# Warhammer 40k Night Lords Jump

"*My sons, the galaxy is burning. We all bear witness to a final truth -- our way is not the way of the Imperium. You have never stood in the Emperor's light. Never worn the Imperial eagle. And you never will. You shall stand in midnight clad, your claws forever red with the lifeblood of my father's failed empire, warring through the centuries as the talons of a murdered god. Rise, my sons, and take your wrath across the stars, in my name. In my memory. Rise, my Night Lords.*"

— Primarch Konrad Curze, at the final gathering of the VIIIth Legion

--AVE DOMINUS NOX--

NIGHT LORDS JUMP

by mintymosko (u/MintyMosko)

The **Night Lords** were originally the VIIIth Legion of Space Marines, created by the Emperor of Mankind during the First Founding. They were used to punish those who believed the sins of Terra's barbaric past could continue on into the Imperium's rule.

They fit well into this purpose, as their first recruits were brought in from Terran prisons deep beneath the ground of the hive cities above, where only the strong and ruthless survived. These pale children held beliefs towards moral absolution and had the drive to enact retribution.

This was even further compounded when the Emperor found their Primarch, Konrad Curze, on his home planet of Nostramo. He had already become a dictator, ruling with an iron fist that crushed criminals beneath it, personally hunting down any who he deemed evil and killing them. Eventually, over the years, and the recruitment from Nostramo as the Legion's new homeworld, the Legion adopted his idea of justice which fit in with their own ideals.

The Night Lords' Primarch was plagued by visions of a terrible future, often accompanied by anguish and despair alongside genuine physical pain from the psychic backlash, leading to his psyche eventually breaking, to the point where his brother-Primarchs believed him to be too unstable to be trusted, assigning him guards to ensure he wouldn't make any rash decisions after he had already engaged his brother Rogal Dorn in combat at one point due to Dorn taking offense to the fact his brother's visions foretold their Father's empire falling apart at the seams. But, this ultimately led him to more hatred for his brothers, whom he had already been distanced from greatly.

He broke away from the guards that were assigned to him to keep control of him, killing them and leaving behind a trail of bloodshed. Which led right to Nostramo, which had fallen back to

its dark and criminal ways in his absence during the Great Crusade. The only thing seen when Imperial pursuit crafts arrived was the Night Lords' starship firing into the weak points of Nostramo, destroying it.

After the destruction of his homeworld, Curze had truly lost everything he had, having no connection to anyone beyond his gene children of the Night Lords, whom he already hated due to viewing them as the very criminals he sought to destroy from Nostraman society. He became disillusioned, believing the Emperor to be a hypocrite for criticizing Konrad and his Legion for the destruction of their homeworld despite using military power to enact the forced unification of lost worlds of Humanity into his Imperium, and destroying those who refused to comply. He had been separated from his brothers greatly by their past actions against him and his Legion, alongside his constant visions that plagued him and forced him to remain in his chambers for hours at a time, further alienating him.

And so when Horus Lupercal, another of the Primarchs, initiated his galaxy wide betrayal against the Emperor and his Imperium, Konrad joined the side of Chaos alongside his brothers of the Traitor Legions. He and his Legion enacted a brutal attack on many Imperial worlds, slaying entire armies alongside their kin, destroying the cities of the enemy and displaying their broken corpses to warn their future enemies of the fate surely coming for them.

The Legion was already marked traitors, and this furthered their hatred, which got even worse after the final straw of Konrad Curze's death at the hand of a Callidus Assassin, the failure of the Horus Heresy, and the fleeing of most Traitor Legions into the Eye of Terror, the Legion broke up into a large amount of Warbands similarly to the other Legions which had turned to Chaos, becoming marauding pirates and murderers that slayed with no purpose beyond profit and bringing 'justice', and even then some of their ranks threw aside justice, embracing the sadistic ways of their Legion merely to slake their thirst for the blood and fear of their enemies.

And, for the next 10 years, you shall relish in the same bloodshed as your brothers, as one amongst the ranks of the **Night Lords**.

Take 1,000 Chaos Points (CP) for your murderous, edge-lord journey.

--AVE DOMINUS NOX--

# BACKGROUND

The forces of the Night Lords are taken up by two main forces in most warbands. You have a choice between the two, but... Let's be honest. We both know which you're most likely going to pick.

**Slave (Free)**
Despite their notoriety for being terrifying wraiths only motivated by sowing fear in their enemies and murdering everyone with no mercy, the Night Lords do indeed have slaves. These are humans they capture from outposts they destroy most commonly, using them as a replacement for the Chapter Serfs they lost access to after their betrayal of the Empire. As a slave, you'd serve the Night Lords loyally (or not?) in the tasks they are too 'good' for, ranging from the maintenance of their weapons and armory, to useless tasks like counting every seconds due to chronometers not functioning in the Warp that the Night Lords often call home. As a slave, you are most likely weaker than your demi-god masters, but you assist in running the Legion's warbands. Just hope you ended up with a band that treats its slaves with some respect at least.

Choose your age and gender freely, although your age obviously must make sense. Can't exactly be a 300 year old human in this world without access to the youth-granting procedures the Imperials offer to their loyal servants. Or you can, if you have an immortality perk I suppose.

**Astartes (Free)**
Here they are. The cream of the crop, hand picked by the Emperor to be given gene-therapy and implantation of the gene-seed of their Legion, derived from one of the 20 Primarchs. You, in particular, have received the gene-seed of Konrad Curze, the Night Haunter, inheriting the pale skin and jet black eyes of your Primarch and the Nostramo people (or perhaps not, if you have something to edit your appearance). You were implanted with 19 organs that grant you superhuman abilities, turning you into a 7 foot/213 cm, roughly 800 pound/400 kg (outside of armor) transhuman warrior capable of caving in a fully grown human man's chest with a "light" punch, and clearing ten meters and vaulting a room wide table before a human heart could beat once. (That is, for named marines.)

Whether you're one of the original Night Lords from the Great Crusade who was able to survive due to Warp time-fuckery, or a new recruit into their ranks from their marauding across many worlds, you have been fully implanted with the gene-seed of your Legion (or perhaps another stolen from Loyalist banks) and all of the organs, officially making you a Chaos Space Marine of the Night Lords Legion. None of that neophyte bullshit here. Unless you want to write that in yourself, that is.

Choose your age and gender freely. Explaining why you're a female Astartes is up to you. Astartes have far more lenient age rules due to being functionally immortal, some of their kind being in the thousands of years old. As a Chaos Space Marine, Warp fuckery has messed with your age most likely, meaning you could be 10,000 years old from the Horus Heresy if you'd like! Obviously, no going before the Great Crusade, as that is when the first batch of Astartes were made. It should also be noted that while your body will not age into entropy if you're active, it may still lose some of its effectiveness after thousands of years, and your mind is also fully capable of eroding away into insanity from millennia of living without social interaction. But

hey! You'll live (probably) forever so long as you don't die in combat, stay active, and talk to your buddies!

# STARTING TIME

By default, you start right after the end of the 13th Black Crusade enacted by Abaddon the Despoiler, but you can also choose to start at the beginning of it, to participate in it.
You can choose your starting time freely from the below options if the two above do not appeal to you.

**The Great Crusade (798.M30 - 005.M31)**
Fight for the Imperium, conquering worlds, fighting the Empire's enemies, and bringing peace to humanity as everyone united under the Emperor's rule. Little do you know (or maybe you do?), a great, horrific event is coming up that will shatter both the Empire and your Legion. Will you prevent it, or feed into it? No idea why you'd want to be a Loyalist Night Lord considering all of the perks of this jump are based on post-Heresy Night Lords, but to each their own.

**The Horus Heresy (005.M31 - 014.M31)**
Join your gene-father in the betrayal against the Imperium for what they have done to both him and your Legion, or opt to stand by the Imperium despite almost none of your brothers doing the same? Nostramo has been destroyed prior, leaving you as a fleet-based Legion. You can participate in the biggest fights that decided the very fate of the Imperium, and perhaps change what occurs for better... or for worse. Unlike the rest of the Legions, the Night Lords were not present for the Isstvan III Atrocity (for the most part), so you won't need to avoid being virus bombed by Horus if you're a Loyalist. You will need to worry about being beheaded by your former brothers of your Legion, though.

**The Terrible, Horrible, No Good, Very Bad Black Crusades (781.M31 - 160.M41)**
See, Abaddon may be considered by many a living plot device, but he doesn't always win. On the contrary, he practically always loses. 12 Black Crusades, to be exact. And even then, the 13th did not destroy Cadia. You can join in on one of these many Black Crusades like the Gothic War, perhaps helping Abaddon to win one that he would have failed otherwise?

**13th Black Crusade (999.M41 - Unknown)**
The first 'successful' Black Crusade. Abaddon the Despoiler blasted into Cadia, unleashing a devastating war upon the planet and the surrounding worlds. Despite the resurrection of Ultramarines Primarch Roboute Guilliman, Abaddon managed to strike down upon Cadia and its forces enough to force the majority into retreat, exploding open the Great Rift, dividing the entire Imperium in half. This must be the greatest opportunity for a Night Lord, enabling them to pillage, murder, and overall celebrate in their own sadistic way without fear of repercussion.

Plus, matching the targeting the weak shtick of Night Lords, you've got plenty of alone Imperial groups that are ripe for the slaughter!

**Some Other Time...? (???.M?? - ???.M??)**
Perhaps you have a fanfic you want to insert into, or a novel not covered within these above timelines. Or, you just want to make up your own events without taking into account the events happening around it. This is the option for you. This must be after the Great Crusade at the very least, unless you have some way to time travel or the like.

# LOCATION

The Night Lords are split up into many Warbands that often operate out of their starships, so your starting location is entirely pointless. By default, your ship, depending on the era you chose to start in, will be floating near any location you want, so long as it makes sense. A Night Lord ship would be shot clean out of the sky if it were near Cadia after the Heresy and prior to the 13th Black Crusade's completion, same for many Loyalist worlds with high levels of tech and awareness of the Traitor Legions.

PERKS
Usual discount rules. Origins / backgrounds get their 100 CP perks for free, and the rest are discounted to 50%

# GENERAL PERKS

**Nostramo's Blackened Eyes (Free to All)**
As either an Astartes or Slave of the Night Lords Legion, you will, absolutely invariably, be bathed in darkness the majority of the time. Most Night Lord ships remain in absolute pitch black beyond the dullest of emergency lights that are even powered down themselves. For that reason, to be able to see, you need incredible vision. With this perk, you can see in even the darkest of areas as if it is under the sun at noon. You could see clear down a pitch black hallway while the human across it could not see a thing without shining a light down it. How terrifying it will be for him when his light finally flickers to life and you are already swinging towards him with your blade.

**Nostramo's Flowery Tongue (Free to All)**
Not exactly unique among the legion, most space marines learn the languages of the Homeworld of their Legion / Chapter. The Night Lords speak the Nostraman tongue almost exclusively unless communicating with those unaware of it. And now, so will you. You know Nostraman and can fluently speak it. Alongside this, you gain a minor boost in learning languages in the future, bringing the required time down to about half it was before. Nostraman

is a hard language to learn compared to most, so learning those easier than it shouldn't be much of a struggle!

**Combat Trained (Free to All)**
Night Lords kill and fight. Even if you are a lowly slave of the Night Lords, it is most likely you at one point will be marched into combat, and the Night Lords don't want to waste any hands capable of enhancing the killing. You are trained in the art of combat to enable you to kill an Imperial Guardsman at the least in hand-to-hand / melee combat, whilst also having enough Marksman skill to pick off a group from a good distance away, so long as you can perceive their movement. Astartes taking this perk are granted enough skill to at the least take out another (basic) Astartes in hand-to-hand & melee combat, with their marksmanship being boosted similarly, their heightened senses and autosenses in their helmets making this skill far more powerful than a Slave taking this.

Also, if you are not an Astartes and take this, you are granted a guarantee that you will at the very least be skilled enough at running and dodging to avoid being murdered by any other Astartes your warband may initiate combat with, so long as you don't stick around too long. Actually being able to kill them or harm them is another matter.

**Panoply of Chaos (-50 CP, Free to Astartes)**
Let's be honest. Part of the appeal of Chaos is the look it has. The Imperials have some drip, sure, but the Night Lords? Black Legion? World Eaters? That's where it's at. With this perk, you can customize any of your items to match the aesthetic of the Traitor Legions, granting them an 'alt-form' that matches the Night Lords in particular. This applies to any clothing, weaponry, armor, etc. Basic items may benefit from this in the form of Night Lord emblems engraved into them. A nice white cloak may become a deep midnight blue, with a network of lightning bolts across its surface like the armor of the Night Lords. A sword could gain iconography of skulls with bat wings along its handle, the blade blackening. It's up to you, but it must match the Night Lords.

**Servants to None (-50 CP)**
The Night Lords are pledged to no Chaos Gods. Unlike the other Traitor Legions, they also have next to no mutation. That is because they are not exactly 'servants' of the Dark Gods. They merely revel in killing, and only hold loyalty to themselves, and themselves alone. You are highly resistant to mutation from Chaos, or similar corrupting forces, and you are also considered at the very least bearable to even the most evil of forces so long as you haven't done anything to slight them. You couldn't just stroll into an Imperial camp if you participated in the Heresy on the Traitor side, but you won't be randomly attacked by a Thousand Son sorcerer just because you aren't pledged to Tzeentch. After all, the Night Lords are hired by many of the Traitor Legions despite not serving the Chaos Gods.

**Prey on The Weak (-100 CP, Free to Astartes)**
The Night Lords seldom voluntarily choose to attack a force stronger or equal to them. They choose to strike fear into the heart of weaklings they can take with ease, reveling in torturing the weak who can't do anything to defend themselves. Slaughtering defenseless citizens. Hanging Guardsmen who had no hopes of standing up to a Chaos Space Marine from trees. And now, so can you. Whenever you attack a foe that is weaker than you in combat skill, general strength, or strategic ability, your own abilities boost up a little. For example, if you were to attack a camp of Catachan Jungle Fighters, equipped enough to at least maybe have a chance of killing you, your abilities will jump up to make them killing you a very rare possibility they'd need to get very lucky for. This increase in skill remains. The more weaklings you kill, the stronger and stronger you will get.

Secondarily, whenever you are forced to face against a foe equal to you, you are granted the slightest of edges over them, allowing you to slightly eclipse them and come out on top most of the time. That is not to say this makes such a fight easy, though. It will still take a long time, and they may even win, you just are less likely to draw it out into a battle of attrition or die outright against them. This perk does not work on individuals stronger than you in the aforementioned aspects, so you'll still need to remain careful of them.

# SLAVE PERKS

**Human Physiology (Free to Slaves, CANNOT be taken by Astartes)**
You may be wondering why this is a perk. It's a given you're a human! Yes, but this exists to balance out the Astartes having Astartes Physiology.

As a human, you are highly adaptable, capable of surviving in practically any type of world, But this is not what makes being a human so strong in this world. As a human, you do not stand out. Practically at all. In a Hive City, you would not be noticed among the crowds even if you were a mutant. Unlike the giant form of the Astartes, you blend in properly. If this is a worthy choice over the 19 super organs granted by being an Astartes is up to you, but... It's kind of hard to balance this when Astartes are qualitatively superior over humans in effectively every way that matters.

With this perk, you will be at least as physically strong as an actively fit member of your sex and age.

**Idle Hands are Tzeentch's Plaything (-100 CP, Free to Slaves)**
The Demi-God Astartes have no time to put on their armor themselves, or tend to useless things like cleaning around the ship. That is the job of a slave / serf. And so that is what you excel in! You are capable of the majority of mundane tasks expected of an Astartes servant (a Slave or Chapter Serf), ranging from cleaning your master's armor, helping them suit up,

tending to their weaponry, and as mentioned earlier, simple servant tasks like cleaning around the ship. You perform all of these tasks to a masterful degree, enough for even a member of the Emperor's Children to struggle to find something wrong with how you performed. You are also guaranteed to never become bored from mundane tasks such as these ones, always finding happiness in such small actions, for the battle-brothers of any Legion can not march into battle without the assistance of their servants.

**Delivered From Fear (-200 CP, Discounted to Slaves)**
The Night Lords are a terrifying sight to behold, even on their side, as they rip through their targets, grinning and laughing all the while through the bloodshed. It is even more terrifying to be walking amongst your Legion's ship, only to be jumpscared by one of the sadistic murderers you witnessed slice a man limb from limb just hours prior standing right outside of a door. Due to your years of service beneath these horrifying fear mongers, you have become immune to the emotion of fear. You cannot be scared by practically anything short of a Chaos God manifesting in front of your eyes, thus rendering entities that feed off of your fear weak against you. You can still feel uneasy, and your fight or flight instincts are unaffected. You won't suddenly think you can handle a Tyranid rushing you, jaw open, claws slashing, but you won't piss your pants at its approach. Night Lords may unfortunately find you boring if they're unable to scare you, considering they can hear your heartbeat. Perhaps it's a good thing, considering they tend to murder anything they can scare.

**An Astartes to A Guardsman (-400 CP, Discounted to Slaves)**
An Astartes compared to a Guardsman is a gigantic gap of difference, to the degree where almost every human looks unremarkable and weak compared to them. As a slave surrounded by Astartes, you are seldom noticed before your gigantic allies. In combat and in general, you are very skilled at remaining a lesser threat, most foes deeming other bigger threats as more dangerous. If you are joined by an Astartes, all of the Orks would fire at him, opting to take him down before they get to picking you apart bit by bit. In crowds, you can blend in perfectly, becoming effectively a ghost to all of those surrounding you. This can certainly help to avoid being blown apart the second you are noticed to be the only one lacking Power Armor among the worshippers of Chaos by the Loyalists.

**Monkey See, Monkey Do (-600 CP, Discounted to Slaves)**
Being around demi-god warriors for so long, you're bound to pick some stuff up, aren't you? You are able to pick up most skills you perceive very quickly. Watch a pilot navigate their way through an asteroid belt, and you'll be able to pull that off next time the pilot's preoccupied with a bolter round blowing his head open from the Loyalist on board! Watch an Astartes fire a gun with incredible skill, and you could pull of feats of marksmanship like that! You won't be able to carry a Bolter and fire one by watching an Astartes do it, but any skill that you could reasonably learn with training is far easier to learn through observation for you. Watch a woodworker carve

a bird from a log and you could pull it off too! After all, a slave must expand his repertoire lest he fall into irrelevancy, and become the next skull hung from his master's belt, right?

**Next Best Thing (-800 CP, Discounted to Slaves)**
See, when an Astartes goes to war, they effectively ALL go to war. There isn't just a dude named Jerry allowed to chill back at the base. Or, I suppose I should specify. That dude named Jerry isn't an Astartes. He's a slave / serf. When the Astartes run off to combat, it is up to their servants to protect their fortresses, man the turrets of their vehicles, and keep the doors shut and locked up.

So, when it comes to combat, you are the next best thing to an Astartes to help in this. You aren't on the level of an Astartes, but if a group of Chaos Guardsmen decided to try and ransack Jerry's fortress while all the Astartes are gone, and he has this perk? Let's just say those guardsmen aren't making it out alive, most likely.

This perk effectively boosts Slaves up to just below the Astartes level of Combat Trained. They will be able to actually defeat an Astartes in combat, but it would take some trickery and careful play. It also grants physicals just below that of an Astartes, as if you have went through the pinnacle of biological editing below actually becoming an Astartes yourself. You're strong enough to break a man's neck with a chop of the hand, and attack faster than a human's eyes could reasonably perceive. Still can't no-sell a bolter round to the chest without armor, though.

# ASTARTES PERKS

**Astartes Physiology (Free to Astartes, CANNOT be taken by Slaves)**
What makes an Astartes so fearsome and powerful is not just their skill in combat, but also the fact they are super-human. They are stronger, faster, and more durable than any human out there, and have incredible intellect (most of the time) alongside combat skill refined through potential centuries of service under the Empire and/or the Chaos Gods. An Astartes can hear a man's heartbeat at a kilometre out, smell citrus in a glass of alcohol 20 kilometres out, and decipher a conversation through the vibrations on a soundproof window. This is all before mentioning the actually important aspects of their superhuman abilities.

An Astartes' healing factor is potent enough due to the implantation of Larraman's Organ that a gigantic piece of shrapnel could leave a massive gash into their body, and upon removal, the wound will clot and scar tissue will form effectively immediately to prevent bleeding out and infection. It can re-knit shattered bones in a few minutes, and there has even been a case of one Night Lord Astartes surviving with his head stripped down to the bone. Wounds like severed hands, gouged eyes, and punctured lungs are considered 'minor' to them, while they'd debilitate or kill a normal man.

An Astartes' physical abilities are incredible. As mentioned before, a human cannot hope to stand up against an Astartes in honest combat, even unarmored. They are strong enough to literally pull a man in half overhead, lift more than most men could with their whole bodies with their index fingers alone, fast enough to draw their bolters and fire in less than a second, and durable enough to not feel impacts that would shatter a normal human's skeletal structure. This all comes together to turn them into warriors that could take down potentially entire regiments of Guardsmen. [See Notes]

They are also implanted with 19 organs that grant them further abilities and are the source of those aforementioned senses, healing abilities, and physical abilities. The Primaris Space Marines also have an additional 3 organs that make them stronger than their Firstborn brethren, but due to your status as one of the Traitor Legion members, you do not have access to the procedure that turns a Space Marine into a Primaris Marine... Yet, that is. If you're interested in all of the organs, either look at the Warhammer 40k wiki, or see [Notes] at the end of this jump.

As a member of the Night Lords, you also possess the pale skin and pure black eyes of the Nostraman people, alongside far superior vision in the dark than even other Astartes. You also possess an innate 'Preysight', enabling you to see in the infrared spectrum, perceiving your targets in thermal coloring.

When you acquire this perk, you are granted all of the organs at full functionality, and this functionality will not diminish. For example, some older Astartes' Betcher's Glands have dried up, making it impossible for them to spit acid. Such a thing will never happen to you, unless someone rips the organ out of your very body.

**Fear Never Fades (-100 CP, Free to Astartes)**
The Night Lords have adopted to the modus operandi of their Primarch without fail, as they thrive in sowing fear and confusion among their enemies. They are masters of stealth, able to infiltrate a position silently and quickly despite their massive suits of armor. And then, as soon as they set into position and see a favorable assault that meets the standards of their slaughter, they explode into sudden, shockingly brutal ambushes or unconventional attacks that sow chaos among their foes. And just like them, you can pull off the same.

You are incredibly skilled in sowing fear and discord among your enemies. Your mere presence is enough to send a trained guardsman screaming and running to his superiors, while even the most brave will have to steel their resolve before trying to take a shot at you. With actions, this fear is brought up even more. You know the most brutal methods of murdering a living being and displaying such actions, enough to make even the most hardened Inquisitor recoil at the sight of the corpses left in your wake. You know how to produce the paraphenilia often used by the Night Lords, having the skill to clean a skull of all its flesh to use as a souvenir, or the preciseness to remove the face of a victim to stretch across your pauldron. You are also highly skilled in stealth, able to slink into positions that are heavily protected without notice, striking

only when you deem an ambush worth it. It is rare that a being not intended to be killed by a Night Lord sees them, for to see them is to know that you are one of their many targets in their games of slaughter.

Let their fears defeat them as everything falls dark.

**Let Ten-thousand Howls Promise Ten-thousand Claws (-200 CP, Discounted to Astartes)**
As fear mongers, the Night Lords will use any method possible to hear the heart rate of their target spike, to get that rush of knowing that fear, the most true emotion of the soul is being brought to light by your presence and actions. Most notable of which is related to the communications of their targets. It is common practice for Night Lords to cut off a target planet from communications, preventing help from arriving as they revel in the slaughter. It is also common for them to broadcast hideous messages and screams into the vox-channels of the enemy and through the vox grills of their helmets, disrupting important chatter and rupturing any unprotected eardrums in the vicinity, enabling them to slaughter the hunched over victims of these attacks.

And just like them, you can pull off such actions. With this perk, you gain incredible skill when it comes to disrupting enemy comms, to the point where it's as if your mere presence nullifies and attempted calls for help or chatter, even able to broadcast your own messages over their lines to whisper threats into their ears. Hell, perhaps that is the case due to the Warp. No one knows but you. Alongside this, like the rest of the Night Lords, you can unleash devastating shrieks, able to perfectly control your voice into a cacophony of screams of your victims, generating enough volume even without your helmet to rupture eardrums and stun foes. Corpse-Emperor knows what you could pull off with the voice-enhancing vox grill of your Power Armor's helmet...

For this, due to your perfect vocal control, you can replicate voices perfectly without fail. This is, obviously, to be used to replicate the last screams of a man's wife before you beheaded her, or the screaming agony of a guardsman as you removed the skin from his arms. You crazy edgelord fuck.

**As The City is Wreathed In Its Final Night (-400 CP, Discounted to Astartes)**
As a Night Lord, you belong to and own the night. Easy equation, right? So it is natural that you strike from the darkness, only your glowing red lenses warning your foe of their impending doom. When you strike from the darkness, or simply remain within the dark, you may find your strength growing to double. If you were to strike hard enough to slice halfway through a foe's body, attacking from the dark would allow you to sever them completely in half. If you were able to launch a blade 30 meters with a throw, you could manage 60 from the darkness lingering over a Hive City street.

This can be natural darkness, supernatural darkness, etc. So long as you are fully immersed in darkness, you will find it empowering you to slay your foe, and to bring forth the most natural of

all fears; the fear of the dark.

**Can You Taste Their Fear? (-600 CP, Discounted to Astartes)**
Night Lords are sadistic, getting more motivated with each shriek of their target, each face carved from a corpse, each skull hung from their shoulders. And alongside this, they gain even more ideas for how to kill the next. But you are on the next level.

You can quite literally consume the fear of those you scare, devouring it and using it to empower and heal yourself. The more fear you eat, the stronger you get. If you manage to truly scare a being to death (a heart attack or something of the like), or kill them whilst they are at the pinnacle of terror, you can consume practically their whole being, gaining their strength and knitting the wounds that have been laid upon you that your already high level of regeneration couldn't fix. You do not gain the abilities of the foe, but their physical abilities stack onto your own. This addition is permanent.

It should be noted the stronger a being is, the far harder it is to scare them, obviously. You couldn't scare a Primarch to death, but a random Imperial noble child wouldn't be a struggle in the slightest. Perhaps even walking up to them would send them reeling into cardiac arrest.

**Curse of The Gene-Father (-800 CP, Discounted to Astartes)**
You suffer the same curse as your Gene-Father, and the notorious Soul Hunter of your Legion, although yours is beyond the Soul Hunter, equal to your gene-father's. The curse of psychic foresight. You will be granted prophetic visions that pierce into your mind, showing you the worst possible futures and what leads to them, allowing you to potentially avoid them, although most of these visions tend to be self-fulfilling. You may very well see your own death at the hands of an assassin hundreds of years in the future at the beginning of your journey as an Astartes, but these visions are not limited only to your future. They are sights into the true future: You could perceive the arrival of a Daemon Primarch into realspace years before it occurs despite you not even being there when it occurs.

Why is this foresight of incredible power a curse, you may wonder? Because when you take this perk, for the duration of this jump, you must take the **It Was A Curse, To Be A God's Son** drawback at no point gain. After the jump finishes, you will no longer be assailed by this drawback and its effects.

Although you must suffer through incredible pain, you may be able to see the very path through the grimdark universe that leads to true salvation for the Imperium. What that may be, though... Only you, and your dead gene-father could tell.

ITEMS
Usual discount rules. Origins / Backgrounds get their 100 CP items for free, while the rest are discounted by 50%.

You can freely import items into other items with similar roles (armor to armor, clothes to clothes, weapons to weapons, etc) to gain their appearances and/or capabilities.

# GENERAL ITEMS

**Armory of Chaos (-50 CP for the other Background's version, Free for own Background's version)**
You're about to march into a universe of nothing but war, your only respite being the brief period between one battle and the next. And if you want to survive, you most likely can't march out there with just your fists and expect to emerge from the battle alive. For this reason, you need weapons. Weapons that this purchase provides.

Slave's Armory: The slaves of the Night Lords are granted weaponry to at the least defend themselves if they're brought into combat or attacked. You gain a loadout with a primary consisting of an unmodified Lasgun, a secondary consisting of an unmodified Laspistol, and a melee consisting of a monomolecular combat knife. These should be good enough to hopefully keep you alive against most human foes. Buying this as an Astartes (at your choice) will size up the weaponry for your frame.

Astartes' Armory: The Astartes of the Night Lords have access to the Chapter's Armory the majority of the time, and so have far better weaponry. You gain a loadout with a primary consisting of an unmodified Phobos Pattern Bolter, a secondary consisting of an unmodified Bolt Pistol, and a melee consisting of a monomolecular Astartes Combat Knife. You'll certainly survive with these, so long as you keep your head on straight. If you purchase this as a Slave, the weapons will be downsized to stop the bolter from shattering your arm with the recoil.

**Exotic Weapon (-100 CP, Undiscounted)**
Do you want a weapon not from above off rip without needing to scavenge or build it? Well. This is your option. Want to get yourself a nice Flamer? Here it is. A Meltagun to turn any Astartes facing you into molten slag and burning flesh? There you go! A Chainsword to rend your way through rushing Tyranid's chitinous exoskeletons? Rev away. This option covers the majority of common weapons used by the Imperium and Chaos you could have reasonably looted. When it comes to Alien weaponry, you're gonna need to find that for yourself. Some weapons are covered later in this section, though. Those covered later are unpurchaseable by this option. The same goes for Relics and specific weapons only used by certain Legions. For example, you can't use this to buy the Emperor's Sword, obviously.

# SLAVE ITEMS

**Tools of The Trade (-50 CP, Free for Slaves)**
As a slave responsible for maintaining the weapons, armor, and quarters of your demi-god masters, you naturally need the tools to do so. Having to run from room to room on the ship to fetch them is a waste of both your time, and your master's. For this reason, you get this bag / box, or any container of your choice, effectively. When you reach into the container and think of a mundane tool (a hammer, a brush, a drill, etc) you will produce it from the bag when you remove your hand. This container also holds multiple chemicals for varying things, like cleaning, paint removal, staining wood, metal, etc. These are all completely mundane, having no special effects to them beyond potentially being toxic. It also comes with the proper protective gear inside to keep you safe from said chemicals! How generous of the Chaos Gods!

**Flak Armor (-100 CP, Free for Slaves)**
Don't ever say your masters didn't provide for you! Here's some Flak armor scavenged from the corpse of a guardsman! Just a little bloody, but nothing some water and elbow grease won't fix. Flak Armor is manufactured from multiple layers of ablative and shock-absorbent materials that are primarily ceramic in origin and are intended to deflect and absorb the kinetic energy of a weapons strike or blow. The armor provides little protection from a direct weapons strike, though the protection it provides is sufficient to deflect damage from shrapnel, adjacent, though not direct explosions, and ricochets. The ablative properties of its ceramic construction are also excellent at heat dispersal, thus providing a small measure of protection from glancing hits with directed energy weapons like Lasguns.

For an extra undiscounted 100 CP, your master will instead slam down a set of Carapace armor onto your workbench, telling you that it's yours now. Carapace armor is denser and heavier, thus allowing it to take far more punishment. It provides the wearer a much higher chance of surviving a direct impact with standard small-arms ballistic rounds and laser strikes, though it does little to protect against stronger heavy weapons.

**Corpse Starch (-100 CP, Discounted for Slaves)**
In Hive Cities, like Necromunda, there is a lot of death. Gangs, mercenaries, assassins, and murderous young nobles seeking to prove themselves run rampant, leaving behind corpses. But the Imperium does not waste! Even in death, these useless beings can be blessed by the God-Emperor and turned into a nutritious meal to keep the living going! That is Corpse-starch!

Your warband somehow made it into Necromunda, killed some members of the Corpse Guild, and just... Left? Don't ask me why they did that. The warband leader had just went through a bender with an Emperor's Children Warband leader (that he was forced into), so... Better to not talk about it. They took their gear, and since they didn't need the Corpse-starch (or want it, for that matter), you were given the giant bag of Corpse-starch.

You have a 90 pound bag of Corpse-starch that is effectively tasteless, but nutritious. It will keep you alive and functioning. Alongside this, you have an automaton that has a chest full of

saws, drills, and pretty much any spinny, grindy thing you can think of. With its spindly arms only made to drag the rest of its body around and pull corpses into its chest, it is fit for only one purpose: Grinding corpses into corpse-starch to make more. Your masters disapprove of you degrading their art of torn apart bodies left behind for the next to stumble upon them, but a person needs to eat!

**Shock Maul (-200 CP, Discounted for Slaves)**
An Ultima Pattern Arbites Shock Maul, torn from the tight hands of the corpse of an unlucky Arbite on a Penal World your demigod masters decided to attack. This was originally used for discipline against the 'workers' in the world's prison, but now in your hands it is merely another weapon.

The Ultima Pattern Arbites Shock Maul is a one-handed shock maul with two power settings. The lowest one causes the head of the maul to deliver a powerful enough of an electrical shock to stun (and sometimes kill) its targets, just like the average shock maul. But, when switched to the highest setting, the head of the maul forms a crackling power field that allows the wielder to smash through steel, armor, and flesh all the same. If you want to relish in the murder like your masters, this is the tool. If you'd rather merely stun your foes, the first setting is far better.

The shock setting will do little against Astartes but annoy them, so avoid using that on them unless you want your head turned into pulp. With the power field of the second setting though, you could potentially kill an Astartes if you can bypass their lightning fast reflexes and insane healing rate.



**Medi-Pack (-200 CP, Discounted for Slaves)**
As I've said to you many times before, you're practically guaranteed to see combat in this world. And combat leads to injuries, which can lead to any number of unfortunate deaths. That's where this Medi-Pack comes in. A noble of a random world had a medic that tended to his quite frankly disgusting body, and it was with this. After the noble was hung, and the medic was removed from the premises through the 20th story window, you were given the high-tech Medi-Pack to tend to you and the other slaves (if there are others).

This pack, weighing around 3 kilograms (6.61 pounds) holds practically everything you'd need to tend to a human's wounds. A diagnostic cogitator to diagnose any ailments you or your patient may have, cataplasm patches, bandages, a tox wand for detecting poisons, toxins, and narcotics, cast sprays, synthskin applicators, drugs such as antibiotics, painkillers, etc, etc. This

pack will allow you to keep pretty much any human alive so long as you get to them in time... And they have enough blood to remain alive as you administer treatment.

The materials such as bandages in this pack are seemingly infinite, while the vials of drugs replenish after 24 hours when they run empty. The tools like syringes and bonesaws, when lost or stolen, return after a few minutes to the pack.

**Dirtcycle (-400 CP, Discounted for Slaves)**
The dirtcycle is a two-wheeled light vehicle used on many worlds across the galaxy. Usually shipped to mining worlds for use scouting and claiming resources across planets quickly and efficiently, before being stolen by Genestealer cults for their neophyte hybrids. This vehicle is... Just a dirt bike from the real world, effectively.

A dirtcycle is built to work for decades or even centuries, sporting a robust frame and a shock absorbing suspension array; an engine that can run on multiple fuel types; and the capacity to mount stowage, recovery tools and auxiliary equipment without loss of efficacy. With such tools at its disposal, an Imperial mining corp's reach is long enough to find new sites with which to feed the endlessly hungering planetary networks of the Imperium. Now though, it's yours to be used for any purpose you'd like! Want to quickly follow your masters in their transports, or offer fun entertainment to said masters by tying some captured guardsmen to the back and taking off? It works for all of it!

This dirtcycle comes with a fuel tank blessed by Slaanesh for the purpose of excess and perfection in the form of infinite fuel. Why Slaanesh deemed this particular random fuel tank worthy of this peculiar blessing is not your knowledge. But who are you to complain?

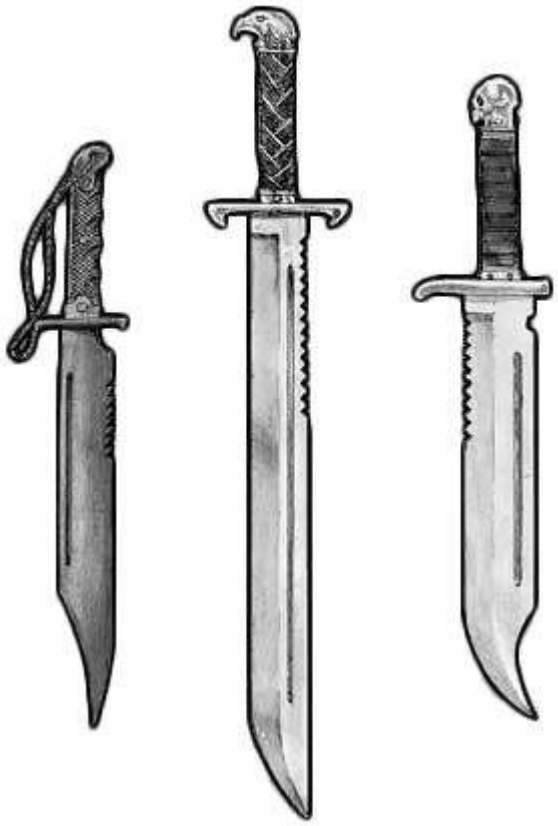
If destroyed, this Dirtcycle will magically re-appear 24 hours later in your warehouse or near your current in-world location, whichever is easier to reach.

**Catachan Knives (-400 CP, Discounted for Slaves)**
The Catachan Jungle Fighters are some of the most notorious guards of the Imperium, perhaps even more-so than the Astartes due to their feats being equal to said Astartes, despite being just humans. And one of the most notorious things related to them are their blades. The Catachan Fang, a knife measuring up to 20 inches of gleaming steel, the Night Reaper, a smaller and blackened blade to prevent light reflection for stealth and assassinations, and the Devil's Claw, a short sword at around 3-4 feet long, hollow on the inside of the blade and half-filled with mercury to give it better swinging power.

These weapons are not just weapons, but also tools for a variety of things, like clearing paths through a Death World jungle, or flipping the meat of a grox you're cooking. But, they're weapons first and foremost. And damn good ones, at that. A Catachan Fang can saw through a Tyranid's neck, and a Night Reaper can reliably take out effectively any foe so long as you can

get it to their neck. The Devil's Claw is notorious among Orks, known as 'Da Cutta' from how effectively it chops and slices its foes.

And for the simple price of 400 CP (or 200 if you're a Slave), these knives can be yours! Taken from a Catachan Jungle Fighter camp, which was lit aflame afterwards! Enjoy these weapons and hold them close, because they'll probably save your live a few times... Hopefully.



**Refractor Field (-600 CP, Discounted to Slaves)**
Okay. All bullshit aside, your masters care about you. You must be the BEST of the damn BEST. Because, after they tore this from an Officer's chest, they gave it to you to stick onto your clothes or whatever you're rocking.

A refractor field generator is a small device which projects a protective energy field around the user. Its effect is to disperse the energy of an incoming shot or blow over the total area of the field. The field, although less reliable than that of a rosarius, can stop even the powerful projectiles such as lascannon and plasma hits. This'll effectively grant you the protection of Astartes Power Armor... And then some, potentially.

Why your masters deemed you worthy of this instead of keeping it for themselves is knowledge only they hold, but consider yourself lucky.

**Lascannon (-600 CP, Discounted to Slaves)**
Alright. Your masters consider you one of their own or something? How did you manage to get this and not have it taken by them? This is a lascannon. Effectively a lasgun if it was pumped

with every combat stimm and steroid in the Imperium. It has been adjusted to be reliably man-portable, taken from a ganger most likely, with a recharging energy backpack to keep it firing. To even hold it, you need to use two exo-skeleton arms attached to the backpack as well to grab hold of the gun and fire without the recoil blowing your arms off.

But, unfortunately, the power backpack has broken. What a shame! The coil superheats so fast that the regulator kicks in, but it just keeps heating up to the peak! What this means is the Lascannon just won't stop shooting even if you hold the trigger down! What a.... Uh.... Shame! Maybe it has to do with the Mark of Slaanesh upon the pack?

It can reliably blast through many, many things, most notably an Astartes' Power Armor. A fearsome weapon, and a great gift from your masters. Use it well, slave.

# ASTARTES ITEMS

**Tools of Murder (-50 CP, Free to Astartes)**
Night Lords enjoy murder, but they also enjoy adorning their armor, and the battlefield, with iconography of death. And as one of them, you will too. This is a bag that has items for this, like hooks, spikes, nails, ropes, chains, etc, all for hanging corpses, sticking skulls to your armor, and dangling severed hands from your waist by chains. This also comes with chemicals for preserving body parts separated from the rest of the corpse, so your severed finger necklace won't reek of rotting flesh... Unless you choose to not apply them, that is.

**Power Armor (-100 CP, Free to Astartes)**
What Astartes are known for are their Bolters, and these suits of Armor. One of which, you own, dressed in Night Lord iconography and coloring. The Power Armor of an Astartes has a multitude of functions, first of which is obviously defending you from whatever is attacking you. It is excellent at that function, able to defend you from anything below sustained bolter shots or a power sword, requiring a few seconds of constant sawing from chain weapons to even get through it at the armor. The joints are obviously weak points, but whatever!

It also houses a variety of 'autosenses' in the helmet, serving to enhance your already superhuman senses even further, alongside a thought-activated 'Vox' system for communications, able to switch channels with just a thought as well due to the Black Carapace connecting you with your armor. An interface with aim tracking, reticles, markers, etc, etc, for keeping track of the battlefield and efficient aiming. The helmet has a vox-grill as well, which enhances your voice beyond its already stunning volume to ear-piercing levels, which can also be closed to breathe off of an internal air supply. The backpack of the suit holds the air supply, power supply, and a supply of nutritional goop for keeping the Astartes inside alive indefinitely.

The suit specially interfaces with the Black Carapace of an Astartes to effectively become a 'second skin' to them, made of thick adamantium, plasteel, and ceramite. The Astartes lose practically no mobility, and only gain more (around 10 times, according to some sources) strength from the servos and synthetic muscle within the suit, allowing them to deal even more damage and perform even more enhanced feats. Alongside this, the suit also houses anti-venoms, life support systems, pain suppressors, and various cocktails of combat stimms, injecting the Astartes with them the moment the Machine Spirit of the armor notices an increase in heart rate to signify combat.

Overall, the capabilities of the Astartes Power Armor are numerous. To recap just some, incredible autosenses fitted into the Astartes' own superhuman senses, an interface / HUD in the helmet that has targeting arrays, threat detectors, and practically anything else an Astartes would need to see and know on a battlefield, alongside thought-activated communications. An interface with the Black Carapace to make it far easier for Marines to move in their Power Armor, alongside synthetic muscles and servos to make the superhumanly strong Astartes even stronger. And this isn't even everything (for the most part).

In midnight clad, we hunt.



**Combat Shield -100 CP, Free to Astartes)**
You don't see this much anymore, do you? This is an Astartes Combat Shield, a lighter version of the Storm Shield wielded by some Veterans and Terminators of the Loyalist scum. It is sometimes preferred over its new cousin due to the fact it straps to the arm, allowing a free hand, vs the Storm Shield which must be carried with a hand.

When the generator within the shield is activated, a defensive field of disruptive energy sheathes the front and circumference of the shield, allowing the shield to take high levels of punishment, enhancing the Astartes' durability so long as they have it up. It's also quite good at bashing the heads of your foe.

One may wonder what's so scary about a shield? You try shooting at a hulking figure only for them to knock your bullets aside out of the air with a nonchalant swipe of their shield.



**Lightning Claws (-200 CP, Discounted to Astartes)**
Lightning Claws are a specialized type of Power Weapon that are most commonly fielded by Assault Marines and Terminators. The Night Lords employ their use, most of the time on Terminators, although they don't use them nearly as much as the Raven Guard, they do use them enough for it to not be rare to see one wielding a pair.

And now, you will be one of these wielders. You have a pair of Lightning Claws of your own design, meaning you now hold a pair of power-field wreathed gauntlets that can tear through

armor and flesh alike. Whether they're the post-heresy two to four claws that slide out of holes above the knuckles of the heavy gauntlet, or the pre-heresy variant where the fingers of the gauntlet themselves are claws, these make fearsome weapons indeed.

Your foes shall be found rent apart and left in quarters.



**Narthecium (-200 CP, Discounted for Astartes)**
The Narthecium is the medical equipment of a Space Marine Apothecary, with implements specifically designed to treat an Astartes' unique biology, most notably for retrieving the gene-seed from the Progenoid Glands of an Astartes. And for that, it comes with tools to tear through Power Armor.

The one you hold, whether pried from the corpse of an Apothecary, or used by you if you had been an Apothecary pre-heresy, though, is even more efficient at this, with a giant drill and saw capable of even getting into a Terminator's armor. Now, you CAN use this to treat your battle brothers with their wounds... But you can also use it to rip through your enemies and remove their gene-seed for your own uses.

Good luck getting close enough to use it on a Terminator, though...



**Assault Bike (-400 CP, Discounted for Astartes)**
The Assault Bikes of the Astartes are motorcycles that launch forth with dizzying speeds, yet with perfect enough control to execute death-defying maneuvers befitting of an Astartes' reflexes. Now, you own one as well. Faster than the Dirtcycle of the slaves by a long shot, it's built specifically for an Astartes' body that can withstand the physics of both the acceleration, speed, and turning. As well as the crash, if it occurs.

This bike can be of any design you'd like, but a consistent are the twin-linked dual bolters on the front of it, firing straight ahead where the bike is driving, which can also be substituted for a Multi-Melta for armor penetration.

This has similarly been blessed by the Chaos God of Excess, granting it infinite fuel. It re-appears after 24 hours if destroyed at a place nearest to you.



**Thunder Hammer (-400 CP, Discounted for Astartes)**
The Thunder Hammer is a large hammer often wielded by Terminators, although those in normal Power Armor can use it as well. It is a powerful weapon fielded only by those with relevant access to the armory... Or those who cut it from a slave of the Corpse-Emperor's hands.

This large warhammer incorporates an energy field emitter within its head that activates only when the hammer strikes its target. This allows the weapon to store a tremendous amount of energy and release it only at the moment of impact, producing a terrific blast of energy and concussive force like the crack of thunder, from which the name of the weapon originates.

Guardsmen shall watch their allies literally fly through the sky... Before hitting the floor with equal force.

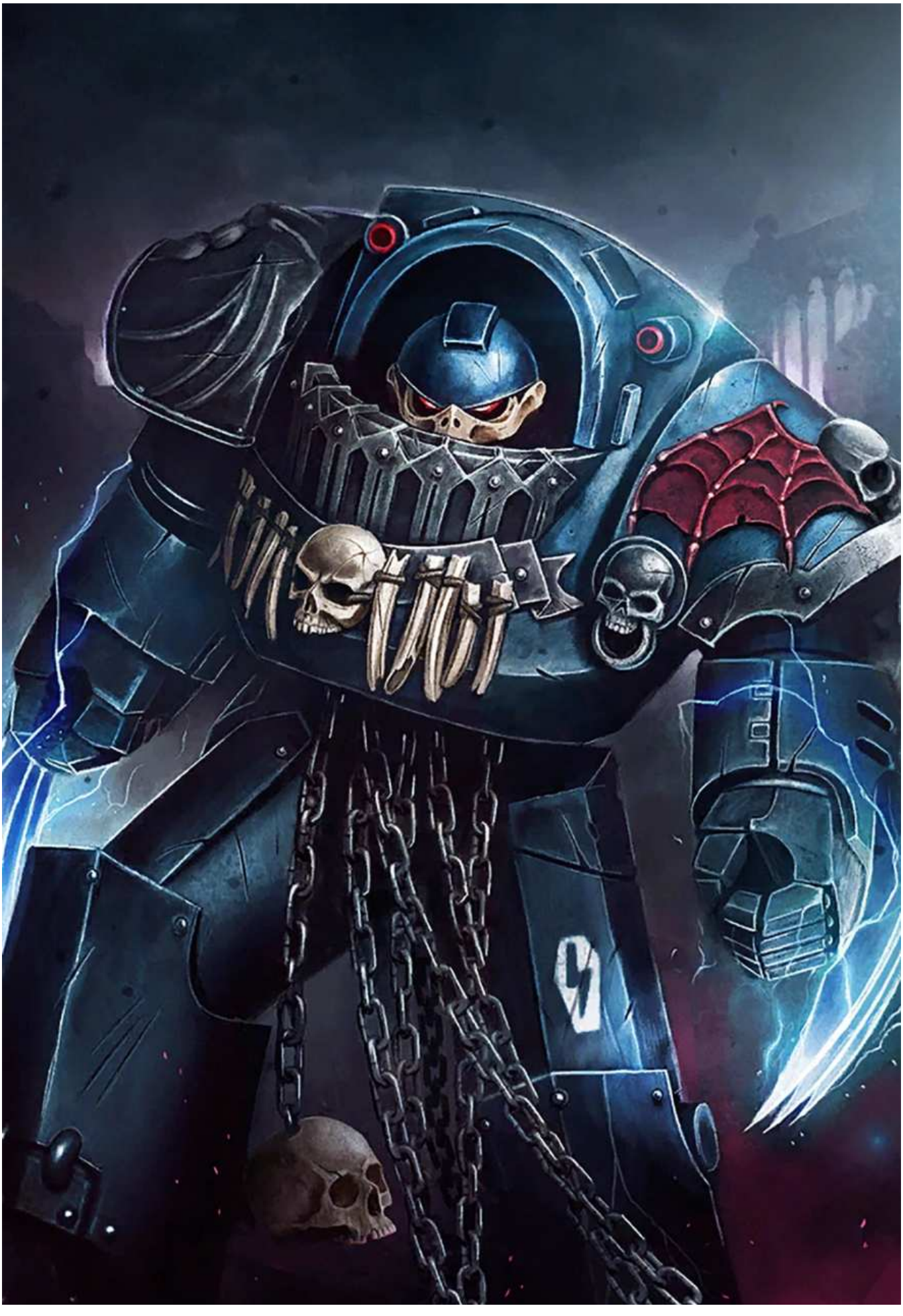
**Terminator Armor (-600 CP, Discounted for Astartes)**
Ah. You must have dearly pleased your Warband leader, or killed the last wearer of this armor... If you didn't earn it yourself from your acts during the Crusade and Heresy, that is.

This right here is truly an excellent set of armor. Tartaros Pattern Terminator Armor. With shield generators enhancing the already insane durability of this suit which surpasses normal Power Armor, a Terminator suit is practically impenetrable to those not wielding high level anti-armor gear, and even then it'd take a few shots potentially to bore into it, granted the fact it can survive hits from firepower that could penetrate clean through a tank. Terminator armor also holds far more servo-muscles to assist in the movement of the suit, thus enhancing the Astartes' strength even more, to the point where a Terminator could dent 1 meter thick metal with a punch, when NOT using a Power Fist.

Tartaros Pattern is unique in the fact it is more durable than the currently used Indomitus pattern, whilst just as mobile (if not more-so). As Terminator armor, it focuses on durability over mobility, but a Terminator armor equipped Astartes can still move surprisingly fast, although the heavy weight of the armor makes it hard to run despite the built-in stabilizers.

Terminators are often equipped with a variety of heavy weapons, such as Assault Cannons, Heavy Flamers, Lightning Claws, Thunder Hammers, and Storm Shields, to name a few. Your suit in particular is equipped with an Assault Cannon and Power Fist currently, although you can change this out with weapons you've purchased in this jump or any others you'd like, obviously.

Be wary. Many aspiring Chaos Champions would literally kill for this suit. And they aren't beyond trying to pry it from your corpse so they can don it instead. Also, traditionally Terminator wearing Astartes tend to either be the bodyguards of a Warlord, or even Warlords themselves, due to the fact they'd require significant power to either earn that suit in the past or kill the previous user. Interpret that how you will.



**Volkite Culverin (-600 CP, Discounted to Astartes)**
Alright. However you got this must've been quite hard. No one would willingly give this up, and anyone powerful enough to have it would most likely kill you with a shot from it, considering just how effective it is.

A Volkite Culverin is a heavy ancient weapon using lost technology that is perhaps the most effective weapons at killing the Imperium has ever fielded that was man-portable. These weapons use incredibly hot thermal beams to cause subsonic combustion to propagate through the target via thermodynamic heat transfer, one hot layer heating the next layer of cold material and igniting it.

Too many words for you? Yeah, I don't understand them either. All you need to know is organic matter explodes into burning flesh with turns into ash, and jetting fire. Oh, and armor is useless against it too, due to how it works. It is effectively to a Melta what a Lascannon is to a Lasgun. If the Lascannon was on every stimm the stronger Hive ganger would be on for a gang war, and the Lasgun was stripped down into pieces.

Enemies will scream in fear as even their heaviest armored foes explode into flames and boiling blood. The only respite they shall have being their cowardly forcefields and 'thermal dissipating' conversion fields. But hey. How will that stop you if this comes with unlimited ammo, thanks to Slaanesh, just like the Slave's Lascannon?

Enjoy.

# ARTIFACTS

These are Artifacts of the Legion. All of these are discounted to Astartes, but a Slave can buy them as well at full price. If bought as a Slave, they will be magically sized down to fit your size by the Chaos Gods. Whether these are copies or the originals is up to you, and the explanation for how you have the original if another already owns it is similarly up to you.

**Talons of The Night Terror (-200 CP, Discounted Astartes)**
Worn over a pair of boots, these talons give the wielder the appearance of some eldritch raptor-beast that has evolved to better disembowel its prey. Should one sporting these bladed accoutrements descend feet-first into the ranks of his prey, the talons will clutch and rip, slicing and eviscerating all those too slow to evade. A heartbeat later, the crushing weight of the Chaos Space Marine wearer will be brought to bear with sickening, spine-breaking impact.

**Misery of the Meek (-400 CP, Discounted Astartes)**
This elixir is crafted by one of the Legion's few remaining Apothecaries. He will hunt Legion slaves, scraping a life of meagre existence in the dark recesses of Night Lords vessels, and

distil the fear and suffering of these unfortunate victims. Vials are then sold to the rest of the Legion for supplies, passage and power. When a son of Nostramo indulges in the sickening contents, they are imbued with new energy, restoring all of their stamina once more. If a human were to buy this, they'd find it doing the same for them, oddly enough. Most drugs for Astartes would kill a human...

**Scourging Chains (-600 CP, Discounted to Astartes)**
The Scourging Chains once jangled from the rafters of the Primarch Konrad Curze's throne room. Many a soul judged guilty by the Night Haunter has been hanged from their jagged spikes until death. Appearing taut as corded tendons as the wearer flies towards his chosen victims, these spiked chains loosen and loop at the last moment before impact. By lashing out to catch the wearer's prey and then contracting sharply, they bring the enemy close -- often onto an outstretched blade or crackling set of Lightning Claws.

**Claws of The Black Hunt (-800 CP, Discounted Astartes)**
These vicious, hooked Lightning Claws have spilt the blood of thousands of victims since their creation in the Forge of Souls of the Realm of Chaos. they are so encrusted with gore they are almost black. This congealed fluid is so thick it cannot even be seared away by the vicious energy field that runs about each claw. This is seen by some as a clear sign of a gory blessing from destructive gods, and the crackling field is so powerful it burns cloth at a yard's distance. Even when the wielder swipes the air near a foe, not quite making contact, the victim's armor and flesh part as if slashed open by a fierce and invisible beast.

**Stormbolt Plate (-800 CP, Discounted to Astartes)**
This Artificer Armour was fashioned from a strange metal smelted in the darkest pits of long-dead Nostramo. It is not the war-plate's incredible durability, however, that has made it so prized amongst the Night Lords, for it is wreathed in a cloying darkness, an unnatural skein of midnight that perpetually shrouds the wearer. So it is that a warrior with the Stormbolt Plate pounces on their prey from the shadows.

# COMPANIONS

**Import (0 CP)**
You may import or create up to 8 Companions for free to bring on your murderous rampage. They get a background of their choice, and 600 CP to spend.

**Canon Companion (0 CP)**
You can take any canon individual from the Warhammer 40k world as a companion with you, so long as you can convince them to come with you.

**Friends of Mine (-100 CP, Free Slaves)**
Your fellow slaves. Five of them, to be exact. These are all of your own design or left up to chance. They have all of the Slave freebies.

**Savior (-200 CP, Discounted Slaves)**
This is a Night Lord who surprisingly does not want to kill every human, or even enslave them. They are of your design, from appearance, age, and gender. They have decided to claim you as your Master, and are oddly far nicer than most other transhuman demigod Chaos worshippers would be. It wouldn't be too hard to convince them to leave your current Warband with just you.

**In Midnight Clad, We Hunt (-100 CP, Free Astartes)**
Your very own little group, consisting of five Astartes (including yourself). These Astartes can be designed by you, or merely left up to chance. They have all the Astartes freebies.

**Band of Killers (-200 CP, Discounted Astartes)**
Your very own Warband. Whether you're a leader or follower is up to you. This consists of around 50 Astartes with you included, but they count as Followers as opposed to Companions. They do not possess any perks, only having the free Arsenal and Astartes Physiology (technically, since they are Astartes. They do not possess the actual perk).

# DRAWBACKS

**Get Your Supplements! (0 CP)**
You can use this Jump as a supplement for any other Warhammer 40k jump out there. You have separate CP totals in both jumps, and these cannot intercross. It's up to you to make sense of how this works if you're using this to supplement a jump where you're playing as a Guardsman, or a Loyalist marine.

**You Been Here Before? (0 CP)**
Have you been to this universe before, and want your past actions to carry over? This is your option for that. People you've met in the past (obviously depending on which era you choose in this jump) will recognize you (if you're in the form they knew you in), and your actions (as long as they took place before the era you insert into this jump) will have occurred, allowing you to show what consequences the world may have suffered from this.

**Death Wish (+100 CP per purchase, Maximum of Five Purchases)**
Ah. Well, looks like you're a brave one. You want to spend more than 10 years here? That's up to you. Each 'purchase' of this Drawback will add 10 years of service to the Ruinous Powers to your Jump timer. You're also free to notch it up to 100 years each if you'd like, but... Would you really want to work under Chaos for that long?

**Heavy Footed (+100 CP)**
So... Remember what I said about stealth skills and all that? Yeah. You uh, don't have those. You're clumsy. Like, clumsy clumsy. Every step you take makes loud clangs with your armor, and the servos at the joints of your armor creak loudly, even if you oil them or dampen them in any way. Maybe if you took it REEEAAALLY slow, you could sneak up on someone, but no matter what something will EVENTUALLY give away your position before you can kill them silently or quickly. Even if you have absolute stealth prowess, then maybe a can will appear in the path of your foot as it moves and fly abnormally far even if you slowed your foot, clanging against the loudest thing in the area, just to spite you for trying to bypass this. Nothing can prevent you from being eventually seen or discovered, and it's usually very early into your 'stealth mission'.

This isn't that bad, considering Night Lords aren't required to use stealth, and only really use it when it will scare their target the most. They're 100% capable of straight on attacks.

**A Little Irked (+200 CP)**
Night Lords like killing. Simple fact. You don't. Not-so-simple fact. You're unique in that you don't like killing. In fact, it nauseates you. If you ABSOLUTELY have to kill someone, you could, but you'll end up throwing up your stomach contents afterwards. Your brothers (or Masters if you're a Slave) will be greatly displeased by this, perhaps even angered to the degree where they may force you into situations where killing is a necessity.

**Can't See Shit (+200 CP)**
Your eyes must be a stubborn pair, as they simply REFUSE to adapt to darkness beyond SLIGHTLY seeing, and even then it's just your brain filling in the blanks. Expect to bang into stuff. A lot. Especially in the pitch black interiors of the ships owned by your Legion. You'll be quite a bad addition to the Legion if you can't even see in the main thing your Legion is known for.

**In ONLY Midnight Clad (+300 CP)**
What's that? You've gone through quite a few jumps before this, so you think this'll be easy? You've got an awesome anti-reality phasing sword made out of dark matter, at about the level of an Isekai MC's main weapon? Uh... No you don't!

Taking this Drawback locks you out of your Warehouse (or similar), and takes away every item you acquired from any jump before this one. The same applies to your Companions, so you can't just dump that awesome-anti-reality-phasing-sword-made-out-of-dark-matter into their hands, dust them off, and take this drawback without issue as you smile to yourself.\

**Jealous Powers (+300 CP)**
The Chaos Gods are a fickle bunch, and even though your Legion isn't pledged to them, and

doesn't even like them all that much, they still work for them. And they don't like that you've got other powers NOT from them, you bastard! Give those here.

Taking this Drawback removes all of your out of jump powers, completely, leaving you only with perks acquired from this Jump. Good luck out there! Just hope you don't run across a Primarch like The Lion... For your own sake.

**Mind-Wiped (+400 CP)**
Sometimes the crumbling Imperium mind-wipes certain individuals, erasing certain memories (or all of them) to enable them to effectively brainwash them into worshipping their Corpse-Emperor. And now, Tzeentch decided to take a page out of their book. He changed your memories up... By removing all of your out-of-jump memories and knowledge pertaining to this world. No more meta-gaming for you! All you've got is the knowledge your background grants you!

**We're The Bad Guys! (+400 CP) (Slaves Only)**
Uh oh. Remember how I said you should pray you've got nice masters? You don't. Your masters tend to be a little too rough with slaves, and it is certainly not rare for one to die. Just hope you aren't the next one to anger your master, lest you receive a lightning claw, or three, to the chest.

**It Was A Curse, To Be A God's Son (+600 CP) (Astartes Only)**
Much like your Gene-Father, and the Soul Hunter Talos, you suffer from horrible physical seizures that even an Astartes struggles to endure, your double hearts thumping with all of the strength they can as your muscles tighten against your iron-hard bones, sending you into throes of excruciating pain for hours at a time. Unlike the aforementioned two, though, these aren't accompanied by visions. You've just got horrible seizures that are guaranteed to happen at least once a year, lasting at least 2 hours each, requiring you to either lock yourself up or destroy practically any room you're within. You can dull them by distracting yourself from the pain (by smashing your head into a stone wall like Talos does for example), but like Talos' method, these attempts of distracting yourself will eventually stop working, and very quickly at that.

If you have **Curse of The Gene-Father**, your visions are always accompanied by these violent attacks of pain and seizures, and often show the worst of the worst possibilities coming true. After this jump ends, you can freely utilize your visions without them being random bouts of agonizing visions searing into your mind as your body locks up, simply being psychic visions within your mind.

**Victory or Death (+600 CP)**
This is where things get good... For me. As I watch you suffer. See, as much as Night Lords are good at stealth, they are nothing compared to these Loyalists: The Raven Guard. There has

been an instance already of Raven Guard surprising Night Lords, to the point where they had no idea how the hell the Raven Guard suddenly appeared, as if they teleported out of nowhere.

And now, one of these pale skinned, stealth masters is after you. And only you. For some reason, this Raven Guard, either due to being tasked with it, or purely out of spite for you and your status as a Chaos Marine and/or Night Lord, is coming after you. With his dual Lightning Claws, and jump pack allowing him to maneuver overhead as he swipes down at you like a bird snatching its prey, he is quick. Strong, too, obviously. Most of all, though? Stealthy.

At least twice a year, you will suddenly be attacked by this Raven Guard, always surprising you no matter what countermeasures you have in place. Maybe he killed your elite Terminator Guards by blowing them apart with Melta bombs, or busted his way into your ship by having his own ship fling a drop pod through a convenient gap in your shields RIGHT as you reboot them in the empty void of space. He will ALWAYS reach you, and engage you in combat.

He is guaranteed to ALWAYS be stronger than you, faster than you, and stealthier than you by the slightest. This doesn't mean you're GUARANTEED to lose. Even weaker opponents can beat stronger ones, but it won't be easy. Even if you kill him, he will be replaced by one of his battle-brothers, swearing to avenge his fallen brother, having claimed his Corvus (raven skulls that they decorate their armor with) amongst his own.

Your only respite is that he for some reason insists on attacking alone at all times. Stupid of him, but brave. Bravery is the same as stupidity to a Night Lord, though.





**For the Lion! (+800 CP)**

Oh. You REALLY fucked up, huh? These guys are among the Emperor's most faithful servants, to the absolute degree. That is, the Loyalist ones that like to cover up the fact a fuck ton of them decided to join your side. And the Dark Angels... Do not like the Night Lords. Not very much. The Night Lords also don't like them, coincidentally! After they interrupted the Legion's mass murder along the Eastern Fringes by obliterating a gigantic fleet and destroying even more of the already falling apart Legion.

And now, Lion El'Jonson, or some other higher-up in the Chapter decided your warband in particular needs to die. Now. So he's sent these fellas! A squad of Deathwing Terminators! Hip-hip-hooray! They're absolutely loyal to their Legion and the Emperor, willing to enter the Warp without hesitation if they were ordered to do so. And they were ordered to wipe out your Warband, with NO exceptions.

So you've got 10 highly skilled Veteran Astartes donned in Terminator armor after you, that all work in tandem perfectly, capable of destroying quantitatively superior foes with their teamwork alone. At least once a year, this group will attack your Warband, wherever they may be, and kill at the very least a quarter of your forces. And that's before they reach you, all jumping you at the same time, aiming to kill the head of the snake ASAP. Even if you kill them ALL, another group will replace them, even if it makes NO sense, and these ones will be just as effective, if not more so, than the last ones. Death before Dishonor, as they say.

Best hope you train your allies up good! And, keep them and yourself well equipped as well. Good luck, pal.

For an additional 200 CP on top of the 800, for a total of 1000 CP, you can invoke an even more dangerous foe onto your head: Cypher. This Fallen Angel, with his dual Bolter and Plasma Pistol, seeks you for some reason. And he wants your head. Rare for him... But this guy chews up Deathwing Terminators for his snack AFTER lunch. He will appear once every two years, and rip through your forces to find you, destroying at least half of your forces each time, even if you don't throw half of those forces at him. Then, you must engage him in a duel as he appears from practically nowhere out of the Warp. Even IF you survive, before you can kill him he simply blinks away into the Warp, never to be seen again... Until his next attack. Even if you did kill him somehow, some way, Cypher has been thought neutralized time and time again by the Dark Angels... Only to return somewhere else in the galaxy.

And no matter WHERE Cypher shows up, all that is known is that Dark Angels follow, seeking to kill this enigmatic Fallen Angel. And a lot of them, too. Best get moving after he attacks!



**Plot Armor Abby (1000 CP)**
What did you even do?

Abaddon, in all of his... Uh... Despoiling glory...? Just HAPPENS to be after your Warband! Maybe you failed a mission he gave you (no idea why you'd take one from him given his notoriety for betraying people), or a slave spilled your morning coffee on his Terminator armor's foot. Either way, he wants you, everything you stand for, and everyone you've ever interacted with (beyond him and his men, of course) GONE. Wiped away FOREVER. And he'll throw the WHOLE MIGHT of his Black Legion at that objective.

Expect attacks practically DAILY, unless he's got better stuff to do (which, given how much he dick munches Cadia, it's doubtful he has better things to do) and even then he'll still send a few fellas to rough up your loyal allies... As in kill them.

And, if you continually survive all of this, he'll eventually (guaranteed to occur at the end of your jump) decide enough is enough. And come right for you. He'll attack with EVERYTHING he's got. Every Black Legion member, and every ally he's got. You best pray that you didn't take any lockout drawbacks, because... Well. Just the perks in this jump will NOT be enough to handle him, or all of his men.

At the end, he will face you, joined by his Chosen of Abaddon, and Aphotic Blade / Bringers of Despair. You best HOPE you're equipped well enough for this, or your Jumpchain ends here. Even if you win, he'll simply teleport away as always, right before your Jump ends. No rewards beyond the 1000 CP you earned here. Was it worth it? Doubtful.

Can you brave what is essentially a Black Crusade focused SOLELY on your Warband? No? Yes? Well. either way, you best pray to whoever you think is up there.





# END CHOICE

Stay Here: Wait... What? Uh... Did you pick the wrong choice or something? Must have... Let me just... Oh. Nope. You really want to do this? Alright then... Enjoy your stay, and take an extra 1000 CP for... Whatever the hell you plan on doing here.

Go Home: I can't blame you in the slightest. Honest. After this, it's no surprise you'd like to head home with all you've collected and just relax. Finally. Let's hope you've got some memory-wiping perks to... Forget what you may have done here. Or not. I dunno. Jumpers have done far worse shit before.

Continue Onwards: Onto your next jump, I take it? Good luck. And remember, I'll be waiting if you want to perhaps join another side in another jump... See you next time.

# NOTES

This is my first Jump I've ever made, so I apologize for any issues or mistakes I made. I am also aware most perks may be drawn out and long, but I've personally never hated particularly long jump documents (although compared to some of the hundred page ones, this is nothing).

I chose to utilize the feats of named marines to describe physical abilities simply because it's the majority of good feats that Marines have, and I wanted this to capture the true level that most Astartes SHOULD be written at. GW notoriously underplays anyone that isn't a named plot armor marine. Also, all of the feats mentioned have really occurred or been stated in novels and other official content.

I apologize for the varying conversions of weight, height, etc. Sometimes it's annoying to have to write in (blah blah in pounds) or (yada yada in kilograms) next to everything, especially because 40k jumps between Imperial and Metric constantly when it comes to lore depending purely on the writer.

Also, I am aware the picture for the Victory or Death drawback is the Chapter Master Kayvaan Shrike. The one attacking you is not him, it's merely to show the appearance of a Raven Guard with the described weaponry.

The Astartes Organs are as follows (in the order of implementation within a Neophyte). All of these organs and their abilities are made available when you take Astartes Physiology.

1. Secondary Heart (The Maintainer) - This is the first and least difficult implant to install. The Secondary Heart increases blood supply and pumping capacity and is capable of taking

over entirely should the primary heart fail. It may also pump steroids and adrenaline into the first, primary heart to give the Astartes an extra "rush" of energy on the battlefield.

2. Ossmodula (The Ironheart) - This implant strengthens and greatly accelerates the growth of the skeleton of a Space Marine by inducing his bones to absorb a ceramic-based mineral administered in every Astartes neophyte's diet. Within two standard years after the surgery, the Space Marine's skeleton will be larger and exponentially stronger than a normal man's with growth having topped out at around 7-7.5 feet (2.1 to 2.3 metres) in height with an equivalent amount of skeleto-muscular mass. An Astartes' rib cage will also be fused into a solid bone plate to provide greater protection from injury for the internal organs.
3. Biscopea (The Forge of Strength) - Implanted into the chest cavity, this implant massively bolsters skeletomuscular development and muscle fiber density throughout the Astartes' body to increase physical strength by unleashing a wave of Human growth hormones. This gene-seed organ is commonly implanted at the same time as the Ossmodula since it is necessary to successfully regulate the Ossmodula's hormonal secretions.
4. Haemastamen (The Blood Maker) - Implanted into a main blood vessel like the aorta, femoral artery or the vena cava, the Haemastamen alters an Astartes' blood's biochemical composition to carry oxygen and nutrients more efficiently. The actions of the Haemastamen turn a Space Marine's blood a brighter shade of red than that of normal Humans because of its greatly increased oxygen-carrying capacity. It also acts to biochemically regulate the actions of the 2nd and 3rd gene-seed implants, the Ossmodula and Biscopea.
5. Larraman's Organ (The Healer) - Shaped like the Human liver but only the size of a golf ball, this gene-seed organ is placed within the chest cavity and manufactures the synthetic biological cells known as Larraman Cells. These biosynthetic cells serve the same physiological purpose for an Astartes as the normal Human body's platelets, serving to clot the blood lost from wounds, but they act faster, more efficiently and more effectively. When a Space Marine is wounded and incurs blood loss, Larraman Cells are released by his circulatory system, attached to the body's normal leukocytes (white blood cells). At the site of the injury, they form scar tissue in a matter of seconds, effectively preventing massive blood loss and infection of the wound. The action of this organ is one of the reasons that the Space Marines are seen as nearly invincible and so difficult to kill despite the terrible wounds they sometimes endure.
6. Catalepsean Node (The Unsleeping) - Implanted into the back of the cerebrum, this implant allows a Space Marine to avoid sleep, instead entering an almost comatose trance where their minds "recharge". It also allows one half of the brain to rest while the other hemisphere remains alert, thus removing the need for the unconsciousness required by normal sleep. The longest any Space Marine has ever been on active combat duty without rest is 328 hours, achieved by a squad of the Crimson Fists Kill-team during the battle against the Orks for Rynn's World.

7. Preomnor (The Neutraliser) - The Preomnor is essentially an organic decontamination chamber that is implanted inside the chest cavity and connected to the digestive system, above the original stomach so that no actual digestion occurrs in the Preomnor. It is capable of biochemically analyzing ingested materials and neutralizing most known biochemical and inorganic toxins. The Preomnor enables the Astartes to eat normally inedible substances and resist any poisons he may ingest.
8. Omophagea (The Remembrancer) - Implanted into the upper spinal cord so that it becomes a component of the central nervous system, this organ is designed to absorb information and any DNA, RNA or protein sequences related to experience or memory. This enables the Space Marine to gain information, in a survival or tactical sense, simply by eating an animal indigenous to an alien world and then experiencing some of what that creature did before its death. Over time, mutations in this implant's gene-seed have given some Chapters an unnatural craving for blood or flesh.
9. Multi-lung (The Imbiber) - The Multi-lung is a third lung implanted into an Astartes' pulmonary and circulatory systems in the chest cavity that is able to absorb oxygen from environments usually too poor in oxygen to allow normal Human respiratory functioning. Breathing is accomplished through a sphincter implanted into the trachea, allowing all three lungs to be used at full capacity. In toxic environments, a similar muscle closes off the normal lungs, thus oxygen is absorbed exclusively by the Multi-lung, which then filters out the poisonous or toxic elements.
10. Occulobe (The Eye of Vengeance) - Essentially, the Occulobe is a gene-seed organ that enhances an Astartes' eyesight after being implanted along the optic nerve and connected to the retina, granting him exceptional vision and the ability to see normally in a low-light environment.
11. Lyman's Ear (The Sentinel) - This gene-seed organ implant renders a Space Marine immune to dizziness and motion-induced nausea, and enables an Astartes to consciously filter out "white noise" or resist other sonic attacks.
12. Sus-an Membrane (The Hibernator) - This implant allows a Space Marine to enter a catatonic or "suspended animation" state and is implanted within the brain near the pituitary gland as a part of the body's endocrine system. It can allow a mortally wounded Astartes to survive his injuries, and bring the metabolism to a standstill until he can receive full medical care. Only the appropriate chemical therapy or hypnotic auto-suggestion can revive a Space Marine from this state. The longest recorded period for this form of hibernation was endured by battle-brother Silas Err of the Dark Angels Chapter, who was in Sus-an hibernation for 567 standard years.
13. Melanochrome - Linked into the endocrine system via the lymphatic system, this gene-seed organ alters the pigment cells in the skin, which allows the Astartes' skin to shield him from otherwise dangerous levels of radiation and heat. Different levels of radiation cause variations of skin color in different Chapters due to mutations in the Melanochrome

organ's gene-seed. This can be related to the unusually pale skin of the Blood Angels and their Successor Chapters and the dark black skin and red eyes of the Salamanders.

14. Oolitic Kidney (The Purifier) - This gene-seed organ works in conjunction with the Preomnor, filtering the blood to remove toxins that have been ingested or breathed into the body. However, this detoxification process renders the Astartes unconscious once it begins, so it can be very dangerous if required during combat. Under normal circumstances, the Oolitic Kidney also acts as a regulatory organ for the Astartes physiology, maintaining the efficient action of the Space Marine's advanced circulatory system and the proper functioning of his other organs, implanted or otherwise.
15. Neuroglottis (The Devourer) - This gene-seed organ implanted in the mouth allows an Astartes to biochemically assess a wide variety of things simply by taste or smell, biochemically testing various objects for toxicity and nutritional content, essentially determining if the substance is edible or poisonous. From poisons to chemicals to animals, a Space Marine can even track his quarry by taste or smell alone, much like the average canine bred for tracking.
16. Mucranoid (The Weaver) - This gene-seed organ is implanted within the central nervous system and responds to specific chemical stimuli in the environment, causing the Space Marine to secrete a waxy protein substance similar to mucus through his pores that seals his skin. The gland's operations must first be activated by an external chemical treatment, usually self-administered, before it will activate. Space Marines are cocooned in this way before they enter suspended animation, and the process can even protect them from the harshness of the vacuum and other extremes of temperature, particularly deeply frigid environments.
17. Betcher's Gland (The Poison Bite) - Actually consisting of 2 separate glands implanted into multiple locations inside an Astartes' mouth, including the inside of the lower lip, in the salivary glands or in the hard palette, these two glands work in tandem to transform a Space Marine's saliva into a corrosive, blinding acid when consciously triggered. An Astartes trapped behind iron bars, for example, would be able to chew his way out given a few hours. These implants' more common use is to aid in the digestion of unusually difficult or impossible things to digest, such as cellulose. In the gene-seed of several primarchs, like that of Rogal Dorn, this organ has atrophied and is no longer as effective or has simply ceased to function entirely in the Astartes of the Chapters that use those primarchs' gene-seed.
18. Progenoid Glands (The Gene-Seeds) - Implanted into both the neck and the chest cavity, these reproductive glands serve to collect, gestate and maintain the gene-seed from a Space Marine's body, and to safeguard it for the continuity of a Chapter. These organs hormonally respond to the presence of the other Astartes gene-seed implants in the body by creating germ cells with DNA identical to that of those implants through a process very similar to cellular mitosis. These germ cells grow and are stored in the Progenoid organs, much like sperm cells or egg cells are stored in the testes and ovaries of normal men and

women. When properly cultured by the Apothecaries of a Space Marine Chapter, these germ cells can be gestated into each of the 19 gene-seed organs needed to create a new Space Marine. Thus, for most Astartes, their Progenoid Glands represent the only form of reproduction they will ever know, though the DNA passed on will be that of their primarch, not their own. The neck gland can be removed after 5 years, and the chest gland after 10 years; both are then used to create new gene-seed organs for the development of the next generation of Space Marines.

19. The Black Carapace (Interface) - The last and possibly most important of all gene-seed implants, this neuroreactive, fibrous organic material is implanted directly under the skin in the chest area of the hardened and shell-like ribcage of the Astartes neophyte. Invasive fibre bundles that serve as neuron connectors then grow inward from the implant and interlink with the Space Marine's central nervous system. Points pre-cut into the Carapace before its implantation by the Apothecary are effectively neural connection points, allowing an Astartes to directly interface his central nervous system with his suit of power armour's Machine Spirit so that the suit can provide enhanced protection and combat maneuverability unavailable to an unaltered Human wearing the same armour.

Most of these organs are rarely mentioned or used anymore, but every Astartes still gets them during their initiation.