does not affect sapient beings.

Chime of Rot (-100 DP):
This weapon is designed so that when swung, it produces musical notes. Each wave of sound produces a pulse of necrotic energy that causes skin to slough off the body, then muscle, then even bone turns into heaps of slime with repeated ringing.

Flesh Eater (-100 DP):
This weapon contains an extradimensional pocket within it. Every time you injure an enemy, it eats some of their flesh, which is stored in this pocket and starts to rot, endlessly putrefying as it grows more and more rotten and diseases build up with it. You cannot directly utilize this stored moldering flesh, but you can expend some of this rotted mass to empower other abilities of the Daemon Weapon.

Icon of Despair (-100 DP):
The mere presence of this weapon eats away at your enemy's mind. Old fears are dredged up, insecurities are highlighted, and any mental weakness is steadily chipped away at. Eventually the despair will overcome them to the point that they just wait to die… although this takes longer than most combat engagements. It's real useful is when the enemy survives the first encounter, as the mental damage it inflicts is permanent, although therapy can help heal it.

Gifts of the Plaguefather (-200 DP):
Your weapon is now coated in some form of filth that you can imbue with diseases. At any time, you can select a single form of sickness that you have either personally been afflicted with, that you have caused to someone else, or that you have otherwise seen with your own eyes. You can imbue your weapon in this disease, which will rapidly manifest upon anyone you injure, bypassing the usual incubation period of the illness.

Bilious Slurry (-200 DP):

You can draw bouts of plague-ridden filth from the Garden of Nurgle through your Daemon Weapon, unleashing a spray so deeply contaminated that it can even infect machines with disease. This causes almost anything it touches to break down, making machines malfunction and grow pus-filled boils, and causing flesh to burst into acidic, weeping sores that melt through their own body.

Envenomed Energy (-200 DP):
The Warp-energies from the Daemon within this weapon becoming toxic and corrosive, making every touch of this weapon inflict potent and debilitating poisons upon an enemy, with seemingly infinite varieties of potential, although you do not actively choose what kind of poison afflicts them. The edge of your weapon is also corrosive, and even without pressure will steadily melt through whatever material you press it against.

Death of Sensation (-200 DP):
The necrotic and entropic energies of this Daemon Weapon are so intense that it affects the senses of every enemy nearby, making all sensation lesser in intensity. While this means your enemy does feel less pain, they also don't feel their own body as well, resulting in clumsiness, and their vision and hearing both become stunted and weak. It is easy to pick off an enemy who can barely see you coming.

Warprot Discipline (-400 DP):
The wretched powers of Nurgle channel through your Daemon Weapon into you, turning you into a psyker. Your can inflict plague and pestilence with a spell, inflict rot that afflicts flesh, armor, and soul alike, and reshape the battlefield into a murky swamp. You can turn the air to poison, and spread despair as easily as rot spreads its scent.

Miasmic Aura (-400 DP):
Your Daemon Weapon releases a foul cloud of wretched substance, with a vile smells that clogs the nostrils and impedes clear breathing. But most terribly, every attack you make with your Daemon Weapon will be imprinted on this miasma, and can repeat itself on other nearby enemies. This isn't particularly more effective when you're fighting one person, but allows you to fell an entire group of enemies in a single blow.

Entropy Weapon (-400 DP):

This weapon produces a foul liquid that causes rapid aging in materials exposed to it, causing even metals to rapidly deteriorate into oblivion when exposed to it, to say nothing of how it returns flesh to dust.

Doomsday Knell (-400 DP):
When you swing this weapon, a deep ringing is produced, like the sound of a bell. This releases a wave of entropic energy, inspiring despair in your enemies and worsening the effects of anything that could be considered an "ailment" or "status effect"; normal aches and pains become agonies, headaches become nauseating migraines, a case of the common cold becomes a life-threatening plague. This effect influences all enemies who can hear the sound, and it is quite the noisy Daemon weapon indeed.

Lord of the Flies (-600 DP):
A vast hive of flies is stored within your weapon, capable of traveling in and out of the extradimensional hive-space within it at will. You can unleash a cloud of these bugs and manipulate them with your mind; you can block vision, make clouds so dense they stop attacks, or send them to attack the enemy, inflicting contagion upon them that causes great pus-filled boils to form on their flesh that rapidly congeals into black sores of rot, killing them in shorter order as infected blood rushes through their veins.

Bloated Contagion (-600 DP):
This Daemon Weapon has had the contents of Nurgle's Cauldron poured into it, and is a festering source of plague and contagion. Upon injuring an enemy, the taint of pestilence will grow within them, multiplying and multiplying at such a prodigious rate that within a matter of seconds, the enemy will be so filled with pandemic fluids that they will burst, splattering diseased fluids all around them as their body splits apart like a popped zit.

Undying (-600 DP):
Nurgle's blessing has always been to pump his favored so full of life that death becomes but a distant concept, and it is no different for you. Your Daemon Weapon instills you with such a potency of life force that any injury that is not immediately fatal can be ignored; you heal from even dismemberment in a matter of minutes, and less severe injuries you can recover from in only seconds. Even

without healing, your ability to endure pain and continue functioning despite crippling wounds is awe-inspiring even for one of Nurgle's faithful.

Touch of Isha (-600 DP):
Isha, the Aeldari goddess of life and healing, has long been a prisoner of Nurgle, whispering cures to his plagues to the mortals of the galaxy in the time when his attentions do not fall upon her. Her influence has fallen upon your Daemon Weapon, and it its touch has become capable of healing terrible wounds and purifying disease.

You can select any number of Nurglite traits your Daemon Weapon possess to partially invert them. Powers that spread poison or pestilence, now spread healing and purification; acids become cleansing balms, and flies become butterflies that bless and empower your allies. What once spread despair, now spreads hope; what once harmed your enemies, now benefits your allies.

Even the Daemon within your Weapon has been affected by her influence, and can no longer be considered a malign being, nor is it capable of spreading disease anymore.

Tzeentch

Touch of Bedlam (-100 DP):
Concentrated madness has seeped into your Daemon Weapon, and upon touching the enemy, that madness is unleashed. It is not enough to drive them insane on its own, but the cacophony of thoughts and the swirl of lunatic intent is enough to daze even the strongest-willed of foes, even if only for a moment or two.

Devouring Wounds (-100 DP):
Your Daemon Weapon hungers for energy, and feasts upon the life force of those you wound. It takes some for itself, but funnels the rest into you, healing you for a portion of the injury that you inflict onto others.

Blade of Mutation (-100 DP):
Every blow from this weapon twists and mutates the physical form of your victim, inflicting horrendous forms of Chaos Mutation upon them until they are unrecognizable as their former selves.

Eternally-Twisting (-100 DP):
The shape of this Daemon Weapon is in perpetual motion, and you can take advantage of the fluid nature of its form. Your Daemon Weapon can bend, stretch, and twist without losing its strength or momentum, allowing you to land blows that shouldn't reasonably have been able to hit your opponent.

Psychic Discipline (-200 DP):
By the blessing of Tzeentch, your Daemon Weapon has partially opened your mind to the Warp, allowing you to access a subsection of psychic powers as a Psyker. Your mind is protected from the Warp, but because you are accessing your Psyker powers through your Daemon Weapon, you are only capable of using the psychic powers from a single Psyker Discipline, and cannot learn other powers—although you can take this option multiple times for more disciplines.

The five most common Psyker Disciplines are Biomancy, the manipulation of life and biological processes; Divination, predicting the future; Pyromancy, the manipulation of fire; Telekinesis, converting psychic force into physical force; and Telepathy, contacting and controlling the minds of others. However, besides these five there are a multitude of other psychic disciplines, such as Daemonology, Ectomancy, Promethean, Verminspeaking, and Geomortis, which you are free to

choose from. You may take them even if the discipline is normally restricted to a specific subsection of the population, for Tzeentch has no such limitations on his sorcery.

Breath of Chaos (-200 DP):
Your Daemon Weapon has pores along its length that can release great exhalations of warpfire. This fire can burn through flesh, armor, and soul alike with ease… or it can do one of a million other things, because this flame is imbued with the randomness and unpredictability of Chaos. It can transform, it can wound, it can heal, it can debilitate, it can make people forget things, remember things they've never known… it can do nearly anything, but you have no control over what that "anything is". All you have is 9-to-1 odds that the end result of this random effect will work out in your favor.

Warp Blade (-200 DP):
Often, a follower of Tzeentch's worst enemies are his fellow devotees, for those who worship the Architect of Fate are the most treasonous of all the disciples of Chaos. This Daemon Weapon is capable of cutting spells and psychic powers as easily as it can rend flesh, and makes for a potent tool in combat against sorcery, be it to protect yourself or to carry out your own treacherous aims.

Aura of the Sorcerer (-200 DP):
Within a ten-meter area of the Daemon Weapon, all manner of magic, psychic power, or similar supernatural ability originating from within this aura is empowered, increasing in scope and potency by nearly 20%.

Pandaemoniac Discipline (-400 DP):
Through your Daemon Weapon, Tzeentch has gifted you with the powers of a psyker. The Pandaemoniac Discipline you are instilled with knowledge of is one of twisting reality and fate, distorting the world to serve your purposes and controlling the outcomes of other people's actions. You can wreak destruction or bring about creation… however, the use of this discipline risks having one's mind be reshaped by the Warp in turn.

Implement of Wretched Change (-400 DP):
When you slay someone with this weapon, their soul is bound to their body and their flesh is revivified, given new life as it is warped and transformed into a

hideous new form as a mindless Chaos Spawn, forced to obey your commands until the day it dies again.

Seer's Bane (-400 DP):
The edge of this Daemon Weapon doesn't only cut through flesh, but through the mind, as well. It scythes through your victim's minds, erasing memories, cutting down emotional connections, and severing the bonds that make up personality with each blow. Those who wield psychic power are especially vulnerable, and a single blow can completely burn out the consciousness of those who do not have spectacular mental defenses.

Illusive Trickery (-400 DP):
With a thought, you can make your Daemon Weapon surround you with illusions. These illusions mimic not only your appearance, but also your personality and behavior, and will act in believable ways to serve as decoys, making it almost impossible to tell which of you is the true one. And then, even that might not be enough to hit you; by dispelling your other illusions, you can make your form shift and shimmer, making you an incredibly elusive target.

Ninefold Blade (-600 DP):
This weapon does not exist in isolation, but is repeated in different forms in nine by nine dimensions—for a total number of instances of 81. Some are a weapon, though different in appearance and means of injury. Some are flame, some are ice, some are lightning, some are bullets, some are blades, some are explosives… the weapon exists in 81 different forms, and each time you strike at an enemy, they are likewise attacked in nine by nine dimensions; the dimension that inflicts the most grievous wounds is imposed onto your current existence, and they suffer the injury accordingly. Spectacularly effective against enemies that can only be harmed in a single specific way.

Yesterday and Tomorrow (-600 DP):
Your Daemon Weapon has delved into the secrets of the past and the future, and will unveil to you their secrets… in moderation. Each day, it will be willing to reveal 1d9 truths regarding the past or the future, which it will reveal in response to your questions. Unless you specifically act to change the future, these truths are guaranteed to come into being (or, in the case that you ask about the past, have already occurred).

In combat, you may expend one of these truths to gain access to combat precognition for the duration of the battle, letting you see a few seconds into the future to ensure you can make the best decisions in a fight.

Ensorcelled Infinity (-600 DP):
Your Daemon Weapon can dip into an infinite well of power to enhance your magic and psychic abilities. However, it cannot channel all of that infinity at once—any given power used by you can be amplified up to nine times over. However, frequent use will start to damage your Daemon Weapon; using this feature many times in short succession can even destroy it.

Spell Thief (-600 DP):
Your Daemon Weapon is capable of taking control of continuous supernatural effects. After doing so, it can disable them… or, often more usefully, it can steal them to allow you to apply them to your own side of the conflict. Even the powers of other Daemon Weapons aren't protected from this; any manner of continuous or passive ability can be stolen in this manner, so long as it is not a result of the natural order.

Slaanesh

Eerie Beauty (-100 DP):
This weapon has been reformed into a work of true beauty, an aesthetic masterpiece that incites both awe and disconcertment, for such perfection is unnatural and curdles in the minds of those who oppose your will. Those who support you will find the memory of such perfection uplifting, while your enemies will find that it rots in their mind, as their thoughts dance around trying and failing to find some form of imperfection, and the clawing, needling thoughts that it just *isn't possible* will distract them even in battle.

Note that this does nothing to prevent your weapon from also being horrifying. Beauty and horror are by no means opposed, especially not for a weapon of Slaanesh.

Sentient Lash (-100 DP):
A number of wickedly barbed tendrils are attached to, or can be extruded from, your Daemon Weapon. These are not truly under your control, but instead act under the direction of the Daemon within your weapon; they will act to further your will, but can respond with terrifying speed to attacks you never noticed, and will strip flesh from the bones of enemies that think themselves beyond your reach. The pain these tendrils inflict is excruciating in the extreme.

Song of Untold Sorrows (-100 DP):
Your weapon sings a complicated song in battle. The lyrics are in no language spoken by mortal men, but all who hear it know that it is a song of tragedy and woe, even if they cannot place the words. But the tone of the song can vary wildly; sometimes it is joyous and bouncy, at times somber, at times mischievous and lilting. Those who hear it singing will find their mind and attitude affected by whatever the current tone is, but only when it would be beneficial to you. Should it sing it as a rousing marching song, your allies will find their stamina and endurance bolstered; should it sing a heavy dirge, your enemies will slow as their melancholy grows and mood drops. You have no control over how your Daemon Weapon sings.

Unbroken Duels (-100 DP):
Your Daemon Weapon holds one-on-one battles in high regard, and does not brook interfering with them… when others do it, at least. Whenever you have

engaged a target in single combat, and someone else attempts to interfere in that combat, they will find themselves struck with debilitating pain, as though their skull were trying to implode upon itself. If they persist in trying to interfere in this battle, that is precisely what will happen—and on some instinctive level, they'll know that, so few will attempt to interfere until your duel is over.

Mindfreak (-200 DP):
There are strange mental abilities that your Daemon Weapon possesses. Every 6 minutes, it can negate one train of thought from any enemy within 66 meters. It does not know what this thought will be; the ability activates by itself, negating the thought that would be most harmful to you. It might lead to someone not attacking you when they find you vulnerable, it might result in a leader not guiding their men properly, or—most disastrously—it can result in the attempt to manifest a psychic power or cast a spell stopping partway through, resulting in the attempt backfiring horribly on the user in question. Every time someone's thoughts are negated in this fashion, they will grow increasingly frustrated, leading to stupid mistakes.

Blissful (-200 DP):
The barest touch of this weapon on the skin of an enemy afflicts them with soporific pleasure, causing them to fall into a coma of pleasant dreams, in which they will remain until awoken by force.

Mirror of Desire (-200 DP):
Your weapon's every surface is reflective, but it never shows your own reflection; however, it does show that of your enemies… but not the way a normal mirror would. No, it depicts them as something *perfect*, showing them in exactly the way they want to be seen. Anyone who catches a glimpse of their own reflection will become obsessed with looking into it, even forgetting their purpose in battle as they rush to up to you so as to gaze upon themselves. This doesn't mean that people won't fight back to defend themselves, but they'll focus on your weapon to the point that they may very well abandon whatever it was they're actually supposed to be doing.

If someone dies while looking at their reflection, then their reflection will exit the weapon and possess the corpse for six hours, behaving like a loyal Daemonhost,

but without any distortions to their body—as they are truly possessed by their own daemonic image.

Tormentor (-200 DP):
Your weapon is capable of harnessing pain and agony to untold levels, firing off energy in the form of a beam. This attack does no direct damage—it simply inflicts suffering, the most terrible suffering possibly imaginable. Normal humans would die from less than a second of exposure, while those with superhuman endurance would be able to survive for longer—but even they would be paralyzed by the ceaseless agony.

Soulstain Discipline (-400 DP):
Your Daemon Weapon instills you with the dark sorceries known to Slaanesh, making you a psyker. Your psychic discipline focuses on manipulating minds, turning pain into pleasure, loyalty into obsession… subverting minds and souls to your desires, to the point that the physical world starts to be distorted as well.

Discordant Scream (-400 DP):
Your Daemon Weapon can form a mouth to let loose a horrific screech, a scream that violates every principle of harmony. To all who hear it, it evokes pain; but to those directly in front of it, these vibrations cause a destructive resonance within the body, causing people to quite literally shake apart over the course of sixty-six seconds. And not only people, either—even machines will shudder to death under such violent disharmonics.

Torment (-400 DP):
Your Daemon Weapon feeds upon and multiplies pain. Any degree of suffering that it inflicts onto others, it is capable of expanding, creating a psychic influence that forces all nearby enemies to experience this agony as well.

Witstealer (-400 DP):
Your weapon cuts both the body and the mind. After enough cuts, your enemy will be worse than dead—there will be nothing in their mind, and their soul will be completely absent of any personality. It will be impossible to retrieve who they used to be, for everything they were will have been cut out of them. But they can still feel pain. Oh yes, they can still feel it.

Combat Stimulants and the Needle (-600 DP):
Your Daemon Weapon contains a seemingly limitless reservoir that consists of an unholy concoction composed of a multitude of combat stimms favored by the Emperor's Children, altered with daemonic power to be able to affect *anything*, even those that should be immune to any sort of drug. These drugs will heighten combat ability significantly—strength, speed, reaction time, endurance… even one's level of skill and perception of time is increased, allowing even a mediocre warrior to fight beings far above them in ability. There will be consequences when they wear off—the crash is quite horrendous—but there will be no addition.

The stimulants are injected via a long, tongue-like needle emitted from the weapon. But it can also concentrate this drug to even more unnatural heights, to the point that it is no longer in any way beneficial. By injecting these stimms into an enemy, their body will cease functioning a mere second after the hyper-concentrated drugs reach their heart.

Quicksilver (-600 DP):
Your weapon imbues you with impossible alacrity, allowing you to move at speeds beyond most daemons, and allowing you to strike with such speed that people will be responding to your afterimages, not your direct attacks. You can now make two, sometimes even three attacks in the same space that you would normally be able to swing your weapon only once.

Sensory Excellence (-600 DP):
While wielding your Daemon Weapon, your senses are amplified to such an extent that you might as well have been blind and deaf without it. You can see in such a wide spectrum such as you have never imaged, hear things in such detail that you could flawlessly echolocate out to a distance of kilometers, and taste with such exquisite precision that you could fight blindfolded simply by judging how the flavor of the air changed around you.

Your senses allow you to process information faster than is possible. Not only can you hear hypersonic bullets before they approach you, you can even dodge them solely while relying on your hearing. Even in the depths of space, you can still hear, and even in pitch darkness, you can still see. You can smell that which exudes no odor, and feel that which phases through matter.

Duet (-600 DP):
Your Daemon Weapon can make a mirror appear. By reaching into this mirror, grasping your own hand, and pulling it out, you can bring a duplicate of yourself into the world, holding their own copy of your Daemon Weapon. They have all the powers that you possess, but have no motive will of their own; they are piloted by their Daemon Weapon, which is in reality *your* Daemon Weapon; the one you are holding becomes an empty-minded mirror image. Your Daemon Weapon will pilot your duplicate body for as long as you desire; you and your weapon can re-merge into one being at any distance, with either your original body or your duplicate body fading away as the other one becomes “the real you”.

Chaos Undivided

Discordant Fortune (-100 DP):
When you enter battle with your weapon, it will emit waves of entropic energy that disrupt the fortunes of your opponents. Those who face you in battle are beset by ill luck; it's nothing that can't be overcome with time and skill, but in a fight you rarely have time to spare, meaning that this provides a severe advantage in combat.

Embrace the Shadows (-100 DP):
With an act of will, you can command your Daemon Weapon to envelope your form in shifting shadows. This makes it much easier for you to sneak around, but in combat also disrupts clear sight of your form, making it harder to land ranged attacks on you..

Kai (-100 DP):
Your Daemon Weapon may be a remnant of the weapons made on the Forge World of Kai. Your weapon can harness your capacity for hatred and malice, and convert those emotions into Warp-born energy to fire a powerful blast. This is significantly more damaging than a Bolter round would be, although not so strong as a Plasma Gun. Alternatively, your weapon can produce this effect as a weaker, but sustained, beam attack. Either way, it will rapidly chew through armor and can demolish flesh.

Embracing Power (-100 DP):
Your Daemon Weapon is able to briefly empower you, making some physical aspect of you notably more potent, to the point of allowing a normal human to match a Space Marine in physical might. However, while you are benefiting from this boost, you will suffer from some manner of physical mutation. This mutation will fade when you disable this effect. You can take this trait multiple times, each time being able to sustain one additional boost, with accompanying mutation.

Echo of the First Murder (-200 DP):
Your Daemon Weapon has a personal hatred for some group or species… but it isn't very picky about restricting this hatred to its original targets, and transfers the benefits of this hatred unto you. Select one species or faction in the universe of Warhammer 40k. The injuries you inflict upon members of this category are far more severe than they would otherwise be, and the powers you utilize easily

pierce through any defense they can muster against you. Against this group, your actions are simply more potent, to the point that you can tear apart their strategies without trying and ruin that which they have endeavored to build.

In each new jump you go to, you can apply the effects of this perk to a new group local to that jump that most closely resembles the original target of your Daemon's hatred.

Weapon of Shadows (-200 DP):
Shadows have embraced your Weapon, and it is now capable of flickering in and out of reality. This allows it to pass through any defense as though it were not there to directly strike at whatever foe is hiding behind the shield or within the armor, selectively phasing through anything in the way.

Dissolution (-200 DP):
When your Weapon is raised, your enemies fall apart. It simply becomes impossible for enemies who face you to work together. Trained teamwork will fail to manifest itself, opponents who cast buffs on their group will find that their benefits can only be applied to themselves, and beneficial auras utterly fail to support them. Their ability to use group tactics against you is destroyed; they will fight you, not as a group, but as individuals who just happen to be fighting the same enemy.

Forced Possession (-200 DP):
By striking someone with this Daemon Weapon, you can cause the Daemon Weapon to fully insert itself into their body—not physically, but as a possessing force, dominating your target's mind and soul to rule over it and command them as its puppet. You can retract your weapon at any time, at which point the possessed individual will be returned to their previous state, but no doubt heavily traumatized from the experience.

Noctic Discipline (-400 DP):
Your Daemon Weapon grants you access to the tenebrous sorceries used by Be'lakor the First-Damned, making you a psyker. You can conceal your allies in shadow, then rapidly transport them across the battlefield. You can turn negative emotions and experiences into razor shards that shred the soul, and can call forth the shades of the dead. You can even transmute solid objects into shadow,

rendering them immaterial. This is but a taste of what the Noctic Discipline can accomplish.

Ether (-400 DP):
The Daemon Weapon you now wield has a closer connection to the Warp than most, and is capable of drawing upon its power to fire bolts of raw Warp energy that inflict hideous damage; actually touching someone with the weapon, however, can be used to utterly consume an enemy's body with Warp Energy, reducing them to nothing.

Dreadaxe (-400 DP):
Your Daemon Weapon is blessed by the Chaos God Malice. It is now a weapon that, despite holding a Daemon itself, is meant to bring destruction to daemonkind. It pierces through the defenses of Daemons as though they weren't there, and any daemon slain by this weapon isn't merely submitted to True Death; they are absorbed, every drop of their existence consumed by your Daemon Weapon to make itself stronger.

In future settings, this will apply to any "hellish" or spiritual entities.

Foepiercer (-400 DP):
There are many enemies, in this setting and others, that can only be harmed in specific ways. Perhaps they are only vulnerable to a certain type of material, or can only be harmed at certain times, or in certain places, or by people of a certain bloodline. But no matter what the enemy's defenses or how esoteric their protections, nothing can protect them from being harmed by your Daemon Weapon. Whatever qualities may be needed to harm someone or something, your weapon is treated as having those qualities while trying to hurt them.

Shadows of the Dark Master (-600 DP):
Your Daemon Weapons control of shadows is absolute, and it gives this power to you. You may make shadows solid, use them to grapple enemies at a range, turn them into shields and blades. You can envelop yourself in shadow to travel to any other shadow in sight.

Goal of the Dark King (-600 DP):

Should the Dark King ever come into existence, that is it; the end of everything. Your Daemon Weapon allows you to actualize a small part of this end goal, and utterly unmake a small area from existence. It is up to you whether this leaves a void behind like a wound in the world, or if the rest of reality seamlessly fills in the space like it was never gone. Once per decade, this ability will activate on its own to "unmake" your death in the event that you should die.

Perfect Chaos (-600 DP):
You can erase all laws, all inhibitions, and all order from an area as large as a battlefield. Order, structure, and the chain of command disintegrate as all the individuals that make up an army become individuals again, rather than part of a group; most armies will rout within minutes, as few people would fight an army without an army to support them… and your opponents are no longer allied together. People will act on their impulses, on old grudges and new friendships, and behave in ways they would never have imagined if they were in their right minds. Chaos shall reign.

Slay the Spirit (-600 DP):
When you strike a vehicle or machine, you can use your Daemon Weapon to kill its machine spirit. This is the driving, motive force that causes a machine to actually perform its function; when the machine spirit is slain, the machine simply will not function the way it is intended to. Uniquely, this will work even when you travel to universes where machine spirits don't exist; all manner of technology can be "killed" in this fashion.

Notes

This supplement is strongly inspired by saiman010's Daemon Weapons of Chaos supplement of Age of Sigmar. However, there are a few parts of that supplement—especially the Lores—that don't really fit into Warhammer 40k. So I wanted to make a supplement to account for that, considering that we intend to release some jumps where you get a Daemon Weapon.

Now written with advice by saiman010.

Daemon Engine has a couple of special interactions with other features. If taken with Weapon of Many Forms, you can import a different vehicle into form if you so desire. If you take this with Twinned Weapon as well, your Daemon Weapon will be able to manifest in multiple different forms at once. If you use this to make a normal Daemon Weapon form and a Daemon Engine form, you could make a Daemon Engine that wields its own Daemon Weapon form as a weapon.

Changelog:

- Version 1.0:
    - Spelling and grammar corrections
    - Added an explanation regarding Daemon Engine interactions in the Notes section.
    - Explained that the Daemon is more capable of multitasking if you take Twinned Weapon
- Version 0.6:
    - Forgot what changes I made? This is when I actually posted the jump.
- Version 0.5:
    - Created jump