Warhammer AOS Grand Alliance Of Chaos : Blades Of Khorne 1.0

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Introduction

The Lord Of Rage!!
Born Of Destruction!!
Unstoppable Bloodlust!!
Beyond His Savage Incarnate!!
The Epitome Of Brutality!!
Rewarded For Our Prophecies!!
Joined Our Relentless Hunt!!
Enact the wrath of the blood god!!
Unleash your fury!!
Blood for The Blood God!!
Skulls for the Skull Throne!!

Well, Jumper, it seems your fate is sealed, as you find yourself plunging headlong into the unrelenting fury of the Blood God's domain. You are now in the presence of one of Khorne's Greater Daemons, a towering manifestation of war and slaughter. The air around you trembles with the echoes of countless battles, and the ground quakes beneath rivers of blood spilled in his name. With every beat of your heart, you feel the raw, primal rage surging through your veins, consuming your thoughts and driving you to destroy all in your path.

Among the countless warriors who swear allegiance to Khorne, each is consumed by an insatiable thirst for carnage. In times of conflict, their bloodlust knows no bounds, casting aside reason and strategy in favor of frenzied violence. Though they seem unstoppable, the champions of Khorne are cursed beings, forever bound to a cycle of endless slaughter, their only solace found in the cries of their enemies and the clash of steel.

As you embrace the path of destruction to appease your bloodthirsty god, you are granted 1000 Blood Points (BP). These points serve as a testament to your ferocity, allowing you to wield even greater instruments of death and fury in Khorne's unholy name.

Location

Roll 1d8 or pay 50 BP to decide where in the mortal realm you start in.

1. Aqshy (Realm of Fire)
A land of scorching deserts and volcanic activity, The Great Parch is a harsh, unforgiving environment where only the strong survive. The sky is often filled with ash, and rivers of lava carve through the landscape. Where your siblings in the faith of Khorne try to dominate the realm in the name of the Blood God.

2. Ghyran (Realm of Life)
A lush, vibrant region filled with immense forests, thriving wildlife, and crystal-clear rivers. This realm is a paradise of greenery and natural beauty, constantly rejuvenated by life magic. And where Nurgle's Rotbringers seek to corrupt this realm with their plagues and decay.

3. Chamon (Realm of Metal)
An ever-shifting landscape of metallic mountains and quicksilver seas, the realm is rich with precious metals and minerals. The environment is constantly changing due to the magical flux inherent in the realm. Here the followers of Tzeentch try to seize control of the realm for its constant changes pleases their god.

4. Ulgu (Realm of Shadow)
Shrouded in perpetual twilight, the Realm of Shadow are a disorienting place of illusions and hidden dangers. Mist and fog cover the land, and shadows seem to have a life of their own. And for some reason the Hedonites of Slaanesh have gathered to this realm, as prophecy of a gift from their absent god can been found here.

5. Ghur (Realm of Beasts)
A savage land where massive beasts roam and survival is a daily challenge. The Amber Steppes are vast plains where only the fiercest predators thrive, and nature is red in tooth and claw. And here is where the beastman ravage the realm destroying it in the name of Chaos Undivided.

6. Azyr (Realm of Heavens)
A realm of pristine beauty and celestial majesty, Azyr is a land of radiant skies, towering mountains, and shining cities. It is the domain of Sigmar, guarded fiercely by the Stormcast Eternals. The constellations shift mysteriously here, and the air hums with the power of order and divine magic. Chaos forces rarely penetrate this realm, though when they do, the battles are cataclysmic.

7. Shyish (Realm of Death)
A bleak and desolate realm where the essence of death permeates every corner. Endless deserts of bone, fields of tombs, and cities of the dead dominate the landscape. The skies are perpetually dark, with an eerie purple hue. Shyish is ruled by Nagash, the Great Necromancer, and his undead legions, who seek to extend his dominion to all other realms. Here, the forces of Chaos wage endless war to wrest control from the grasp of Death.

8. Eightpoints
The Eightpoints is a nightmarish nexus of realms, a war-torn landscape where the influence of Chaos is overwhelming and omnipresent. Once a central hub known as the Allpoints, this land was a strategic crossroads linking all the Mortal Realms. After falling to the forces of Chaos, it was twisted into a hellscape reflecting the malice and madness of its conquerors.The Eightpoints is the domain of Archaon and his forces, encompassing all the major Chaos factions.

Races

Mortal [Varied]:
Whether you were once a mortal, driven by an insatiable thirst for battle and glory, or a beastman born into a world steeped in the fury of Chaos, your fate is now intertwined with the Blood God, Khorne.

0 BP Human:
You are a normal human in this faction.

100 BP: Duardin, and Khorngor
You are one of the other humanoid races who have embraced the relentless fury and bloodlust of the Blood God. Each of your kind has found their own path to Khorne's violent creed, sacrificing all in their quest for battle, glory, and endless carnage.

The **Duardin** (Dwarves), known for their unyielding resilience and unmatched craftsmanship, now forge weapons and armor not for defense, but for slaughter. These stout warriors have fallen to the fiery rage that burns within their hearts, channeling their innate stubbornness into a brutal drive to conquer. Once craftsmen of beauty and precision, they now craft instruments of death, their warhammers echoing with the cries of their enemies.

The **Khorngor** are savage and untamed beastmen who embody the primal savagery of their chaotic master. Towering and ferocious, they charge into battle as living embodiments of Khorne's wrath, their crude weapons dripping with the blood of their foes. Unlike their kin who often fight for survival alone, these outliers are drawn to the glory of organized slaughter, earning the Blood God's favor by taking the heads of the strongest foes they encounter.

Each of you is a chosen instrument of Khorne, united by a single, unwavering purpose: to spill blood and offer skulls to the Skull Throne. There is no room for mercy, no time for weakness. Only war. Only slaughter. Only Khorne.

200 BP Dragon Ogor:
Dragon Ogors are ancient and powerful beings that embody a fearsome fusion of dragon and ogor traits. These towering monstrosities possess the upper body of a muscular ogor and the lower body of a scaled, serpentine dragon, granting them immense strength and resilience. Born of primordial storms, Dragon Ogors have an intrinsic connection to lightning and thunder, often harnessing stormy weather to enhance their destructive capabilities in battle. They are virtually immortal, their lifespans measured in millennia, and they grow larger and more powerful as they age.

300 BP Chaos Gargant:
Chaos Gargants are colossal, brutish creatures corrupted by the influence of Chaos, transforming them into monstrous engines of destruction. Towering over the battlefield, these hulking giants are driven by an insatiable hunger for carnage and a desire to wreak havoc upon the mortal realms. Their bodies are twisted and mutated by the dark energies of Chaos, often bearing grotesque features such as extra limbs, warped flesh, and menacing, glowing eyes. Clad in ragged, makeshift armor and wielding enormous, improvised weapons, Chaos Gargants are a terrifying sight to behold.



Daemon [Varied]:
You are a Daemon formed from the raw essence of Khorne's domain within the Warp. Unlike mortal beings, daemons are manifestations of pure rage, hatred, and the desire for destruction, brought into being by the ceaseless bloodshed and battle waged across the Mortal Realms. Daemons are immortal entities, their existence tied to the unending fury of the Warp. Though they may be banished or defeated in combat, they will inevitably reform within the Realm of Chaos, ready to slaughter once more in the name of the Blood God.

200 BP: Bloodletter
Bloodletters are the savage and relentless foot soldiers of Khorne, the Chaos God of Blood and Slaughter. These daemons, known as the "Legionaries of Khorne," are embodiments of war and fury, with sinewy, crimson forms, jagged horns, and burning, hate-filled eyes. Armed with vicious Hellblades, their strikes are deadly and fueled by the essence of Chaos itself. Bloodletters thrive on carnage, driven by an insatiable desire to claim skulls for the Skull Throne, and they march in disciplined hordes, their unholy battle cries chilling the hearts of their enemies.

500 BP: Bloodthirster
The Bloodthirster is a Greater Daemon of Khorne, a towering incarnation of unrestrained violence and martial might. These colossal beings with gint bat like wings are Khorne's most powerful servants, combining devastating strength with brutal precision. Clad in infernal brass armor and wielding massive weapons like axes and whips forged from the essence of destruction, Bloodthirsters are unstoppable on the battlefield. They embody the Blood God’s absolute disdain for sorcery and cowardice, preferring direct, overwhelming combat to crush their enemies. Wherever a Bloodthirster treads, rivers of blood flow, and skulls are piled high in tribute to Khorne.

Origin

You can choose to make your origin as a Drop-In if you please.If you're a mortal, roll 21+1d8 for your mental age of your race, and your gender is a free choice. Alternatively, as a daemon, age and gender has no sway as you don't have a gender and are immortal.

Bloodlords [Free]:

The Bloodlords are the undisputed vanquishers of the unbeatable, the flame-anointed bringers of doom who march as Khorne's favored killers. Their countless victories and mountains of skulls bear testament to their unrivaled ferocity on the battlefield. Obsessed with maintaining their exalted status, they hunt tirelessly for worthy foes, reaping skulls by the thousand to satisfy the Blood God's insatiable thirst for carnage. Wielding scything axes of destruction, the Bloodlords are a brutal legion unleashed to wreak havoc upon those who dare to draw Khorne's vindictive gaze. Armies that rely on cowardly sorcery, treacherous trickery, or fight in the name of peace all meet the same grisly fate—obliterated beneath the unstoppable fury of the Reapers, their blood spilling in tribute to the Skull Throne

Skullfiend Tribe [Free]

The Skullfiend Tribe is a feared horde of headhunters, masters of decapitation, who revel in the brutal art of slicing through the necks of their enemies. They are driven by a relentless hunger to claim skulls for Khorne, granting them unmatched speed as they hurl themselves into the fray, seeking to spill blood and seize trophies. The Flayed are a savage group of deranged killers, consumed by the ecstatic ruination of their foes. They take great pleasure in mutilating their enemies, tearing apart flesh and bone to craft their crude armor from the skeletons of those they have butchered. As they march into battle, their bone armor soon becomes drenched in crimson gore, a testament to the sheer brutality and slaughter that follows in their wake. Together, these warriors are driven by Khorne's command to spill blood, collect skulls, and revel in the utter destruction of all who oppose them

The Exiled Ones [Free]:
The Exiled Ones are a horde of reckless warriors, once cast out and now driven by nothing but the sheer hunger for battle. Led by Skarbrand, who moves from battlefield to battlefield across the Mortal Realms without rhyme or reason, these followers unleash devastating attacks in their relentless quest to regain Khorne's favor. Each strike they make is fueled by desperation—desperate to prove their worth and earn the Blood God's attention once more. But for you, the reason for joining is simple: you crave only one thing—battle. You are a killing machine, focused solely on the thrill of war, where every clash, every enemy brought low, is another step toward proving your worth in the eyes of Khorne. Together, you are an unstoppable force, driven by bloodlust and the sheer desire to spill as much blood as possible.



Perks

General Perks

Mark of Khorne [Free]:
Whether mortal or daemon, the mark of Khorne is branded upon your very being—a testament to your unwavering devotion and allegiance to the Blood God. This symbol sears into your flesh, marking you as a true servant of slaughter. In battle, this newfound power is unleashed, allowing you to crush foes with devastating force. Every strike you deliver is infused with raw aggression, each blow carrying the weight of Khorne's wrath, a living embodiment of unstoppable fury.

Body of Khorne [Free]:
As a servant of Khorne, your body undergoes a relentless transformation. Muscle density in your frame thickens, and you gain muscle mass far more easily than ordinary mortals. Each movement, each clash, feeds your strength, and the constant pursuit of violence strengthens your very form. You grow stronger with every battle, your endurance hardened by the relentless drive to dominate and destroy.

Bloodlust of Khorne [100 BP / Free for Bloodthirster]:
Your mere presence heightens the bloodlust of both allies and enemies alike. The air around you becomes charged with violence, and the scent of blood ignites a primal hunger in all who witness you. Those who stand by your side are driven into a frenzy, their rage fueling the next attack. Enemies, sensing the same, grow desperate, compelled to strike you down before their own bloodlust overwhelms them. You are the spark that sets all into motion, spreading the desire for slaughter across the battlefield, driving the tide of war ever higher.

Locus of Fury [100 BP / Free for Bloodthirster]:
As long as you remain more than 30 feet away from any enemy, Khorne's fiery protection envelops you. Projectile attacks, no matter their force, are deflected by Khorne's will, either dissipated or guided to strike non-vital areas on your body. The wrath of the Blood God shields you, ensuring that you remain untouchable as long as you stand outside the reach of your foes, your body an impenetrable force of fury.

Murderous to the Last [200 BP / Free for Bloodthirster]:
Even when faced with the brink of death on the battlefield, your strength never fully falters. In that final moment before falling, you still have enough power left to unleash one devastating attack on an enemy within 10 feet of you. This last act of savagery carries all your remaining rage, ensuring that even in death, you take an opponent with you, leaving no foe untouched by your fury.

Priest of Bloodlust [200 BP / Free for Bloodthirster]:
You are a terrifying figure among Khorne's followers, a priest devoted to the sheer rage and brutality of the Blood God. With each prayer you utter, you call upon the unrelenting fury of Khorne, channeling it into the battlefield with devastating effect. These rituals are not mere words—they are powerful invocations that shape the tide of battle, unleashing Khorne's wrath upon friend and foe alike.

When you bless your allies, they are transformed into instruments of slaughter, their strength and ferocity amplified beyond mortal limits. They move with a brutal, unrelenting pace, their strikes powerful enough to cleave through armored foes and send enemies scattering in terror. With each swing, they become vessels of Khorne's pure violence, their rage unquenchable and their presence a nightmare for any opponent.

However, when your prayers are directed at your enemies, the consequences are far more horrifying. Those who stand against you are subjected to unrelenting torment—excruciating pain that tears through their bodies and saps their resolve. Some are overwhelmed by an intoxicating haze, their senses bombarded with pleasure and agony, leaving them paralyzed and helpless. Others find themselves inexplicably drawn to your cause, their minds twisted by Khorne's wrath, and their will to resist shattered as they are claimed by the relentless hunger for violence.

Let the Blood Flow [400 BP]:
Whenever you wound an opponent, their injuries will never fully heal. The wounds you inflict are cursed, lingering even after the battle has ended. It takes powerful, potent magic to even attempt to close the gaping gashes and brutal cuts inflicted by your attacks. Regular healing spells are useless against such wounds, leaving your enemies permanently scarred and weakened, ensuring that each blow you land is a lasting mark of Khorne's wrath.

Brass Skull Meteor [400 BP]:
On the battlefield, whenever you, your allies, or your enemies kill around 80 people, you gain the ability to summon a devastating meteorite. This meteor can only be summoned on the same battlefield where the killings occurred, serving as a visible mark of your dominance soaked in blood. With each subsequent use, the number of kills required doubles, making it increasingly difficult to unleash this power on the same ground. The meteor crashes down with fiery destruction, obliterating everything in its path—though those caught in its devastating impact do not count toward the kill requirement.

Favored by Khorne [600 BP]:
With Khorne's favor now bestowed upon you, your journey as a follower of the Blood God takes on new heights of destruction and power. You have been elevated to the rank of Chaos Lord, your abilities sharpened to a devastating edge, now six times more effective than before. It's not just raw power that defines you, but your mastery over your skills, turning every strike into a symbol of Khorne's wrath. The Lord of Skulls grants you an army of both mortals and daemons, each imbued with the hunger for bloodshed and glory in battle.

You are granted 300 Favor to be used for the 'Supplement AoS Grand Alliance of Chaos Army of Khorne' and the Beastman army supplements. Any unit that has the option to bear the Mark of Khorne must do so. Additionally, any unit you purchase from these supplements with the Mark of Khorne is automatically upgraded to Exalted of Khorne at no extra cost. These units also gain 1 free Khorne Gift or Chaos Gift (your choice, as long as it meets the requirements), which does not count toward the limit of gifts a unit can possess.

Furthermore, you are now free from the limitations that once restricted the use of these supplements.

Racial Perks

Human

Cannibalism [100 BP]:
By consuming human flesh, you gain sustenance far beyond what ordinary food could ever provide. Each bite rejuvenates your body, nourishing you with unparalleled efficiency and granting you the strength to continue fighting, even in the direst circumstances. This dark practice becomes a twisted form of sustenance, ensuring that as long as there are foes on the battlefield—or unlucky allies—you will never go hungry.

Reading People[100 BP]:
As part of nobility, from a very young age, you have been taught the importance of observing and interpreting people's true intentions from their body language and tone of voice. While it is not the same as having mind-reading abilities, you can discern if someone is lying to you and if they intend to bring harm

Knights Training [200 BP]:
You have been given the rare opportunity to train as a knight—a class that outclasses most peasants and adventurers in terms of melee combat. You are practiced in fighting in heavy armor both on foot and on horseback. You are an adept rider, capable of handling even the most exotic beasts that Chaos is known to create**.**

Daemonic Wrath[200 BP]:
Once in the past, your household would channel the power of Sigmar and imbue your attacks with holy lightning similar to that used by the Stormcast. But now, you stand with Chaos and have learned to instead imbue your attacks with the corrupting powers of Khorne. Whenever you strike anything that is peaceful and lawful in nature, their defenses will weaken, and their wounds won't heal as quickly.

This dark enhancement turns your strikes into instruments of corruption, sapping the vitality and purity of your enemies, ensuring that their strength diminishes over time. This ability aligns perfectly with your dedication to Khorne, furthering your influence and effectiveness in the perpetual conflict against the forces of order and peace .

Arena Master [400 BP]:
You are the undisputed ruler of the blood-soaked arenas where combatants clash for survival and glory in Khorne's name. Your skill in orchestrating and dominating battles in the arena is unmatched, whether as a participant or overseer. In combat, your knowledge of terrain, strategy, and brutality gives you an edge, allowing you to manipulate the flow of battle to your favor.

Beyond raw combat prowess, you have the authority to command the construction of your own arena, a brutal coliseum where blood is spilled to honor the Blood God.

Daemon Host [400 BP/600 BP/Forbidden for Deamons]:
Some people are not happy with the limitations of the mortal body. That's why you have decided to perform a dark ritual, allowing you to summon daemons of Chaos and have them inhabit your body. Normally, when a daemon takes over a human host, the soul of the mortal is either consumed or buried deep inside, trapping it within its own body. But not for you. The daemon inside you is benign, and you receive all the benefits of being part-daemon.

Firstly, your mind and body cannot be controlled or possessed by other beings. Your body is also drastically enhanced with greater endurance, strength, and speed. Additionally, ***you will get a discount one of the daemon perks and items of each tier of cost for 100 BP, 200BP, 400BP and 600 BP***. For an extra 200BP in future jumps, you can get ***one discount per tier on perks and items under and equal to 400BP in price*** with origins and Races related to creatures of Chaos, such as daemons and devils. Undead and other creatures do not count.

Wounder of Worlds [600 BP]:
Once per day, through fervent prayer to Khorne, you can unleash a devastating display of his wrath upon the battlefield. With this ability, you choose a single point within your line of sight, marking it as the epicenter of destruction. From that point, you can draw a line across the battlefield in any direction you choose. Every enemy along this line is struck by an apocalyptic explosion, as if the very fabric of the world were torn asunder by Khorne's fury. The ground shatters, flames erupt, and enemies are obliterated in a maelstrom of blood and fire.

This power is a testament to your bond with the Blood God, a display of divine rage that reshapes the battlefield in his name. The destruction caused is absolute, leaving behind nothing but scorched earth and the remains of Khorne's enemies. However, its immense potency demands precision and timing, as it can only be invoked once per day, ensuring that when you call upon it, the impact will be nothing short of cataclysmic.

Reality-Bending Attack [600 BP]:
Your melee strikes are now infused with the raw, terrifying essence of Khorne’s boundless fury, making them a force capable of bending reality itself to obliterate your enemies. Each time your weapon finds its mark, there is a chance that the blow will bypass all mortal and magical defenses, instantly killing your foe in a display of unparalleled violence. The destruction is absolute—these victims are not merely slain but utterly annihilated, their souls consumed by Khorne’s unrelenting wrath. This ensures that they can never be revived or restored by any means, leaving their existence as nothing more than a grim memory of your ferocity.

This ability is a manifestation of Khorne’s divine favor, a brutal reminder of his disdain for weakness and his relentless thirst for bloodshed. With each reality-shattering strike, you serve as an instrument of his will, carving a path of fear and devastation on the battlefield

Duardin

Duardin Biology [Duardin Only, Free]:
You are a proud Duardin of the Mortal Realms, now dedicated to the service of Khorne, the Blood God. Your reasons for embracing his brutal creed are your own—whether it is the thrill of battle, the forging of mighty weapons bathed in blood, or the relentless pursuit of vengeance. As a Duardin, you boast a lifespan that spans thousands of years, far exceeding that of mere humans. Your skin is exceptionally durable, providing natural protection against the rigors of war. A defining trait of your race is your long and braided beard, often streaked with the blood of your foes, a mark of pride that complements your stout and imposing stature. Though shorter than humans, you are no less formidable, your strength and endurance unmatched.

Duardin are renowned for their natural resistance to magic, a trait that often protects them from the sorcerous assaults of their enemies. However, this resistance comes with a terrible risk. Should a spell manage to bypass your defenses, the magic corrupts your body, triggering a slow and agonizing transformation into a statue of solid stone—a fate many fear more than death itself. Those who embrace Khorne may choose to become Chaos Duardin, their forms twisted and corrupted by his fiery wrath. Your appearance grows darker and more fearsome, with gnarled features and a visage that reflects your bloody purpose. Grotesque or not, you stand as a living embodiment of Khorne's will, a relentless engine of destruction and a terror on the battlefield.

Digger [100 BP]:
No matter where a Duardin finds themselves in the Mortal Realms, they are at home in the dirt, especially when digging tunnels. Your tunneling skills are exceptional, as the tunnels you build are notably sturdier and resistant to collapse. But that's not all—you possess an innate talent for navigating underground and always know exactly where to dig to find the materials and rocks needed for your endeavors. This natural affinity for the subterranean world makes you a master of excavation and mining.

Weapons and Armour Making [100 BP]:
You possess unparalleled skill in crafting weapons and armor imbued with the wrath of Khorne. Your creations are not mere tools of war but extensions of the Blood God's will, designed to bring destruction to his enemies. Each weapon you forge is honed to deadly perfection, capable of cleaving through the toughest defenses, while your armor is crafted to withstand even the most devastating blows. The process of forging is a sacred ritual, every strike of your hammer echoing Khorne's fury

Proud of My Own Stuff [200 BP]:
Your mastery over your craft is a source of immense pride and power, and Khorne himself acknowledges your skill. Whenever you create something with your own hands—be it through forging weapons, crafting armor, or even assembling traps on the battlefield—your abilities in those fields are significantly enhanced. Each creation bears the mark of your fierce determination, imbued with the strength and fury of the Blood God.

To the Sky [200 BP]:
It looks like you have the blueprints and the skills to create weapons, armor, and airships of the same quality as those crafted by the Kharadron Overlords. However, instead of using aether-gold as a power source, you now utilize wyrdstone, a more volatile and chaotic substance. This change introduces both incredible potential and significant risk, as wyrdstone's chaotic energy can enhance your creations with unparalleled power while also rendering them dangerously unstable. Your weapons might strike with unpredictable force, your armor could provide exceptional protection while occasionally warping in unpredictable ways, and your airships, fueled by wyrdstone, might achieve unprecedented speeds or capabilities, albeit with the constant threat of catastrophic malfunction.

Quality Assurance [400 BP]:
As a blacksmith, it would be a shame if your weapons, armor, trinkets, and vehicles were to break and malfunction at critical moments. But not anymore, as both quality and safety are ensured with your skills. You meticulously craft each item to withstand the wear and tear of use, even when enhanced by dangerous substances like wyrdstone. Your creations are not only of superior quality but also remarkably durable, providing reliability and peace of mind in even the most chaotic and demanding situations.

True Duardin Resistance [400 BP]:
Pride in your heritage is a defining trait, even as you devote yourself to the Blood God. Now, your resistance to magic has reached its peak—only the most potent and overwhelming spells can breach your defenses and affect you. This blessing of Khorne fortifies your body and spirit against sorcery, a testament to your defiance of cowardly magic. However, this resistance extends to all spells, including those meant to heal or aid you, as Khorne's followers take pride in enduring pain without respite. Wounds are badges of honor, and suffering only fuels your rage, driving you to greater feats of bloodshed in the name of the Blood God.

Daemonsmiths [600 BP]:
You are now able to create one of the most dangerous and abominable things within the Mortal Realms: a Daemon Engine. These monstrous creations require two parts, both of which you excel at. The first part involves creating a host body. This metal shell can take the form of a cannon, a train, an air vessel, or even a mech if you know how to build it. The host body binds the daemon to the mortal realm, keeping it perfectly under your command, even if the daemon inside is in incredible pain and despises you completely, ensuring no betrayal can occur.

The second part is the ritual to summon daemons from the Realm of Chaos and perfectly trap them in the host body. This process always succeeds on your part, as you have a way with words to lure these daemons. The advantages of transforming ordinary items into demonic nightmares that will haunt your enemies are immense. First, the durability of the items is greatly increased. Any weapons mounted on these vehicles can bypass any invulnerability, and their ammunition will be automatically regenerated. Wounds and damage suffered by the body will heal over time, and this process can be accelerated by feeding it fresh meat.

Moreover, Daemon Engines are more menacing than any of their normal equivalents. Additionally, with this perk, you can also create Daemon Weapons, imbuing ordinary weapons with terrifying demonic power.

Runesmiths[600 BP]:
You delve into the forbidden arts of rune magic, channeling the corrupting energies of Chaos to empower your creations. Unlike traditional Runesmiths who draw upon the pure power of the earth and ancient runic lore, your runes are inscribed with the malevolent essence of dark magic, granting your weapons, armor, and machinery unparalleled and terrifying capabilities.

Where in weapons it's Inscribed with these dark runes, the weapons strike with a malevolent force that can shatter both flesh and spirit. Each blow carries the weight of Chaos, capable of inflicting grievous wounds that fester and corrupt, spreading malevolent influence with every strike.

Armor imbued with your runes provides not only physical protection but also sinister resilience. These runes absorb and reflect magical attacks, turning the arcane energies of your enemies back upon them. Spells aimed at you may rebound with even greater potency, punishing those who dare to assail you magically.

And the machinery and war engines you craft, powered by these runic inscriptions, operate with dangerous efficiency. Enhanced by your dark runes, they become faster, stronger, and more destructive, outstripping their mundane counterparts. Additionally, these runes imbue your creations with an unpredictable edge, catching foes off guard with their twisted capabilities.

In all your creations, the touch of Chaos is evident, twisting and enhancing their function beyond the limits of mortal craftsmanship. And with time and practice you can further increase the power of your runes existing powers and add new abilities to your runes.

Khorngor

Gor Biology [Khorngor only Free]:

As a Gor you have mighty Horns, your strength is unmatched among mortals, capable of tearing through human foes with bare hands and pulverizing rock with mighty blows. The Beastmen, driven by their inherent bestial nature and the relentless will of Chaos, view weakness as a sin that must be purged from their ranks. This uncompromising ethos ensures that their armies are always poised to unleash devastation upon civilizations unfortunate enough to cross their path. Led by their primal instincts and guided by the dark influence of Chaos, Beastmen like you embody a relentless force of destruction, driven to sow chaos and leave a trail of ruin in your wake.

Beastman Variance [Khorngor only Free]:

There are two variants of Beastmen within the army that you may choose to embody if you please this is optional :

The first variant is the Centigor. They possess muscular, man-like torsos atop the bounding lower bodies of four-legged beasts, ending in clawed hooves. Their cruel-looking heads feature large, ribbed horns, and they are known as some of the fastest Beastmen in any Brayherd. However, they have a notorious tendency to indulge in drunkenness and lust, particularly towards human females.

The second variant is Bullgors, towering humanoid creatures with bull heads that stand twice as tall as a man. They boast immense muscular strength and bone density akin to diamond, making them the strongest Beastmen in the Brayherd armies. This strength comes at the cost of reduced intelligence.

Big Decorated Horns[100 BP]:

In the Beastman world, the bigger your horns, the more respect you command. As a result, your horns are the largest among gors of similar size and variation. This makes you the most intimidating creature there, and any challenges to your status and authority are quickly quashed by the sheer size of your horns. Furthermore, your horns possess an intriguing ability to stir the hearts of anyone who sees them, captivating them and making them more susceptible to emotional influence towards rage and violence.

Break Civilization[100BP]:
As a Beastman, you hate everything that is prim and proper, associated with civilized worlds. This is why you now have the ability to easily destroy anything with a technology level above the Stone Age with your bare hands. As walls fall and doors crumble, you are a menace, a true civilization killer.

Beastman's Armor [200 BP]:
Khorne has blessed your body with a second layer of tough, nearly impenetrable skin, as hard as steel. This natural armor deflects most blows, turning away sword strikes and arrows alike. However, even the fiercest warriors know to strike at the weak spot—located in your neck—where the armor's protection falters. It serves as a challenge to your enemies, daring them to find the chink in your defenses, but such attempts only sharpen your vigilance and fuel your rage to crush those who dare to strike.

Rock Throwing [200BP]:
As most Beastmen can't effectively use advanced ranged weapons due to their technological simplicity, they rely on simpler weapons for ranged attacks. These include javelins, throwing axes, bows, and even simple rocks. Despite the simplicity of these tools, the accuracy and power with which Beastmen wield them are exceptionally effective in hitting and killing their prey. Their primal instincts and physical prowess make them formidable opponents even with these rudimentary weapons.

Evolution From Hunger[400BP]:
Normally, this mutation is only inflicted on Minotaurs that have committed the act of cannibalism within their own herd, transforming them into giant mindless rage machines with perpetual hunger issues. Regardless of your origin, you now have a choice of transforming into one of the two forms below. Choose one:

First, there is the Ghorgon, a nine-foot behemoth that rampages on the battlefield with an additional pair of limbs erupting from your shoulders, ending in massive, bony blades instead of hands.your hunger is so massive cattle will disappear everyday when you are round . Your sense of smell, especially for blood and flesh, is so acute it supplants sight, enabling you to be a raging hunter day or night.

The second is a Cygor. At twenty-four feet tall, this colossus has a single eye in the center of its head and is blind to the physical plane. Instead, you perceive all that is magical. You prefer to hunt sorcerers and wizards as your prey, as they emit a brilliant aura that you can trace directly to them.

As a Herd [400 BP]:
Now, whenever you are part of an army and you attack with your allies, it becomes a sea of chaos. Even though your movements and those of your allies are not in sync, your strikes create an eerie roar of thunder and easily destroy formations on the battlefield. This unusual chaos greatly enhances the effectiveness of the unit in combat, as you and your allies instinctively anticipate each other's actions, creating a seamless and deadly coordination.

Morghur Avatar [600 BP]:
It seems Morghur, the minor Chaos god of the Beastmen, has chosen you as his avatar on the mortal plane. Much like him in the Old World, your form is in constant flux. You have the ability to transform into a more monstrous and bestial shape, enhancing your physical strength and combat prowess. Additionally, you possess the power to corrupt and twist the natural world around you. This corruption spreads like a blight, warping plants, animals, and even the land itself into chaos spawn.

Your shifting form emits an aura that disrupts and destabilizes both magic and the morale of nearby enemies. This makes you a formidable presence on the battlefield, capable of sowing confusion and weakening enemy resolve with your mere presence.

Furthermore, your continuous transformations grant you a potent regenerative ability, allowing you to heal from wounds that would prove fatal to others. Once perjump, you can even regenerate from nothingness, reforming your entire body even if reduced to dust or obliterated by powerful forces**.**

The Will Of The Chaos!!![600 BP]:
It appears the Dark Gods have blessed you with the powers of Chaos since birth, augmenting your physical abilities to the highest degree. Your physical might now rivals that of a Daemon Prince of Khorne, turning wherever you attack into a scene of devastating destruction against your enemies. But there's more to this gift: from now on, across future worlds, you will garner the favor and attention of any deity aligned with the capricious nature of Chaos. They will bestow upon you their boons and favors, enhancing your abilities and ensuring your place as a favored champion of Chaos.



Dragon Ogor

Dragon Ogor Biology [Dragon Ogor only Free]:

You are a creature that has existed since before the creation of the Mortal Realms, having gained true immortality by being enslaved by the dark gods in the Old World. As a result, your race became their eternal slaves, cursing your existence as you awoke in the Mortal Realms still bound to the ancient contracts with the old gods.

Dragon Ogors are incredibly strong, capable of crushing enemies with their bare hands or wielding massive weapons that would be impossible for a human to lift. Their physical power makes them formidable combatants in melee, able to smash through enemy lines and demolish fortifications. The thick, scaly hide of a Dragon Ogor provides natural armor, making them highly resistant to physical damage, allowing them to endure a tremendous amount of punishment before succumbing to their injuries, making them exceptionally tough to defeat.

Immortal, Dragon Ogors continue to grow throughout their entire lives, with lightning having the unique property of healing any wounds they might sustain. However, they have a critical weakness: they need to be continuously struck by lightning to fuel their bodies, and without this, they go dormant, their immense power and resilience fading until they are reawakened by the storm.

Short Hibernation [100BP]:

When a Dragon Ogor is close to running out of energy, they return to the mountains from which they descended and hibernate, awaiting the next thunderstorm to reenergize them. This process can take months to centuries. However, for you, when you are low on energy and enter hibernation, the wait will never last more than a month for a thunderstorm strong enough to fully recharge you. In future worlds, this perk will summon a thunderstorm whenever you are low on energy. During recovery, a thunderstorm will strike you, fully energizing you once a month.

Old Wisdom[100BP]:
Dragon Ogors are ancient beings with a wealth of knowledge and experience, having witnessed countless battles and epochs throughout their extensive lifespans. This ancient wisdom makes them not only fearsome warriors but also cunning strategists and formidable leaders on the battlefield. Their deep understanding of warfare allows them to anticipate enemy movements, devise complex tactics, and exploit weaknesses that others might overlook. They can coordinate large-scale assaults, organize defensive positions, and adapt to rapidly changing battle conditions with a level of insight and foresight that younger and less experienced opponents simply cannot match.

Fearsome Reputations [200BP]:
The mere presence of a Dragon Ogor on the battlefield can instill profound fear in the hearts of their enemies. Towering and imposing, these ancient beings exude an aura of dread and invincibility. Their fearsome reputation as unstoppable forces of nature, born from countless tales of their brutal strength and devastating power, precedes them. This reputation alone is enough to demoralize opponents before the battle even begins, sapping the courage and resolve of even the most stalwart warriors. As these colossal figures stride onto the field, their enemies are often struck by the sheer magnitude of their presence, a living embodiment of destruction and chaos. The psychological impact of facing such a legendary and formidable foe cannot be underestimated; soldiers' hands may tremble, their formations falter, and their will to fight waver.

Electric Weapons [200BP]:
Dragon Ogors are intrinsically connected to the element of lightning, with its power coursing through their veins. This elemental affinity grants you the ability to enhance your weapons with the destructive force of lightning. When you attack using this lightning-infused power, their strikes become extraordinarily potent, capable of bypassing any resistances and invulnerabilities their enemies may possess. This ensures that their lightning attacks hit with full force, making them especially lethal against foes who would otherwise be protected from harm.

Super Regeneration [400BP]:
The regeneration of Dragon Ogors depends on how often they are struck by lightning, whether from magical attacks or natural sources. This fundamental trait remains unchanged for you; however, your healing factor and regeneration from being hit by lightning have been greatly enhanced. Now, whenever lightning strikes you, it can heal normally fatal wounds and regrow lost limbs instantly. This extraordinary ability ensures that you can recover from even the most grievous injuries in the blink of an eye, making you nearly indestructible on the battlefield as long as lightning continues to fuel your resilience.

Hyper Efficient [400BP]:
One of the key limitations preventing Dragon Ogors from completely conquering the Mortal Realms is their dependency on natural, strong thunderstorms or other sources of lightning to fuel their power and maintain their active periods. However, you have somewhat bypassed this limitation with a remarkable efficiency in utilizing lightning as an energy source. Your body is now approximately 70% more efficient in maintaining your active periods and harnessing electricity for attacks. Additionally, in future worlds, you will be able to freely absorb electricity and use it as a substitute for mana, ki, or any other power source. This enhanced efficiency and adaptability greatly increase your longevity and combat capabilities, making you a more formidable and less reliant force**.**

Eternal Storms[600BP]:
As you traverse the realms, an eternal storm now follows you wherever you go. These storms are not weak; lightning regularly rains from the sky, charring the earth's surface, and never dissipating, even in places where storms of this magnitude should never occur, such as deserts or indoors. Despite their ferocity, these storms' lightning strikes are somewhat random, except for one target you can control: either yourself or your fellow Dragon Ogors. This creates a permanent juicing station where you and your kin can rampage freely across the Mortal Realms. In future worlds, these storms will never harm you or your allies. For those who do not possess the biology of a Dragon Ogor or the ability to absorb lightning energy, the lightning will instead supercharge their weapons or enhance the defensive capabilities of their armor. This ensures that your presence brings a constant and formidable advantage to any battlefield, empowering you and your allies with the relentless fury of the storm.

Shaggoth [600BP]:
You are now one of the most ancient beings in the Mortal Realms, having existed since the Old World. The accursed pact with the Dark Gods is still valid, binding you eternally. As a Shaggoth, you are as large as a mountain, granting you immense strength and a hide as tough as diamonds, providing high resistance to physical attacks. However, you are not vulnerable to magical attacks either. A small storm follows you wherever you go, which you can control freely to strike friend or foe. This storm is not endlessly powerful and will dissipate once its energy is expended. The lightning strikes also create a lightning ward around your body, easily dispersing any hostile spells targeting you; only the most powerful spells can penetrate this storm shield.

As a Shaggoth, ***you possess the ability to cast spells but only in future worlds***, unlike your younger kin. Your spellcasting is limited to those involving the lightning element, but this limitation brings a significant advantage. Your affinity with lightning allows you to learn and master these spells at an unprecedented speed, and the power they bring to the battlefield is formidable. In future worlds, the restriction of casting only lightning spells will be lifted, but the bonuses will only apply to lightning-based spells or techniques.



Chaos Gargant

Gargant Biology [Gargant only Free]:
Gargants are characterized by their immense physical stature, often standing several stories tall. Their bodies are heavily muscled and incredibly resilient, with thick, leathery skin that provides natural armor against physical attacks. Their bones are dense and virtually unbreakable, supporting their massive frames and allowing them to wield enormous clubs, rocks, and other makeshift weapons with devastating force.

Gargants possess titanic strength, capable of lifting and hurling boulders, uprooting trees, and smashing through fortifications. Their raw power allows them to crush enemies with a single blow, shatter formations, and cause widespread destruction on the battlefield.

The thick, leathery skin and dense bones of Gargants make them incredibly durable. They can withstand significant amounts of damage, shrugging off arrows, sword strikes, and even cannon fire. Their natural resilience makes them difficult to bring down, even under sustained assault.

Solitude[100 BP]:
Gargants are typically solitary creatures, preferring to roam vast areas alone. They have a strong sense of independence and rarely form lasting bonds with others of their kind. This solitary nature affords them a unique freedom, allowing them to navigate their environments without the constraints of social dependencies. Unlike many social species, Gargants do not experience the negative psychological effects of prolonged isolation. They are content in their independence, capable of thriving even in solitude for extended periods, unaffected by loneliness or the need for companionship which you now have.

My Territory [100BP]:
On the beginning of each world, you can set any untouched expanse of land free from the touch of civilization to be your territory. As a Gargant, you require a significant amount of calories to move and maintain your massive body. This territory will be the size of, let's say, Yellowstone National Park. In your territory, there will always be an abundance of prey animals for you to consume, as their fertility while within your domain will be extraordinarily high.

For some reason, humans and other races of the mortal realms will inevitably flock to your territory. They come either to hunt the plentiful prey or to gain the glory of killing you. Either way, this provides more protein for you to consume, ensuring that you always have a steady supply of food.

To Crush [200BP]:
As a Gargant, when fighting smaller enemies, the easiest way to kill them is to crush them with your weapons or feet. Unfortunately, some enemies wear magical armor that can withstand your strikes. However, if you fully crush someone smaller than you—whether they fit in the palm of your hand, under the sole of your foot, or are smaller than your weapon—your attacks will bypass any form of invulnerability or fate-altering effects. These crushing blows will inflict almost double the normal damage to the target. This ensures that even the most resilient foes cannot withstand your immense power when you bring your full might to bear.

To Catch[200BP]:
As a Gargant, your immense size and strength make it difficult to capture small creatures in your grasp due to their dexterity and your enormous strength that could easily kill them if you're not careful. But not anymore. This ability allows you to snare and immobilize your foes with precision and strength, making you able to capture any creature with care as long as they are smaller than you.

Chaos Siege Gargant[400BP]:
Your body has been completely adjusted to be a true siege weapon. Thanks to your fellow worshippers of the ruinous powers, you have been equipped with siege armor, made out of ragged iron and bronze plates that have been hammered, nailed, fused, strapped, and bound directly to your flesh. This armor has made you greatly resistant to piercing attacks. On your hands, there are great spiked hooks that make excellent weapons and provide support in climbing mountains or walls. This siege armor acts as your second skin; therefore, you will not feel any discomfort in using it. Also, in future worlds, it is possible for you to import any form of armor to this siege armor, thereby gaining more abilities.

Finding Treasure[400BP]:
Unfortunately, there are magic items in the mortal realms that don't fit for usage by Gargants. Even so, you are one of the many Gargants that actively collect and use many items of the civilized races for your own purposes. That's why you now have this uncanny ability to find magical items wherever you go. Whether they are one-time-use, weak, or strong magical items will be up to luck to decide. Additionally, you can use any magical items you find as you ignore any restrictions they may have, either for racial reasons or size restrictions. For example, if you find shoes of speed that fit a human, you can still use those shoes by just wearing them on your toes.

Mega-Gargant[600BP]:
You are now a Mega-Gargant. You are a colossal being, capable of reaching heights of over 50 feet, with weights that can easily exceed several tons. Your sheer mass makes you capable of devastating impacts. Your skin is incredibly thick and tough, providing natural armor against most physical and now magical attacks. Your body also possesses a slow but steady regenerative capability, allowing you to recover from wounds that would be fatal to most other creatures. Mega-Gargants also have variants. Choose one below, and you can buy this perk multiple times to get the other variants.

Warstomper Mega-Gargant
The Warstomper Mega-Gargant is the quintessential battlefield juggernaut, specializing in crushing enemy troops en masse. With each thunderous step, the ground quakes beneath them, and their enormous clubs, often fashioned from the trunks of ancient trees or massive bones, can flatten entire ranks of soldiers in a single swing. Warstompers excel in close combat, their brutal strength and unrelenting assault breaking through enemy lines and fortifications. Warstompers possess an innate ability to inspire dread, their mere presence enough to send lesser foes fleeing in terror.

Kraken-Eater Mega-Gargant
Kraken-Eater Mega-Gargants are the maritime marauders of the Mega-Gargant lineage, known for their affinity with the seas and their insatiable greed for plunder. These giants roam coastal regions, using their immense strength to drag entire ships ashore or hurl boulders from the sea floor at enemy fortifications. Kraken-Eaters are equipped with massive nets and tridents, perfect for snaring and skewering both land and sea creatures. Their armor, encrusted with barnacles and seaweed, adds a layer of protection against the harsh elements of the ocean.

Gatebreaker Mega-Gargant
Gatebreaker Mega-Gargants are the ultimate siege engines, renowned for their ability to demolish even the most fortified structures. With fists as hard as stone and strength that can topple mountains, Gatebreakers are tasked with breaking down the gates and walls of enemy strongholds. Their spiked fists are designed to penetrate thick stone and metal, shattering defenses with a single blow. On their forearms, they wear reinforced gauntlets that can deflect incoming projectiles, making them nearly invulnerable as they advance on enemy fortifications. When not tearing down gates, they wield massive flails or hammers, capable of sweeping aside entire regiments of soldiers.

Beast-Smasher Mega-Gargant
Specializing in hunting and battling the enormous beasts and monstrous entities that roam the Mortal Realms, Beast-Smashers are equipped with devastating weapons designed to pierce thick hides and break monstrous bones. Their preferred weapons are gargantuan mauls or clubs embedded with spikes, perfect for delivering crushing blows to large creatures. Beast-Smashers are adorned

with trophies of their hunts, such as dragon skulls and hydra teeth, which they wear as both armor and symbols of their prowess. Their resilience is unmatched, capable of withstanding the ferocious attacks of their quarry and retaliating with even greater force. In addition to their physical capabilities, Beast-Smashers have an uncanny ability to track and ambush large prey, using their immense size and strength to overpower even the most formidable foes.



Daemon

Warp-Forged Physiology [Daemon Only Free]:
Your very essence is intertwined with Chaos itself. This perk grants you a mutable form, allowing you to alter your appearance at will. Transform into terrifying , shroud yourself in illusion, or adapt to your surroundings with uncanny ease. Your flesh is no longer bound by mortal limitations.

Daemonic Invulnerability [Daemon Only Free]:
In the crucible of Chaos, your very essence has been tempered into an almost indestructible form. Attacks and weapons wielded by those of weak conviction and feeble faith shall falter before your demonic resilience. Like an unyielding fortress amidst a storm, you stand unbroken.

This perk grants you the near-immunity to conventional harm from range attacks , making you a formidable force to reckon with in close combat. Arrows and bullets may pierce your form, but they will falter, for your existence is bound to the madness of the Warp. Only the unwavering conviction of a true warrior strikes, strong magic or the dark rituals of witchery can hope to banish you from the material realm.

Bloodthirster Essence [Bloodthirster Only, Free]:
As a towering Greater Daemon of Khorne, you embody the raw essence of the Blood God—brutality, excess, and unstoppable destruction. You stand as tall as a Gargant, with massive bat-like wings and towering, monstrous horns that gleam with the promise of slaughter. Your presence alone radiates a terrifying aura, one that strikes fear into mortal hearts and inspires awe in your fellow warriors.

At your command, your every action becomes a symbol of Khorne's fury—a devastating force that leaves no room for mercy. Your strikes are brutal and unforgiving, tearing through enemies with merciless precision. Faster and stronger than even the most seasoned warriors, you are a living embodiment of wrath, capable of tearing through lines of foes in a frenzied storm of violence. Your sheer willpower and bloodthirst drive any weak-willed mortal into a berserk frenzy, turning even the most disciplined warriors into mindless engines of slaughter, eager to spill blood in the name of the Blood God.

Sovereign of the Abyss [200BP]:
In the Mortal Realms, the manifestation of a daemon is not hindered as the realms are brimming with magic. This perk allows you to achieve perfect manifestation at will in any world where magic is small or nonexistent. Your corporeal presence in realspace is an unassailable manifestation of terror and malevolence. No mortal or otherworldly force can impede your arrival. The boundaries between realms quiver and break at your command, allowing you to step forth into the material world with unparalleled potency.

Soul Consumption[200BP]:
You are able to freely consume the souls of every mortal that you have slain. With each soul you consume, your strength as a daemon will increase minusculely. This gradual accumulation of power enhances your already formidable abilities, making you an even more terrifying force of malevolence and destruction.

Warp Locus [400BP]:
Your arrival is an apocalyptic spectacle, a harbinger of terror, and a conduit for the darkest nightmares to take form. With this perk, your existence is a terrorizing event. As you materialize from the realm of Chaos. Your presence becomes a gateway for daemonic legions to flood into realspace, amplifying the terror and chaos you sow. Whole Demonic Armies that you have allegiance to will pour out from the gates you create. Making you one of the most deadly reinforcements in the battlefield.

Warpstorm Incarnate [400BP]:
The very essence of Chaos surges through you, turning your presence into a cataclysmic force. When you manifest in realspace, you bring with you a tempest of unbridled warp energy, an all-consuming maelstrom of madness and malevolence that warps and reshapes reality itself. it's a calamity. As you materialize, you unleash a devastating warp storm that engulfs the surrounding landscape. The very laws of physics and reality crumble before the raw power of the Warp, reshaping the terrain into bizarre and nightmarish forms.

True Death [600BP]:
Some creatures within the realm of chaos are difficult to kill, even with the right rituals or weapons, as some entities can only be killed when a certain condition is fulfilled. Now, you have this incredible blessing: choose one condition that is not impossible for your enemies to fulfill, and unless you are killed under that specific condition, no matter what, you will be banished to the realm of chaos and will remanifest after six months, randomly, somewhere in the mortal realms.

Born of Hatred [1000 BP / Bloodthirster Only, Cannot Be Discounted]:
You are no ordinary daemon of Khorne. Unlike your brethren, you were forged in the heart of Khorne's domain from the unimaginable carnage of 8,000 Bloodletters and 8 Bloodthirsters falling in a single cataclysmic battle. Their combined slaughter, rage, and unyielding fury birthed you—a god-spawn of the Blood God. Though smaller and less durable than the mighty Greater Daemons of Khorne, you are nonetheless a nascent Chaos God, a being whose power is destined to grow. The ground you tread constantly bleeds crimson, and the air around you seethes with crimson flames, a testament to your divine nature. Wherever you go, the battlefield is transformed into a domain of carnage and fire, with rivers of blood flowing in your wake, ensuring that your presence is never forgotten.

As a god-spawn, your power is not static. With each follower who pledges themselves to your name, with each soul claimed in your honor, and with the passage of time, your might grows exponentially. In time, you will gain the ability to create daemons in your image, molding them to reflect your unique aspect of Khorne. Your burgeoning divinity grants you a title, one tied to the particular aspect of Khorne you embody, as well as the unrelenting excess you inspire among your worshipers. Choose one title below, representing the path of bloodshed and destruction you will carve into the Mortal Realms:

Weapon of Khorne:
You are the embodiment of Khorne's brutal martial prowess, the apex of destruction wielded like a divine blade. Your form is a living weapon, with every edge of your body honed for slaughter. Your hands can transform into fearsome, jagged weapons, such as axes or blades, which burn with an intense, fiery energy. These living weapons are unbreakable, capable of cleaving through armor, bone, and even reality itself. On the battlefield, your strikes inspire frenzy among allies and dread among enemies, making your presence the ultimate symbol of Khorne's wrath.

Beyond your physical weaponry, your aura instills an irresistible compulsion in others to take up arms. Even the most reluctant mortals cannot help but be swept up in the tide of violence, their spirits ignited by your unrelenting thirst for battle. As the Weapon of Khorne, your every action is a statement of supremacy, leaving behind battlefields littered with the shattered remains of those foolish enough to stand against you.

Flames of Khorne:
You are the avatar of Khorne's fiery rage, a walking inferno of destruction. Crimson flames wreathe your body, consuming everything they touch except for those who are blessed by the Blood God. These fires burn not just flesh and bone but also the very essence of your enemies, leaving no trace of their souls to be recovered. Your mere presence on the battlefield turns it into a blazing hellscape, as rivers of fire erupt around you, immolating all who dare to defy Khorne's will.

The flames you wield are more than destructive; they are a divine purification. Those who survive your flames are forever marked, their minds consumed with an insatiable bloodlust that drives them to serve Khorne. You can direct this fiery wrath, creating walls of flame to trap enemies or consuming entire ranks of soldiers in a single, devastating inferno. As the Flames of Khorne, you leave behind nothing but ashes and scorched earth, a testament to the unyielding wrath of the Blood God.

Blood of Khorne:
Your divine essence flows with the unholy ichor of the Blood God, making you an unstoppable force on the battlefield. When you are wounded, your blood sprays forth in torrents, burning like acid and searing the flesh of anyone caught in its path. Even a single drop of your blood is imbued with the power of Khorne, capable of creating minor daemons or driving nearby warriors into a berserk frenzy. Your wounds do not weaken you; they only serve to fuel your wrath, allowing you to fight with even greater ferocity as the battle rages on.

Your blood also has a corruptive influence. Those who come into contact with it are forever changed, their minds dominated by Khorne's will. Mortal warriors touched by your blood find their bodies strengthened and their spirits bound to the Blood God, becoming mindless engines of destruction. As the Blood of Khorne, you are a living reservoir of divine power, ensuring that every drop spilled only furthers the endless carnage demanded by your patron.



Origin Perks

Bloodlords

Heads Must Roll [100 BP]:
Your skill in severing heads has been honed to an exceptional degree, making you a deadly executioner on the battlefield. With each swing of your weapon, your precision and strength combine to effortlessly decapitate enemies, even those clad in the thickest armor or protected by powerful wards. Beheading has become your signature move, a display of both efficiency and brutality that pleases Khorne, who revels in the collection of skulls for his throne. Whether facing mortal foes or daemons, your strikes aim true, leaving a trail of headless bodies as a testament to your mastery.

Brutal Retribution [100 BP]:
When facing enemy leaders or champions, your abilities surge with newfound vigor, a gift from Khorne, who delights in the clash of mighty warriors. Your attacks become faster, your strikes hit harder, and your resilience grows, allowing you to match and overwhelm even the most formidable opponents. This boost reflects Khorne's favor, as he takes pleasure in witnessing his warriors face the strongest of the enemy's forces head-on. Each blow you land against a powerful foe further fuels your rage, driving you to greater feats of carnage and cementing your reputation as a warrior without equal.

Hatred of Sorcery [200 BP]:
Your loathing of sorcery manifests as an aura of disruption, emanating from your very being. Spells that are cast at or near you falter, their energies dissipating or misfiring with increased frequency. Even the most carefully woven magic struggles to maintain its potency against your presence, as its output is often halved, leaving enemy spellcasters frustrated and vulnerable. This innate ability is a testament to your unwavering devotion to Khorne, who despises magic and empowers his followers to defy it with sheer force of will.

Strength Above All [200 BP]:
Though many may dismiss Khorne's warriors as mere mindless brutes, you prove otherwise with your sharp tactical mind and strategic prowess. You possess an uncanny ability to recognize and dismantle enemy traps, ambushes, and cunning plans, turning their schemes against them. This tactical acumen is not born of subtlety but of pure, brutal efficiency—every move calculated to bring you closer to victory and a pile of skulls for the Blood God. Your strength lies not just in your raw power but in your ability to wield it intelligently, ensuring your dominance on the battlefield.

Spelleater Curse [400 BP]:
Khorne’s hatred for sorcery has granted you a terrifying and vengeful blessing. Whenever a spell is cast upon you, it rebounds violently upon the caster. The spellcaster will either be consumed in a fiery explosion fueled by Khorne's unyielding wrath or twisted into a monstrous Chaos Spawn, mindless and forever loyal to your will. This curse ensures that any who dare use magic against you do so at their own peril, paying a gruesome price for their folly.

Unbound Slaughter [400 BP]:
The Blood God has gifted you unmatched mastery over weapons of all kinds, allowing you to wield any armament with ease, regardless of restrictions. Holy swords, ancient relics, or weapons meant only for chosen heroes fall effortlessly into your grasp, their limitations rendered meaningless in the face of your might. Furthermore, your blood carries the corruption of Khorne itself—by smearing it onto any weapon, you imbue it with demonic flames and an aura of unholy power, warping the weapon into a tool of destruction that radiates the Blood God's influence. No weapon is beyond your reach, and every blade becomes a harbinger of slaughter.

Slaughterbrute Master [600 BP]:
Once per year, you are gifted the unholy power to create a monstrous Slaughterbrute from a foe or even an ally, shaping their body into a grotesque war-beast infused with the raw energy of Chaos. This terrifying creature is a towering monstrosity of muscle, claws, and wrath, designed solely for destruction in the name of Khorne. Its immense physical power allows it to crush entire squads of enemies with a single sweep of its claws or obliterate fortifications with brute strength. The Slaughterbrute is utterly loyal to you, bound by your will and driven to wreak havoc upon your enemies in unrelenting bloodlust.

The mere sight of the Slaughterbrute strikes terror into the hearts of those who oppose you, shattering the resolve of even the most hardened warriors. Its monstrous roars reverberate across the battlefield, sowing chaos among your enemies while inspiring awe and fervor in your allies. The creation of such a beast is a testament to Khorne's favor upon you, showcasing your mastery over blood and slaughter. Those who witness this creature will know that they face a champion of the Blood God, one capable of reshaping flesh and souls into instruments of endless carnage.

Magic Deadzone [600 BP]:
When you and your allies saturate an area with the blood of at least 800 individuals, Khorne blesses the site with his disdain for sorcery. By erecting a grisly monument of gore, forged from the bodies and skulls of the slain, you create a powerful magic deadzone. Within a 20-kilometer radius of the monument, all forms of magic are rendered useless—spells fail to manifest, enchanted artifacts lose their potency, and magical creatures feel their powers wane. This desecrated zone becomes an impenetrable sanctuary against the corruption of sorcery, a testament to Khorne's hatred for the arcane.

The deadzone lasts for at least eight years, standing as a defiant scar on the land and a reminder of Khorne's absolute dominance over magic's treachery. As long as the monument remains undisturbed, the area retains its anti-magic properties, turning even the most magically reliant foes into helpless prey. The ground itself becomes an extension of Khorne's wrath, imbued with the blood of the fallen and an enduring aura of martial supremacy.

Skullfiend Tribe

Firebrand [100 BP]:
Any weapon you wield becomes a vessel of Khorne's fiery wrath. Upon touching your hands, the weapon ignites with raging crimson flames, adding devastating fire damage to your strikes. These flames do not harm you, but they sear and incinerate your enemies with every blow, leaving only charred remains in their wake. The fire also serves as a symbol of Khorne's unyielding fury, inspiring terror in your foes and unshakable zeal in your allies.

Diabolical Carvings [100 BP]:
Your mastery of gruesome artistry knows no bounds. On the battlefield, you can expertly carve materials from the remains of your fallen enemies, transforming bone, hide, and sinew into weapons, armor, or ornaments infused with Khorne's dark power. Every creation bears the macabre mark of your craft, exuding a primal terror that weakens the resolve of your enemies and bolsters your allies. These grisly works are both trophies of your carnage and tools for further slaughter.

Bonecrafting Mastery [200 BP]:
Your skill in crafting has taken on a gruesome form. You have become an expert at forging weapons and armor from the bones of your slain enemies. These creations are not only durable but are imbued with the essence of the Blood God, making them tools of war that inspire fear and dread in your enemies. Each piece is a testament to your kills, turning your battlefield trophies into instruments of further carnage.

Blood Potions [200 BP]:
Through dark rituals and knowledge granted by Khorne, you have mastered the art of crafting potent blood-based potions from the remains of fallen foes. These potions can be used to heal even grievous wounds, fuel uncontrollable bloodlust, or, if the blood concentration is sufficiently potent, summon lesser daemons to aid you in battle. Each potion is a grim reminder of Khorne's demand for blood and skulls, a fitting reward for your devotion and slaughter.

Blood-Woken Runes [400 BP]:
Your mastery over the sacred art of Khornate crafting has reached new heights. When you wear armor you've created yourself or made from organic materials like bone, you can carve runes into its surface, infusing it with the Blood God's savage power. Once the armor is drenched in the blood of battle, these runes ignite, blazing with daemonic energy. The result is an otherworldly resilience, protecting the wearer with Khorne's wrathful might and turning them into an unyielding force of destruction.

Favoured of Khorne [400 BP]:
Khorne's blessings reward your unrelenting slaughter of worthy foes. When you slay an enemy champion, you gain the ability to instantly disintegrate the flesh from their skull, transforming it into a grisly ornament for your weapons, armor, or accessories. Each skull imbues the item with the essence of the slain champion, granting you or anyone wielding it access to one of their skills or abilities. However, each item can only hold the power of up to eight champions, making these grisly trophies an invaluable enhancement to your tools of war. This power ensures your dominance grows with every victory.

Blood-Crazed Berserkers [600 BP]:
The battlefield is your domain, a stage for your unrivaled carnage and unrelenting fury. Unlike your fellow warriors in Khorne's service, your abilities have ascended to a new height, setting you apart as a truly exceptional force of destruction. Your combat skills have been refined to such an extent that your brutal and relentless fighting style can stand toe-to-toe with even the most graceful and skillful warriors of Slaanesh. You are a whirlwind of devastation, your raw strength and precision matching their cunning and elegance, proving that brute force can overcome even the most refined of techniques.

Your heightened prowess does not merely stem from brute strength but from an instinctive understanding of the flow of battle. Every strike you deliver is a calculated blow of savagery, designed to shatter defenses and crush your enemies. The warband recognizes you as a living embodiment of Khorne's will, inspiring your allies with your unparalleled ferocity and reminding your enemies of the futility of resistance.

Barbarian Lord [600 BP]:
Your very presence on the battlefield radiates a primal and terrifying aura, a testament to Khorne's dominion over blood and war. Those of weaker will who lay eyes upon you are immediately consumed by the Blood God's influence, their minds overtaken with insatiable bloodlust. Even the faintest flicker of hesitation or doubt in their hearts is enough for Khorne's whispers to take root. These newly swayed individuals may not yet be formidable warriors, but they become zealous initiates of the Blood God's cause, charging into battle with unbridled ferocity. Their actions—no matter how crude—disrupt enemy formations and bolster the chaos you sow, as even their reckless attacks bring more carnage to Khorne's name.

As these fledgling followers wage their bloody campaigns, their growth becomes your strength. Each skull they claim is offered to you as tribute, feeding your power and solidifying your status as a champion of Khorne. The more they spread terror and destruction, the greater your influence becomes, as their devotion fuels your ascension.



The Exiled Ones

Murderlust [100 BP]:
Your insatiable thirst for blood drives you to seek out the chaos and carnage of battle, an instinct so refined that it borders on supernatural. No matter where you are in the Mortal Realms, you possess an uncanny ability to sense the location of nearby battlefields, drawn to the scent of blood, the clang of steel, and the screams of the dying. Whether it's a small skirmish between rival warbands or a sprawling war between nations, you instinctively know where to go to quench your bloodlust. This relentless pull toward conflict ensures that you are never far from the chaos you crave, forever chasing the glory of slaughter in Khorne's name.

Apoplectic Frenzy [100 BP]:
Your thirst for blood fuels an unparalleled stamina and ferocity, making you a relentless force on the battlefield. As long as your eyes are fixed on the fight ahead, your endurance becomes practically limitless, enabling you to sprint tirelessly across vast distances to close the gap between yourself and your enemies. The mere sight of combat ignites an unquenchable fury within you, pushing your body beyond mortal limits until you are face-to-face with your foes. Once you are in range to unleash your wrath, your energy channels into devastating, unyielding attacks.

The First to Draw Blood [200 BP]:
The moment you lock eyes on your target, an instinctive drive surges through you, urging you to claim the first strike. This unrelenting determination grants you an innate understanding of the battlefield, allowing you to identify the quickest and most efficient path to your opponent. Every obstacle becomes insignificant as you instinctively calculate angles, terrain, and positioning to close the distance in record time. This relentless precision ensures that you are always the first to spill blood, a feat that fills you with Khorne's approval and sets the tone for the slaughter to come.

Roar of Battle [200 BP]:
Your lungs are vessels of Khorne's unholy wrath, capable of unleashing destruction upon your enemies. With a powerful exhalation, you can breathe forth searing, crimson flames imbued with Khorne's fury, burning anything in their path to ash. In addition, your guttural roar carries the weight of the Blood God's presence, striking fear into the hearts of the weak-willed and forcing them to cower in terror. For a Bloodthirster, this power is amplified tenfold, as their already formidable fire breath becomes a devastating weapon of annihilation, capable of incinerating entire ranks of foes in one mighty blaze.

Unrelenting Hunter [400 BP]:
Your resolve to bring death to your chosen prey is unmatched. By marking your target with a blood seal, you forge a supernatural connection that spans across dimensions. This seal acts as a blazing beacon visible only to you, guiding you unerringly to their location, no matter where they hide within the Seven Mortal Realms or other future worlds. Within the same dimension, you may maintain up to eight active blood seals at a time. This power ensures that no one, no matter how far they run, can escape the reach of your unyielding wrath, making you the ultimate predator in service to Khorne.

Conflict Portal [400 BP]:
Khorne's will fuels your insatiable thirst for war, granting you the ability to create portals that transport you directly into the heart of battle. It matters not where the battlefield lies within the Mortal Realms; your portals will deliver you to the carnage you crave. This ability transcends dimensions in future worlds, ensuring that no conflict remains beyond your reach. Whether you seek to join an ongoing skirmish or turn the tide of war, your portals allow you to embrace the chaos and slaughter wherever it may arise.

Tireless Conquerors [600 BP]:
Khorne has bestowed upon you the power to turn devastation into strength. Whenever you raze a town, obliterate an army, or leave a battlefield soaked in blood and littered with skulls, you can channel the carnage to summon a temporary daemon army under your command. These daemons emerge directly from the spilled blood and shattered remains, fueled by the fury of the Blood God. The size and might of the summoned force scale with the magnitude of destruction you wrought; the more massive the slaughter, the more formidable your army becomes.

This summoned force remains loyal to you for two full months, tirelessly waging war in your name and adding to the carnage. After this period, the daemons are drawn back into the Warp, leaving behind only the echoes of their destruction. With this ability, you are never without an army, as every victory sows the seeds for the next conquest. The more destruction you leave in your wake, the greater your power and reach grow, ensuring that no one can stand against your relentless campaigns of blood and fire.

Slaughter Triumphant [600 BP]:
In the heat of battle, the Blood God blesses you and your allies with the spoils of carnage. Each time you or those fighting alongside you slay an enemy, their death fuels your strength. Wounds that would otherwise slow you begin to heal, and your energy is revitalized, allowing you to fight with unrelenting fury. The battlefield becomes your altar, and every life taken is an offering to Khorne, who rewards your savagery by keeping you in peak fighting condition.

Moreover, as you claim the lives of your foes, your mortal limitations fade away. Hunger, thirst, exhaustion, and even the need to breathe are rendered unnecessary, allowing you to fight endlessly without concern for the burdens of mortality. Your relentless slaughter becomes a testament to Khorne’s power, and as the corpses of your enemies pile high, you stand unyielding—a living embodiment of his wrath, empowered by the endless bloodshed.

Chaos Mutation

The Ruinous Powers give many gifts to their followers, both as a sign of appreciation and also as punishments that turn them into Chaos Spawn. Here you can buy a list of mutations, and everyone gets 1 mutation at a discount for each tier with 50 BP discounted being free.

50 BP

Wings
Wings now sprout from your back, granting you the ability to glide and fly short distances.

Free Alcohol
Whenever you drink anything, it now transforms into sweet, sweet alcohol.

Big Horns
You now have large, unbreakable horns on your head, perfect for ramming.

Giant Beak
You now have a giant beak, perfect for tearing off flesh.

Blood Substitute
Your blood has now transformed into a viscous, glowing ichor that can heal your wounds at an accelerated rate.

Fangs
You have grown sharp, elongated fangs capable of tearing through flesh and bone with ease, making you a formidable predator in close combat.

Tail
A long, sinuous tail has grown from your lower back, giving you enhanced balance and agility. It can be used as a weapon, capable of delivering powerful strikes or as a tool for grappling and maneuvering in tight spaces.

Spit Acid
You can now eject corrosive acid from glands in your mouth, allowing you to dissolve obstacles, weaken armor, and incapacitate enemies from a distance.

100 BP

Burning Body

Your body now radiates intense heat, causing anything that touches you to combust or melt. This ability can be controlled, allowing you to ignite enemies in close quarters combat or heat objects from a distance.

Cloud of Butterflies

You can summon and control a swirling cloud of colorful butterflies. These butterflies can distract enemies, obscure vision, or be directed to deliver magical effects such as healing or confusion to those within the cloud.

Hypnotic Gaze

Your eyes emit a mesmerizing glow that can hypnotize and manipulate the minds of those who meet your gaze. You can compel others to follow your commands, divulge secrets, or even turn them against their allies temporarily.

Flaming Skeletal Body Part

One of your limbs is now a skeletal structure engulfed in eternal flames. This limb is immune to physical damage and can burn anything it touches, making it a devastating weapon in close combat. The flames also provide a source of light and can intimidate your enemies.

Extra Limbs

You now possess multiple additional limbs, granting you enhanced agility and combat prowess. These extra limbs allow you to wield multiple weapons simultaneously, climb surfaces with ease, and perform complex maneuvers in battle. Your new appendages can also be used for tasks requiring precision, such as handling intricate tools or disarming traps.This can be bought multiple times.

Multiple Heads
You have grown additional heads, each capable of independent thought and action. These extra heads provide you with enhanced perception, allowing you to see in multiple directions simultaneously and making it nearly impossible for enemies to surprise you. They also grant you the ability to communicate and strategize with yourself in real-time, improving your decision-making and reaction speed. In battle, your multiple heads can attack independently, increasing your offensive capabilities and making you a more formidable opponent.This can be bought multiple times.

Tentacles
You now have six long, flexible tentacles sprouting from your body, granting you increased reach and versatility in combat. These tentacles are incredibly strong, able to grasp and crush foes with ease. They can also be used to manipulate objects, scale walls, or entangle enemies, making you a more adaptable and unpredictable fighter. The tentacles are covered in a tough, resilient hide, providing additional protection and durability.This can be bought multiple times.

Items

All similar items can be imported into items bought here.

General

Chaos Plate of Khorne [Mortals Only Free]:

Adorned with the insignias of Khorne, the Chaos Plate armor stands as a profound testament to the wearer's unwavering dedication to violence. Bestowed as a divine boon from the Blood God , each ensemble is a blasphemous masterpiece, intricately adorned with carvings devoted to Khorne's chaotic essence. These infernal armaments transcend mortal craftsmanship. Clad in Chaos Plate, warriors are often hailed as indestructible, for common weapons splinter against its impenetrable surface, and arrows are deflected harmlessly. Remarkably, the armor seamlessly melds with the wearer, offering unmatched flexibility and ease in combat, conforming effortlessly to their physique, regardless of any mutations they may bear. Furthermore, Chaos Plate boasts the extraordinary capability to self-mend over time, ensuring its endurance even during the most grueling of campaigns. Whether preserved in its original state or modified to emit an even more chaotic energy, Chaos Plate endows its wearer with unparalleled defense and fortitude, serving as a harbinger of destruction to all who dare to challenge the chaotic forces of Khorne.

Chaos Weapons [Mortals Only Free]:

Choose any two melee weapons of your choice. These high-quality weapons will be your bread and butter when spreading bloodshed in the Mortal Realms. These weapons are crafted to the highest standards, ensuring they are both deadly and reliable in the heat of battle. Each weapon is uniquely attuned to your dark powers, enhancing your ability to wreak havoc on your foes.

Weapons of the Bloodthirsters [Bloodthirster Only Free]:

As a Bloodthirster, you have access to an arsenal of deadly and brutal weapons. Here are some options you can equip; you gain all below, but can only equip two at once, with the Axes of Khorne count as a single item:

Axes of Khorne
This pair of cruelly-edged axes are imbued with the power and bloodlust of Khorne, allowing them to hew through enemies that less mighty weapons would break against. At your discretion, this can instead be a Great Axe of Khorne; as large as a fortress door and forged in the heat of Khorne's wrath, this singular axe occupies both hands for even a mighty Bloodthirster, having more power behind every swing but lacking the speed of having an axe in each hand.

Firestorm Blade
Seen in the hands of Khorne's most favored Bloodthirsters, this massive straight sword is engulfed in hellish flames borne of Khorne's own fury. With but a wave and your intent, it can unleash a wave of hellfire that incinerates entire rows of your enemies.

Gorewhip
Forged of sinew and bone, tipped with barbs of fire, this whip is no mere tool for torture, but an instrument of slaughter. Its snap is furious enough to cut through the hardest armor and tear apart full grown men.

Bloodflail
This huge weapon consists of a long chain, tipped with the head of a mighty warhammer. Easily wielded despite its great mass, the impact of the flail's head can crush through nearly any defense, leaving only a maimed, gorey pulp in its wake.

Daemonic Weapon [Free restricted to Jumper only]:
You have been given a daemonic weapon for free by your patron god without receiving any of the complications or costs shown in the Daemon Weapons of Chaos Supplement. Additionally, you receive an extra 600 DP to use in that supplement only. However, you will be locked into one scenario of your choice from the options below, and you can't leave this jump until you finish one of the scenarios listed.

Racial Items

Human

Nobles Money [100 BP]:
You now own gold worth approximately $250,000 USD. This is part of the generational wealth accumulated by you and your ancestors. Additionally, this amount will be replenished every year.

Bloodstained Sheathe [100 BP]:
Cleaning the blood from your weapon is an affront to Khorne, but it can't be denied that more mundane weapons are prone to falling into disrepair if left bloodstained. This sheathe changes its form to account for any weapon you care to place within it; by doing so, that weapon is modified, and blood is no longer capable of damaging that weapon. Furthermore, whatever blood is on the surface of such weapons will perpetually remain red and wet, and won't ever dry into a brown crust.

A Map of the Eight Realms [200 BP]:
You now have a map of the Eight Realms, which are each vast, even larger than the Old World that came before, though not infinite. This map updates in real-time, displaying all landmasses, cities, and other important features within the realms, including any active Realmgates. This effect will continue to update in future worlds as well.

Battle Tomes [-200 BP]:
You now have a thick book containing the notes and scribbles of the many cultures and etiquettes of the numerous races within the Eight Realms. With this book, you will know what to expect from the cities and kingdoms, understanding what is sacred or taboo to their inhabitants. For example, the book describes the Fyreslayers as Duardin mercenaries with a fearsome reputation across the realms. They are scions of the fallen duardin god Grimnir, honoring him with kept oaths and slain enemies. Styling themselves in his image, they go to battle wearing almost nothing, with their hair waxed and dyed into elaborate crests, wielding magma-forged blades. Though they have gathered vast quantities of gold through their mercenary ways, these riches hold little value to them, for what they truly seek is the Ur-Gold hidden amongst it.

Dragon's Amulet [200 BP]:
You now have an amulet made from a dragon's talons. This amulet has the ability to protect the wearer from one element, making you immune to it. Choose one color found in the mount section of this jump under dragons. The color there will dictate which element you are immune to while wearing this amulet.

Fortress [400 BP]:
This fortress was once created to act as a bulwark against the enemies of man. It has persisted through numerous assaults from the varied terrors within the eight realms. But now, it exists as a fortress of the Blood God, where the corrupting taint has matched his personality and aesthetic. In addition to this transformation, it possesses a special advantage like other fortresses within the realms. Your fortress boasts a supply depot, making it much harder to besiege. Furthermore, the people in your fortress are loyal to you and are dedicated to fighting for the Taker of Skulls in this and future jumps.

Banner of Dark Rage [400 BP]:
This banner is probably one of the best treasures you have, as it was the very artifact that damned you and your family to the path of the Lord of Skulls. Whenever you bring this banner into battle, the inner darkness of any opponents that see it will begin to surface. Its influence will make their anger and hatred boil, and they will attack those they dislike without regard for allegiance, tactics, or defense.



Duardin

Mining Equipment [100 BP]:
Though not the most advanced tools for mining, you now have a high-quality pickaxe that has clearly passed through a few thousand hands and is durable enough to cut through any stone and dig up any ore from the ground. Additionally, you have a few boxes of dynamite with controllable blast radius and destruction power, and a rail-less cart equipped with lights to not only dive into the mine you dig but also to transport your ore or any other material found in the dirt.

Sweet Alcohol [100 BP]:
There is nothing more a duardin wants than the sweet taste of alcohol, and now you have one of the best brews in the realms—well, to a duardin. You've got a limitless supply of the good stuff, the real top-quality wines, rum, and beer.

Chaos Dirigible Suit [200 BP]:
You now have a set of advanced power armor crafted through a combination of Duardin Kharadron Overlords' technology and the powers of corruption. These suits are advanced pieces of technology that combine armor and flight capability, allowing their wearers to navigate the skies and engage in aerial combat. Normal Dirigible Suits are powered by aether-gold, but this one uses warpstones as its fuel. This power source enables the suit's flight capabilities, allowing the wearer to soar through the air with remarkable agility and speed. The suits are equipped with various weapons and tools, making them formidable in both ranged and melee combat. These weapons include:

Aethermatic Volley Gun: A rapid-firing gun that unleashes a hail of bullets.

Aethermatic Rifle: A high-powered rifle for long-range precision shooting.

Skyhook: A large grappling hook that can pull enemies closer or be used to latch onto terrain.

Drill Cannon: A powerful cannon that fires explosive drill-tipped projectiles.

Gravitic Hammer: A heavy, gravity-enhanced melee weapon designed for close combat.

The suits also offer significant protection, constructed from durable materials that can withstand the rigors of battle.

Wyrdstone [200 BP]:
Warpstones, also known as wyrdstone, are a potent and dangerous materials. They are fragments of pure Chaos, imbued with dark and corrupting energies that can have both powerful and unpredictable effects. These stones are often sought after by those who serve the Chaos gods, as they can be used to enhance their abilities, craft powerful artifacts, and fuel various dark rituals. And now you have a crate full of them it refills every month.

Sky-port [400 BP]:
Sky-ports are massive floating metropolises originally created by the Kharadron Overlords. These bustling hubs of trade and military strongholds are capable of drifting vast distances to reach new prosperous lands. While being some of the greatest centers of trade and industry in the Mortal Realms, the sky-ports maintain enough firepower to be all but impervious to frontal assaults. And now one has fallen to chaos and became yours to command.

Daemon Engine Factory [400 BP]:
You now own a dark fortress that functions as a twisted facility dedicated to the creation of demonically powered war machines. These factories are a blend of advanced engineering, dark sorcery, and chaotic influence, producing some of the most fearsome and powerful engines of war known in the Mortal Realms. The fortress comes complete with enough slaves to act as sacrifices to summon the necessary demons and to keep the flames as hot as possible as it forges the strongest steel. And while most of the Duardin in these factory worship Hashut they are also loyal to you.

Demon Engine Factories are places where dark sorcery meets advanced engineering. The creation process involves both the physical construction of the war machine and the binding of a demon to its structure. This unholy fusion creates a machine with unparalleled power and resilience.

Central to the operation of a Demon Engine Factory are the binding rituals. These rituals summon demons from the Realm of Chaos and imprison them within the constructs. The process is extremely dangerous and requires skilled sorcerers to control the demons and ensure they are properly bound to their new mechanical forms.
The factories produce a wide array of demon engines, each designed for specific purposes. These productions can be increased with any known blueprints or skills you gain in future worlds:

Skull Cannon: This cannon is mounted on spiked wheels, driven forwards by its bound Daemon to consume its enemies. When an opponent is slain by it or its driver, the Skull Cannon will devour everything but the skull. The skulls are kept intact to be fend into the infernal cannon on its back, where it is coated in pitch made from boiling blood and ignited with Khorne's own flames of rage before being fired as a terrifyingly lethal projectile, enhanced by daemonic powers to be as strong as any “normal” cannonball.

Blood Throne: These brass-clad daemon engines bulch forth sulphurous smoke from their hellish maws. They are forged from a sliver of brass from the Blood God's own throne, and are infused with his rage. These vehicles are ridden into battle where their spiked wheels can crush the enemy and their wicked teeth can reach their foes. The blood they consume will heal the fell machine, allowing it to continue to fight even after suffering catastrophic damage.

Iron Daemon War Engine: A compact, steam-driven, armoured, profane traction engines with pressure-fed Steam Cannonades. It is a fully mobile arcane artillery engine, powered by a great furnace powered by coal, bones and screaming spirits, capable of smashing down fortifications and tear apart ranks of soldiers..

Skullcracker War Engine: These are arcane-mechanical conglomerations of iron hammers, hacking blades and brutal picks designed by Daemonsmiths to be used in sieges to smash down walls and tear fortifications asunder. The cruel blades of this hissing and grinding machine are just as capable of pulverising and shredding the flesh and bone of any enemy in its path. This weapon is specially good at destroying enemy constructs and war engines

Deathshrieker Rocket Launcher: One of their most diabolic examples of your mastery of blackpowder, a warhead bound with howling, malevolent fire-spirits. These rockets are unleashed in a barrage that detonates over the battlefield raining a fiery payload on distant or hidden targets, turning the area around it into an incendiary storm

Dreadquake Mortars: This are some of the largest and terrifying siege engines. It uses a vast steam boiler to generate pressure that fire its volatile shells bound with sorcerous energies. These Dreadquake Bombs are fired on a high arcing trajectory and explode on impact hitting the battlefield like a hammer blow and turning dozens of armoured warriors into burnt meat chunks in an instan

This fortress is not just an industrial center but a symbol of Chaos's power and technological prowess. It stands as a testament to your ability to corrupt and dominate even the most advanced technologies.



Khorngor

Horn of the First Beast [100 BP]:
This immeasurably ancient, fossilized horn is said to have been taken from the head of the First Beast, and contains within it the rage and fury that beats in the hearts of the Beastmen. By sounding this horn, you can evoke this wrath in your allies, even those who aren't of the Beastmen herds, and will drive your fellows into a murderous rage, directed at those who dare to oppose you and the will of Khorne.

Slitherwrack Helm [100 BP]:
This war-helm is fashioned from the skull of a toad dragon, its grotesque appearance causing enemies to retch and reel in horror, rendering them helpless in their disgust. The mere sight of this helm can break the will of even the staunchest warrior, making it a formidable addition to your arsenal. As a symbol of your terrifying prowess, it not only protects you in battle but also serves to demoralize your foes, giving you a significant advantage on the battlefield.

Brayblast Trumpet [200 BP]:
Carved from the bone of a Shaggoth, the Brayblast Trumpet emits thunderous blasts that resonate with the primal call of Chaos. When sounded, it draws the true children of Chaos towards it. Once per battle, you can use this powerful horn to summon a unit of 600 Gors to your aid. The Gors arrive with a ferocious zeal, ready to tear apart your enemies and bolster your ranks with their savage strength. This trumpet not only serves as a beacon for reinforcements but also embodies the raw, untamed fury of the Beastmen, turning the tide of battle in your favor.

Axe of Morghur [200 BP]:
The edge of this pitted greataxe fizzes with the corruption of the Shadowgave, tearing through steel, bone, and arcane wards alike. Wielding the Axe of Morghur, you can feel the raw, chaotic power of the Shadowgave coursing through you, amplifying your strength and striking fear into the hearts of your enemies. Each swing of the axe not only delivers devastating physical damage but also spreads the insidious corruption of chaos, weakening the resolve and defenses of all who stand against you.

Turnskin Curse Skull [400 BP]:
In your possession, you now have a cursed skull, an artifact of immense dark power. Once a month, you can speak your enchantments and release a terrible curse seed, spreading the Turnskin Curse, also known as the Turnskin Plague. This dark and malevolent affliction is often bestowed upon individuals, usually humans, transforming the cursed into twisted hybrids that blend human and beast into horrifying forms. Those afflicted with this curse, known as Turnskins, bear physical deformities and a feral nature, forever caught between the worlds of man and beast.

The curse spreads insidiously through tales and gossip. Simply reciting folk tales of men twisted into beasts beneath the corrupting gaze of Chaos-touched monuments plants a seed of corruption in the minds of listeners. In many parts of Sigmar's empire, the beastmen are seen as a myth, a shadow cast by man's primal fear of the woods. Ironically, by trying to prove their bravery and repeating these stories, Sigmar's worshippers have provided fertile ground for the plague to spread.

The cursed skull in your possession is a powerful artifact that can unleash this dreadful plague, turning the unwary into monstrous Turnskins. Beware its power and the dark legacy it brings.

Herdstone [400 BP]:
You now possess a Herdstone. At the beginning of every jump, you will choose a sacred location in your starting area where this stone will be erected. For the Beastmen, Herdstones are enormous megaliths, a fusion of nature and Chaos, raised wherever they roam. They serve as sacred objects, adorned with offerings to appease the Chaos gods: loot such as weapons, armor, and banners, or the mutilated corpses of enemies. The craftsmanship varies among Beastherds, typically crude except for the more intricately wrought flux-cairns of the Tzaangors. When draped with flayed skins and crowned with large horns, the effect is unsettling, to say the least. And once a month you can moved this heard stone to another location by just using a fragment of it and plopping it on the new location the stone will follow.

As long as this Herdstone exists, it acts as a beacon for Beastmen to congregate

and appear, even in worlds where Beastmen were never meant to exist, lurking in the shadows. These Beastmen will recognize you as their master of the warherd and make offerings at the stone in your honor. At the end of each jump, you can collect any offerings left there for your personal use.Also Chaos energy will concentrate on it strengthening any spell you may have around this stone.

Additionally, when you and any Beastmen fight near a particular Herdstone, it heightens their ferocity. The sacred nature of the stone amplifies their primal instincts, driving them to greater acts of savagery and devotion to Chaos.



Dragon Ogor

Horn of the Bloodied Peaks [100 BP]:
This powerful artifact strikes with force and rage; although a simple warhorn in appearance, when blown into it channels wrath and hatred into a tangible blast of sound, with strength that scales with your emotions. An ordinary Khornate could destroy a boulder–how much more massive might the destruction brought about by your hand be?

Dragonbone Spear [100 BP]:
A massive spear crafted from the bones of a dragon, it has been imbued with runes of Khorne, granting it incredible strength and the ability to deliver devastating blows in combat. The runes not only make the bone weapon exceptionally durable, but also enhance its impact, letting it pierce through armor and bones alike with ease. The runes can channel both whatever flames you may have at your disposal, as well as electrical abilities, making you a devastating source of elemental damage in battle.

Stormforged Shield [200 BP]:
This formidable shield is imbued with the power of the storm, offering unmatched physical protection and the ability to reflect magical attacks back at their caster. Its surface is adorned with intricate carvings that glow with stormy energy, creating an aura of electric blue light. The carvings depict raging storms, bolts of lightning, and swirling clouds, symbolizing the shield's immense power. When struck, the shield can unleash a burst of lightning, stunning nearby foes and reflecting any magical attacks directed at the wielder.

Amulet of the Blood Storm [200 BP]:
Imbued with the corruptive and punishing will of Khorne, this amulet is capable of forcing the clouds to split open and weep blood instead of water. Leaving aside the psychological impact of the world being coated in blood, you can also invoke special red lightning from these clouds; should you strike yourself or an ally, it will invigorate bodies and heal wounds according to how much blood they have spilled from their enemies; should you strike an enemy, they will not be directly harmed, but all blood that touches their person will burst into flames.

Mantle of a Unicorn [400 BP]:
This exquisite mantle, crafted from the ethereal hide of a unicorn, radiates an aura of purity and protection. When worn, the Mantle of Unicorn Hide provides its wearer with a heightened resistance to all forms of non-magical attacks. Blades glance off its shimmering surface, arrows lose their momentum, and blunt force trauma is mitigated to a mere fraction of its potential.

The mantle's magical properties extend beyond physical defense, offering a shield against elemental and environmental hazards as well. Fire, ice, and electricity are tempered by its protective enchantments, allowing the wearer to withstand extreme temperatures and adverse conditions without harm.

Thunder Mountain [400 BP]:
Your mountain stronghold is a towering edifice, crowned by a mystical cave that serves as your sanctuary and command post. Situated at the peak, this cave is not merely a place of rest but a bastion of power and protection.

The mountain is naturally fortified against intruders. Its steep slopes are prone to rock slides, making it treacherous for any who attempt to climb by conventional means. Even airborne approaches are hindered by unpredictable winds and swirling currents, stirred up by ethereal thunderstorms that perpetually loom over the summit.

Above your stronghold, the sky crackles with continual bursts of lightning. These thunderstorms are not just a natural phenomenon but an extension of your will. You have the ability to summon and direct lightning strikes at will, using them to deter or punish intruders, ensuring that any who dare approach face swift and electrifying consequences.and they act as recharges station for your kind.

Chaos Gargant

Amberbone Totem [100 BP]:
You have acquired a totem crafted from the rare and potent Ghurish realmstone, an artifact that imbues its bearer with the boundless endurance of the primal beasts of Ghur. This totem, intricately carved and pulsing with ancient energies, grants you a supernatural resistance to fatigue.

The primary boon of the totem is its ability to eliminate any hint of exhaustion. Whether you are running across vast distances, engaging in prolonged combat, or enduring harsh environmental conditions, you will remain tireless. Your muscles will never tire, your breath will never falter, and your mind will stay sharp and focused.

Scavenger Wake [100 BP]:
This amulet has become a beacon for scavengers, attracting creatures such as wolves, blood vultures, and other carnivorous beasts to follow the giant's every move. Now, the giant can exert control over these savage creatures, directing them to attack any target as they see fit. These creatures serve as a ruthless and efficient cleanup crew for any messes the army may have made during meals or battles. With the ability to command these ferocious scavengers, the giant gains an additional advantage on the battlefield, using the beasts to harass and distract enemy forces, or to eliminate any lingering threats after a confrontation.

The Great Wrecka [200 BP]:
This long-chained mace has been coated with special oils that react upon contact with the intended target, causing a miniature explosion upon impact. The volatile concoction contained within the oils enhances the damage inflicted by the mace, creating a devastating effect over time. With each strike, the mace releases a burst of explosive energy, amplifying the force of the blow and wreaking havoc on the target.

Wallopin' Tentacle [200 BP]:
This living weapon is crafted from the tentacles of a kraken, imbuing it with incredible reach and versatility. Tipped with razor-sharp teeth that ooze with a potent venom, this weapon is designed to paralyze its target upon contact, making them easy prey for capture or dispatch. With its long tentacle-like structure, the weapon allows the giant to strike at enemies from a distance,

ensnaring them in its grasp with deadly precision. The venomous bite ensures that even the mightiest foes are rendered helpless, succumbing to paralysis and allowing the giant to deal with them at their leisure.

Club of the First Oak [400 BP]:
This club possesses a unique property that sets it apart from ordinary weapons: whenever it is used to spill blood and claim a life, the wielder of the weapon begins to heal themselves. The club's magical enchantment is triggered by the act of drawing blood, causing the wielder's wounds to close and their vitality to be restored. With each strike, the club not only inflicts damage upon the enemy but also grants the wielder a boon of regeneration, allowing them to shrug off injuries and press forward with renewed vigor.

Big Territory [400 BP]:
You now have a vast territory of any biome you wish—it can be savannah, beach, or rainforest. The size of this territory is the same as Yellowstone Park and will appear in any future world near or around your starting location.

The land is rich in resources. The territory is abundant with ore, timber, and food. This ensures a steady supply of materials for weapon and armor crafting, as well as sustenance for a Gargant. The territory is strategically located with natural defenses such as mountains, rivers, and dense forests, making it difficult for enemies to invade. Also, for some reason, your territory contains key trade routes allowing for either economic prosperity through tolls and trade agreements with neighboring territories, or for plundering the caravans for your own greed.

Daemon

Banner of Blood [100 BP]:
A symbol of Khorne's might, this great banner drips constantly with blood. The scent of this blood reacts curiously with Daemons and similar creatures, and inflames their bloodlust whenever they smell it. Furthermore, any sort of allied summoning attempts are more effective when targeting the area around this banner. It allows you to both summon reinforcements, and spur on their fury so that they may crush your enemies all the quicker.

Hellblade [100 BP]:
This sword is forged from your own essence and sharpened with Khorne's eternal hatred. Blazing with flame, this sword greedily drinks up the blood you spill, ever-hungering for the sanguine feast. The edge of a Hellblade is such that it can cleave through even the thickest of armors. Once grasped, a Hellblade can never be discarded–but it seems that this is not the case for you, as you are freely capable of setting your Hellblade aside… or so it seems. In truth, this Hellblade is a part of you, and simply by willing it to manifest, it will appear in your hand. No matter if it looks like you've put it down, it is never truly cast away.

Brazen Skull [200 BP]:
This skull is taken from the corpse of someone you killed, and is imbued with all the hatred of a Khornate Daemon, transforming it from simple bone into a deadly, explosive projectile imbued with the flames of Khorne's rage. You only receive one, but can gain more by killing and beheading more enemies; by holding their head and focusing, you instantly burn away all the flesh, leaving only a pristine Brazen Skull in your hand.

Collar of Khorne [200 BP]:
Normally found permanently sealed around the neck of a Flesh Hound, this bronze collar is forged from Khorne's unbridled hatred for magic. By wearing the spiked collar, you will gain a complete immunity to magic–both hostile and benevolent–but will likewise be incapable of using it yourself. This collar fuses into your skin once worn, and should you wish to commit an act as blasphemous as removing it, you will need to tear apart your flesh to do it.

Goredrinker [400 BP]:
A murderous axe that hungers to glut itself on the blood of Khorne's foes, this terrible axe grows stronger with every drop of blood it absorbs. Not terribly useful in small skirmishes, but in a protracted battle? Soon, your strength will double, your charges will smash apart the enemies' ranks, and the very touch of this axe's edge will spell instant death to any who touch it. In this way, you will give praise to Khorne, soaked in the blood of your enemies. Naturally, it is not empowered by blood not spilled in battle, and once the conflict has concluded its great powers will wane back to its still-mighty baseline.

Soulgrinder [400 BP]:
Your body has been enhanced back in the forge of souls. You are now several stories tall, your form is a grotesque amalgamation of twisted metal and corrupted flesh. Your lower body is typically a hulking, spider-like chassis, with multiple mechanical legs that allow it to scuttle with unsettling speed and agility. These legs end in wicked claws or crushing pincers, capable of tearing through the thickest armor and rending the flesh of any who dare to oppose it.

Your daemonic flesh is fused with iron, granting you immense durability. This enhancement makes the Soulgrinder resistant to most physical attacks, shrugging off blows that would devastate lesser beings.

Your flesh also slowly regenerates over time, healing wounds and repairing damage sustained in battle. This makes the Soulgrinder a near-unstoppable force on the battlefield.

And your arms are equipped with a variety of hellish weapons. Chose one for each arm from the options below.

Warp Sword: One arm might end in a colossal, serrated blade capable of cleaving through ranks of soldiers,

Warpclaw: A massive claw forged from the essence of the Warp, capable of tearing through armor and flesh with ease. This claw can also channel raw Warp energy, discharging it in devastating blasts.

Hellforged Cannon: A massive cannon that spews forth torrents of daemonic fire, corrosive bile, or warp-infused projectiles. These weapons are as varied as they are deadly, tailored to maximize the carnage a Soul Grinder can inflict.



Origin Items

Bloodlords

Brass Gorefist [100 BP]:
This is one of the favored defensive implements of the Bloodbound of Khorne, for it combines defense with offense. Resembling the bastard child of a buckler and a katar, this weapon stands out among its fellows. Whenever you successfully block an enemy's attack with it, the next blow you land on that opponent with your gorefist will be thrice as deadly.

Flensing Tools [100 BP]:
To offer up skulls in praise to Khorne is the solemn duty of all the Bloodbound, but to do so you need to have a skull in the first place. This item won't help you with severing the head, but reducing a head to just a skull? That they can do. These tools allow you to quickly and efficiently remove all the flesh and eyes and brain matter that gets in the way of offering a perfect skull to your god. It should only take a minute to clean off a single skull, and you have the guarantee that these implements will never damage the skull against your will.

Brass-Clad Shield [200 BP]:
This large shield bears the sigil of Khorne, and a portion of his boundless hatred towards magic. Any spell that strikes this shield will be unerringly reflected back upon its caster, ensuring that all who dare to bring mysticism into war will fall before the purity of your martial might.

Icon of Wrath [200 BP]:
Bearing the icon of Khorne into battle is a prestigious duty–and a potent one, as the symbol of Khorne is wickedly edged and serves as a potent weapon of its own accord. But more impressively, simply bearing this icon will spur your allies to greater feats of prowess in battle, allowing them to act with skill and strength beyond what they could bring to the fight themselves. Furthermore, you'll find that any attempt on the part of you or your allies to rush into melee combat will be more successful, letting you smash into the enemy lines with force beyond what your muscles and mass would suggested.

Brazen Anvil [400 BP]:
A blessed gift from Khorne to his followers, anything crafted on this brass anvil will be imbued with the heat from the Blood God's own forge. Furthermore, anything you forge from brass will become far stronger, being easily able to contend with steel in terms of hardness.

But this isn't merely a tool; it's also a weapon. The anvil is bound in chains that glow like they were freshly pulled from the forge, yet which do not burn your hands. Holding onto the end of the chain, you are able to swing this anvil about like a wrath-flail. As battle progresses, the anvil will grow hotter and hotter, glowing with the heat of Khorne's fire–and the weapons of your allies will, as well. This heat will never burn your allies, but will make every strike against your enemies sear the flesh or even cause them to burst into flames.

Behemoth's Bane [400 BP]:
This mighty Ruinous Axe was crafted by the Bloodlords to ensure that even the mightiest of skulls may be offered to Khorne. Carved with the runes of the Blood God, forged on a Brazen Anvil, and quenched in the blood of a Godbeast, this weapon is an incomparably valuable tool when fighting enemies larger than you. Every blow from this weapon is expanded in scale; small cuts become gaping wounds, and powerful blows are magnified beyond all comparison. The larger your opponent is, the more drastic this amplification becomes, ensuring that even the greatest of monsters will fall. No skull is too large to be offered unto the Skull Throne.

Skullfiend Tribe

The Skull-Helm of Khorne [100 BP]:
Emblazoned with the rune of Khorne, it endows its wearer with a fragment of the Lord of Skull's terrible fury in battle. Whenever you strike a gruesome blow on your opponent, your arms will briefly move with greater skill and speed, allowing you to attack more quickly than normal, that you might spill blood for the Blood God all the faster.

Seeker of the Worthy [100 BP]:
This simple brass pendulum doesn't swing normally; instead of swinging due to gravity, it responds to battle prowess, pointing towards the worthiest of skulls within a kilometer, that you might face this champion and claim their skull for Khorne.

Bone-Crafting Implements [200 BP]:
The Skullfiend Tribe tends to eschew heavier, fancier armor, preferring to craft their protection from the skeletons of their enemies. These tools help with that, with instructions on how to crafting high-quality armor out of bone, and the equipment to assist you in the process. By inscribing the provided runes of Khorne onto the bone and anointing it with blood, it will be made as hard as steel while remaining lightweight, making for excellent armor and weaponry.

Brazenfist [200 BP]:
You are not–yet–the Exalted Deathbringer of the Skullfiends, but you seem to have undergone similar circumstances to Vrak. Did you, too, cripple your hands by plunging your foe into molten metal? It doesn't matter–you have earned Khorne's favor regardless, and the Lord of Skulls has transmuted your hands and forearms into living brass. Not only are your hands immune to fire now, but every blow you make with your fists lands with force beyond what nature would permit, and no matter what weapon you wield in melee, you will find that your hands are at least as deadly.

Ritualist Relics [400 BP]:
This item is in truth twofold; the first is a dagger that can pierce nearly any material, perfect for offering sacrifices to the Blood God. More impressive, however, is the staff, mounted with a skull. By becoming the wielder of this staff, you are given Khorne's favor, and will possess the same powers that are seen in the Realmgore Ritualists.

You will be capable of feats of mastery over blood that the ignorant might term "magic", but which in truth are wholly different. You can wield blood as weapons, set the blood in a man's body to boiling, or even carve great runes into the earth to unleash great gouts of blood that will rain down upon your enemies, melting their flesh even as it drives your allies into a bloodthirsty fervor.

Worthy Challengers [400 BP]:
Khorne desires skulls and sacrifice, but the skulls of the weak and the meek are meaningless to him. Glory is found in battle, and the worthiest of opponents provide the worthiest of skulls. Every week, you will encounter a warrior. This warrior will be powerful and competent–perhaps not so much as you, but they will always be mighty enough that you will need to exert yourself to defeat them. Some will even be powerful enough to truly provide you with a challenge.

For every one of these challengers that you slay, and for each of their skulls that you offer up to Khorne, you will be provided with a small portion of their strength to use as your own.

The Exiled Ones

Cauldron of Molten Brass [100 BP]:
This cauldron is quite small, but not matter the size of the weapon you try to place within, it will always expand to fit it. Should you do so, you will find that the weapon has been perfectly coated with brass when you extract it. This has no negative effect on the weapon, and is in truth quite beneficial; the brazen weapons created with this cauldron become capable of cutting through spells as though they were physical objects.

Fleet Sabatons [100 BP]:
These brass sabatons work as protective armor for your feet without impeding your mobility. Actually, it would be more accurate to say they *enhance* it, as while wearing these metal shoes you will find that you can run nearly twice as fast as before–all the better to start the slaughter sooner.

Crimson Crown [200 BP]:
Created by a drop of Khorne's own blood and forged by the heat of his gaze, this crown contains a measure of Khorne's boundless wrath and hatred. By bearing this crown, you can harness that rage and imbue it into your allies, filling them with hateful passion and a desire to slay their enemies. But this reinvigoration is more than purely mental; your allies will fight better and will be more resistant to lethal injuries.

Bloodfeaster's Banner [200 BP]:
Carrying Khorne's endless hunger for blood, this dark and wicked banner projects an aura over the battlefield. Beneath its auspice, you and your allies will find that every injury you inflict on your opponent will cause you to heal from a small amount of damage. This ensures that your forces will continue to slaughter the enemy without need to retreat or regroup, their ceaseless assault keeping them alive to kill for Khorne.

Deathdealer [400 BP]:
This mighty axe is filled with baleful hatred. Every enemy you slay with Deathdealer will explode into blood; this won't harm your or your allies, but any of your victim's allies that are nearby them start to melt where the blood touches them, with enough causing them to melt into a slurry themselves. The skull alone is protected from melting due to the sanguine spray.

A Skull Throne [400 BP]:
This is not *the* Skull Throne, but it is a throne of skulls, located in an attachment to your Warehouse. For every enemy you kill, a skull will appear from nowhere to grow your thrown, and with it you will grow a tiny bit stronger. The skulls of those your minions have killed will likewise be added to this mound, although they provide only a fraction of the power of someone you have personally slain. What's more, every skull you add to your throne may also count as a skull sacrificed to Khorne, so you will accrue his favor even as you grow in might.



Mounts

As a follower of Khorne, you should always look for ways to increase your power–and a mount is a potent force multiplier. You have now been granted the ability to ride monstrous steeds into battle. Additionally, if you already possess a mount, you can import it here, allowing it to adapt to the unique conditions and enhancements of the Eight Realms. These steeds are not just ordinary creatures; they are imbued with the same dark energies that fuel your power, making them faster, stronger, and more resilient. With these mounts, you can traverse the battlefield with unparalleled swiftness, outmaneuvering your enemies and striking with devastating precision.

Horse of Khorne [100 BP]:
These shadowy steeds are the preferred steeds for the savage Chaos Knights devoted to Khorne. Tinged crimson like fresh blood and typically adorned with the alterations of Chaos, these mounts now embody the essence of darkness more than their former lineage.

Juggernaut of Khorne [200 BP]:
A fusion of brass and beast, the Juggernaut charges forth with earth-shaking force, its massive limbs pounding the ground beneath it. With blade-horned snout lowered, it barrels through enemy lines, crushing all who dare stand in its path. Clad in metal plates, this daemonic behemoth is nearly unstoppable, shrugging off blows from all but the most formidable of weapons. In battle, the Juggernauts unleash havoc, trampling foes with brazen hooves and tossing them aside with iron horns. Impervious to stinging return fire, these rampaging beasts heed only the call of bloodshed, their armored flanks deflecting attacks as they lay waste to all who oppose them. Resembling colossal rhinoceroses, their mighty forms strike fear into the hearts of mortal soldiers, for when the Juggernauts charge, no fortress can withstand their relentless assault.

Chimera [300 BP]:
A Chimera is a formidable beast, embodying the chaotic essence of the realms. This monstrous creature typically has the body of a massive, scaled lion, with a serpentine tail and the wings of a dragon. Its head is a grotesque amalgamation, featuring the face of a lion, a goat protruding from its back, and a serpentine head emerging from its tail. Each head represents a different aspect of the Chimera's power and malevolence.

The Chimera's abilities reflect its ferocious and chaotic nature. The lion's head breathes fire, unleashing torrents of destructive flame that incinerate foes and create a swath of devastation. The goat head can deliver powerful, magical breaths that cause terror and confusion among enemies, while the serpent's head delivers a venomous bite that paralyzes and weakens adversaries. Its wings grant it the ability to soar through the air, enabling it to strike from above or escape from ground-based threats. Additionally, the Chimera's sheer physical strength allows it to engage in brutal melee combat, using its claws, fangs, and tail to devastating effect. This combination of fiery breath, venomous attacks, and aerial maneuverability makes the Chimera a versatile and terrifying adversary on the battlefield.

Manticore [400 BP]:
Manticore is a terrifying creature that embodies the raw, chaotic nature of the mortal realms. It combines elements of several fearsome beasts into a single, monstrous form. The Manticore's body resembles that of a massive, powerful lion, with a muscular build and a predatory grace. Its head, however, is distinctly different, bearing the fierce visage of a dragon with sharp, predatory eyes and an intimidating maw.

The Manticore's most distinctive feature is its tail, which ends in a venomous stinger capable of delivering a paralyzing toxin. This tail is used both as a weapon in combat and as a means to incapacitate foes from a distance. The Manticore's wings, reminiscent of a bat's or dragon's, grant it the ability to fly, giving it an advantage in both aerial combat and rapid repositioning.

In battle, the Manticore is a fearsome predator. It can unleash a terrible roar that instills fear and panic in its enemies, often causing them to flee or falter in their resolve. Its physical attacks are brutal, using its claws, fangs, and tail to rend and tear through enemy lines. Additionally, the Manticore's venomous sting can incapacitate even the most resilient foes, making it a versatile and dangerous adversary

Gorebeast Chariot [400 BP]:
Chaos Chariots are formidable war machines employed by the Slaves to Darkness, drawn by powerful Gorebeasts. Constructed with solid frames, these chariots boast exceptional resilience, effortlessly enduring enemy assaults as they maneuver across the battlefield. Unlike chariots used by other armies for ranged attacks, Chaos Chariots charge headlong into enemy formations, smashing through their lines and mercilessly crushing foes beneath their bladed, grinding wheels and the hooves of their sinister steeds. A lone Chaos Chariot is capable of decimating an entire shield wall with its devastating impact

Blood Throne [400 BP]:
As tokens of Khorne's favor, Blood Thrones are brass-clad daemon engines forged in the likeness of the Blood God's own throne. These infernal machines wreak havoc on the battlefield, their spiked wheels crushing enemies and leaving behind a trail of gore and destruction. Powered by the simmering rage of Khorne himself, they belch sulphurous smoke as they advance, leaving no survivors in their wake. Bloodletter Charioteers and Heralds of Khorne Rendmasters ride atop these thrones, furthering the carnage with their relentless fury. Only the most worthy Heralds, those who have committed countless acts of slaughter and atrocity, are deemed worthy of such a gift from Khorne. Crafted from a sliver of brass taken from the Blood God's throne, these demonic vessels are among the most vicious and proudful servants of Khorne, their murderous rage controlled only by the will of their Heralds.

Chaos Dragon [Variable]:
A product of Tzeentch mutation, Chaos Dragon is a nightmarish fusion of draconic majesty and the corrupting influence of Chaos. These two headed creatures are often seen as symbols of the raw power and malevolence that pervade the realms of Chaos. A Chaos Dragon's appearance is both awe-inspiring and terrifying, with scales that shimmer in dark, chaotic hues—often a mix of unnatural colors that reflect its connection to the forces of Chaos.

Just like normal dragons Chaos dragons have their own unique immunities and additional breath attack besides their chaos breath weapon based on the color of their original species choose one color below:

Red [0 BP]: The Chaos Dragon can unleash a devastating gout of fire, reflecting its origins as a Red Dragon. This breath attack is immensely destructive and embodies the raw, primal fury of fire.

Blue [0 BP]: If based on a Blue Dragon, the Chaos Dragon can emit bolts of lightning as its secondary breath weapon. It also gains tremorsense, allowing it to detect creatures through vibrations in the ground.

Green [0 BP]: For a Green Dragon origin, the Chaos Dragon breathes a poisonous gas. It is amphibious and excels in psychological warfare, creating terror and playing mind games with its enemies.

Brown [100 BP]: If descended from a Brown Dragon, the Chaos Dragon has an acid and earth breath weapon and possesses the ability to burrow through the earth, using tremorsense to locate creatures underground.

Grey [100 BP]: A Grey Dragon origin grants the Chaos Dragon an acidic petrifying and wind breath weapon and the ability to detach stony spikes for use as weapons or to petrify foes. It is a skilled hunter that relishes the thrill of the chase.

Orange [100 BP]: An Orange Dragon origin gives the Chaos Dragon a breath weapon of hot liquid and ice that violently detonates upon contact. It is also immune to poison.

Purple [100 BP]: With a Purple Dragon origin, the Chaos Dragon can unleash a blaze of energy, either as a wide burst or a focused beam of light. This breath weapon allows it to engage with even larger and more dangerous opponents.

You also need to choose an age for your dragon choose one age of your dragon from the list below. The older the dragon the more powerful it is for you to Command:

Hatchling [200BP]: Freshly hatched from its egg, a hatchling is not a fragile, vulnerable thing like the infants of lesser races. making it surprisingly formidable for its age.

Young [400 BP]: This dragon is the size of a small hut and has grown in strength and magical powers and has gained the ability of flight.

Adult [600BP]: An Adult dragon is one of the largest flying things within the eight realms.With the size of a small castle this dragon's physical strength and magic is one of the most fierce within the eighth realms.

Ancient [1000BP]: This is one of the most powerful dragons that has ever existed. It has reached the apex of power and magical power. Its mastery of the element of chaos is beyond frightening.

Scenarios

I see you have decided to take on some scenarios, either for yourself or, more importantly, for the Blood God. Regardless, you have been given a free **Daemonic Weapon** to help you in conquering these scenarios, as you will need all the help you can get. Once you take on a scenario, you can't leave this world until you have completed every scenario you have chosen in this jump. You can take multiple scenarios in this jump.

Hunter of Heroes

Khorne is the god of blood, war, and slaughter, it is true–but he is also the got of martial honor and of the glory found in battle, and there is neither honor nor glory to be found in fighting the weak, and skulls taken from pitiful wretches do little to earn Khorne's favor. No, if one as powerful as you seeks to earn the Blood God's favor, you need to fight someone with actual worth as an enemy. You need to fight *champions*.

Select one of the four Grand Alliances that define conflict in this world; Order, Chaos, Destruction, or Death. Your chosen faction will be your prey; to be granted the greatest blessings of Khorne, you must find eight champions of that faction, and slay them in combat. This will not be no easy task; anyone strong and influential enough to be considered a "champion" will likely have an army with them, at the very least.

You can expect any army worth the name to have a champion or two among its numbers, and you must kill them yourself; if you receive any appreciable assistance from your allies in the fight against a champion, that victory won't count towards the success of the scenario. Likewise, you must kill them in a fashion that Khorne would approve of, meaning that you can't make use of magic.

Once you have killed one of these exemplars of their faction, you must offer up their skull as a sacrifice to Khorne. Once you have made eight such sacrifices from the same faction to the Blood God, this scenario will be completed.

Rewards:
The reward for this scenario is based upon which faction you chose to be your prey.

The greatest opponents that the forces of Chaos face in the modern age are the resurgent forces of Order. Should you have slain the champions of Order, Khorne will bless you with a boundless protection against mystical effects. No magic of any form, from any source, will be capable of affecting you any longer. Furthermore, you can no longer be affected by any effect that would weaken you or inflict ailments upon you; likewise, you can no longer be subjected to "cleansing" effects that might remove the corruption and chaotic power you have accumulated.

The Grand Alliance of Destruction may not serve Chaos, but they are nonetheless excellent vectors for spreading slaughter, destruction, and bloodshed, and have done much to further the cause of Khorne without ever intending to do so; but in so doing, they have proven themselves to be worthy opponents, who you might achieve great glory in facing in war. Should you have slain the champions of Destruction, Khorne will exert his will to grant you and all of your allies and followers his blessing. All of your equipment and weaponry will be upgraded with the runes of Khorne; in being thusly marked, all of your possessions will be capable of inflicting greater destruction, even if they weren't originally intended for warfare.

Nagash's faction of Death seek to bring the endless peace of the grave, capturing the world in a clockwork order woven of undead flesh, and as such are repugnant in the eyes of Khorne. Should you have slain the champions of Death, Khorne will grant you, your allies, and your followers a superlative power to kill your enemies. No matter what powers they may use to protect themselves, anything can die before your blades, and no force of resurrection would be capable of reviving someone you have killed. But there is a life after death–and isn't it unfair that those you kill can just endure there after death? That's why you are now capable of traveling to any afterlives that exist in a setting, and then killing the already deceased within it; this permanently destroys their souls.

Does it seem odd that a Chaos God would reward you for killing the greatest champions of Chaos? Khorne cares not from whence the blood flows, only that it

flows. Should you have slain the champions of Chaos, Khorne will reward you with a great gift as a sign of his favor; you can now form your own Skull Throne, in mimicry of the throne of the Blood God himself. The more enemies you, your allies, or your followers kill, the more skulls will appear in your Skull Throne; as you slay more and more enemies, you will be able to use the Throne to create a dimension of your own. From this dimension you can summon forth Daemons, or mortal worshippers who follow either you or Khorne himself.

This scenario may be taken multiple times to receive the benefits of another faction, requiring you to slay more champions.

Archaon the Everchosen

Archaon, also known as Archaon the Everchosen and named the "Three-Eyed King" and the "Exalted Grand Marshal of the Apocalypse," is the most powerful of the Chosen of the Chaos Gods. Archaon served as the greatest mortal instrument of the Ruinous Powers in the World-That-Was and was ultimately responsible for the destruction of that world during the events of the End Times. None stand above Archaon in the hierarchy of Chaos save the Dark Gods themselves.

You are extremely envious of him and harbor a deep hatred for him. Therefore, you have decided to bring him down a notch and prove to the realms that you are the most powerful champion within the Eight Realms.

The goal of this scenario is simple: you must kill Archaon the Everchosen. However, this task is easier said than done, as he is incredibly powerful. He was able to defeat Sigmar himself in a duel. Under his upraised blade, the minions of Khorne, Nurgle, Tzeentch, and Slaanesh bow low, and the multitudinous legions of Chaos are united into a single terrifying entity intent on the destruction of the Mortal Realms. Not to mention, he commands his armies from the Eight Points, one of the most heavily defended fortresses in the Eight Realms. Regardless, you will complete this scenario by taking down Archaon.

Rewards:
Upon slaying Archaon, you gain claim to his treasures of Chaos. Here is the equipment you gained from his dead corpse:

Armor of Morkar: An ancient armor once worn by the first Everchosen. This plate armor is incredibly powerful, as it can withstand both magical and physical attacks from actual gods themselves.

Crown of Domination: This crown is equally dominating and prominent, exuding an aura of dread and malice that chills the soul, making you the center of attention.

The Eye of Sheerian: Created by a long-dead Tzeentchian sorcerer, the Eye connects to the wearer’s mind upon being set into their helm or skull. Through it, the wearer can see through the mists of time and prophecy. The immediate future

and past are always as clear as water, while the further one peers, the more one must rely on deciphering metaphor and interpretation.

Slayer of Kings: Inside this infamous blade is bound the soul of U'zuhl, a daemon who delights and excels in consuming the souls of kings and champions. It is one of the most powerful daemon weapons in existence as it is a known god slayer.

Dorghar: Dorghar is a Daemonic mount, his massive winged form swollen upon the souls of his vanquished foes. Such is the fell sorcery coursing through Dorghar's blood that the foes he consumes never truly die; instead, their souls are trapped within his gut, and their tormented faces mark his hide.

Mark of Chaos Ascendant: A sigil now on your soul, denoting the favor of all the Dark Gods and providing you with the power of all other Marks of Chaos. You now gain access to supplements for the armies of Khorne, Tzeentch, Nurgle, and Slaanesh for free and do not gain any of the downsides. You also gain 600 favor to use in all four supplements.



Duel Khorne

When Sigmar sent his Stormcast Eternals to wage war against the forces of Chaos and turned the inevitable triumphant victory of the Dark Gods into a long, enduring battle, the Chaos Gods raged. But in his dark heart, Khorne knew… not joy, but something resembling it, for at last a worthy opponent had appeared before the god of war. For there is nothing save conflict and bloodshed that can move Khorne, but only rarely does the Blood God encounter an enemy that requires him to exert himself.

Now, you must be that opponent. To complete this scenario, you must challenge Khorne himself to an honorable duel to the death, and slay him.

Reward:

Upon killing Khorne, the skulls of the Skull Throne will start to compress and condense, reshaping themselves until eventually the Blood God stands before you once more, unharmed. But then they will kneel before you, for it is only right that a warrior bend knee before their greater, and you have proven yourself to be the superior combatant. Khorne will become your eternal companion, joining you on your chain in future worlds. And no, he will not be nerfed in any way. His powers will depend on the mortals that exist in those worlds, and the extent of his power will correlate with how much war and bloodshed is common in that world.



Extra Rewards

These are extra rewards depending on what race you have as an origin. These rewards are given upon completing any of the scenarios above.

Accession to Daemon Prince/Princess of Khorne

This is limited to Origins Races to Mortals

Daemonhood is considered the ultimate boon bestowed upon mortals by the Blood God. It signifies ascension to a higher plane of existence, where one transcends the limitations of mortality and becomes a daemon, serving the Lord of Skulls for eternity. However, not all who seek this divine gift are deemed worthy by Khorne. Some may instead face the gruesome fate of becoming a chaos spawn, twisted and mutated by the raw energies of chaos.

For those deemed worthy of ascension, the path to daemonhood is arduous and demanding. Khorne does not bestow this blessing lightly, requiring those who seek it to prove their worth through deeds of unparalleled valor and bloodshed. Only the most ferocious and dedicated followers of Khorne are considered for this transformation.

Regardless of which Scenario you have fulfilled, upon completion, the sky would turn red, and the earth would spit fire and cracked blood, imbuing the mortal flesh with warp energy. Transforming them into a Daemon Prince. As a Daemon Prince of Khorne, you receive the following benefits:

1. You are now immortal, unaffected by the passage of time, always in optimal shape, and your memories remain unchanged, perfectly recalled.

2. Another effect of Daemonhood is that that your body has grown by at least four times its previous size. Additionally, when slain, you are instead banished to the Blood Realm and will reappear in the mortal plane after one year has passed.

3. The form gained by the unit is usually a stereotypical daemon from Christianity's mythology and if you like you can get a pair of wings for free if you so choose.

4. Normally, a Daemon Prince is bound to the will of the Blood God's whims and plans. However, in this you have retained your autonomy.

5. Khorne's powers run deep within the very essence of your being. As a result, any and all abilities granted by the Blood God have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Bloodthirster without any issue in terms of strength.

6. You now gained every perk that has the restriction of Daemon Only Free in the Daemon section. Also you gain one perk of either 200DP or 400DP in the Daemon section for free.

7. You also gain another three free Chaos Mutation from each tier.

8. From Supplement AOS Grand Alliance Of Chaos Army of Khorne, pick (no rolling needed) any eight Khorne Gifts that you qualify for. In future jumps, you can choose another eight gifts (again, no rolling) to upgrade your abilities based on the rewards found in the completion of scenarios found in that supplement. All restrictions of gifts mentioned in that supplement still apply to you as you can only have 16 gifts.

9. All possible equipment and mounts that you have access to have been upscaled to fit the new size of your body. For example, the Juggernaut that you were riding has now grown to the size of an elephant.

10. Your very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of Khorne prove that immortality is within their grasp. Those who wish to attain such power will follow the will of the Blood God without hesitation.

Accession to Daemon King

This is limited to Origins Races to Daemons

You have become the right-hand man to the Blood God, wielding authority over his daemon armies. In your ascension to Daemon King, your path to ultimate power within the realm of Khorne has been marked by trials, devotion, and relentless pursuit of bloodshed. As a Daemon King, you have risen above all other daemons, securing your place as the chief lieutenant and enforcer for the Lord of Skulls. This position grants you unparalleled power and influence, making you a key figure in the ongoing war for dominance in the mortal and chaos realm.

Regardless of which scenario you have fulfilled, upon completion, Khorne has decided to destroy your ethereal body and reshape your form to be akin to his, with your height now matching that of a chaos mega-gargant. You gain the following benefits:

1. As the right-hand man of Khorne, you are now probably the strongest daemon in his command. Because of this, you are at a minimum powerful enough to fight 6 Bloodthirsters on your own without breaking a sweat. And you now gained every perk that has the restriction of Free For Bloodthirster.

2. If you are originally a Bloodthirster, your strength and potential will be similar to Skarbrand. Additionally, you gain the Born of Hatred perk for free.

3. If you have the Born of Hatred perk from the very start (not a gift from this reward), you have successfully ascended to that of a minor Chaos God, making you a full-fledged deity. You now have your own little cult that worships you exclusively and you have begun to generate your own power. Normally, even minor Chaos Gods can't walk in the mortal planes because their powers would shatter the realms. But not you; like the Chaos God Malice, you can enter the mortal realms without destroying them. Additionally, you can now design your own lesser daemons with both your and the Blood God’s image.

4. From Supplement AOS Grand Alliance Of Chaos Army of Khorne, pick (no rolling needed) any eight Khorne Gifts that you qualify for. You are

considered a General, Priest and Monster. In future jumps, you can choose another eight gifts (again, no rolling) to upgrade your abilities based on the rewards found in the completion of scenarios found in that supplement. All restrictions of gifts mentioned in that supplement still apply to you as you can only have 20 gifts.

5. You also gain two Exalted Bloodthirster only gifts for free from the Supplement.

6. You also gain another four free Chaos Mutation from each tier.

7. You also gained 600 Favor to be used for both the Supplement AOS Grand Alliance Of Chaos Army of Khorne and Beastman army supplements. If you have the Born of Hatred Perk (not a gift from this reward), then you gain 1200 favor instead.

8. The form gained by you is usually something hellish in appearance, resembling a demon from Christian mythology.

9. All possible equipment and mounts that that you have has been upscaled to fit the new size of its body.

Companions:

My Old Team [50 BP]:
You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team [100 BP]:
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks

You are limited to +2000 BP from drawbacks.

Pride [+100 BP]:
Your confidence in your martial skills is supreme to the point of irrationality, and you aren't capable of comprehending the idea that you might lose in a fight. This applies on the personal, tactical, and strategic scale.

Blood for the Blood God [+100 BP]:
You perpetually yearn for the warm sensation of blood coating your flesh, your clothing, your armor. Somehow, you always feel cold unless a significant portion of your body is covered in blood. If you go longer than a couple days without getting enough blood on you, your body temperature will start to drop, until you die after a week without blood. If you have any 1-Ups, they will always revive you with a fresh layer of blood. You may optionally keep this coating of blood when you resurrect in future jumps.

Boiling Hatred [+100 BP]:
Choose a specific faction within one of the Grand Alliances that define this setting, such as the Kharadron Overlords, the Hedonites of Slaanesh, or the Flesh-Eater Courts. You loath this faction with all your heart. Their very existence both disgusts and enrages you, to the point that you think about them almost all the time. Until they are completely eradicated, you won't be able to truly enjoy yourself in any action other than killing members of your chosen factions of nemeses.

Hated [+200 BP]:
For some reason, people now know that you are aligned with the Dark Gods. That is why whenever you are seen by anyone aligned against Chaos, they will attack you on the spot and try to eliminate you as if you are the scourge of the realms.

Jealous [+200 BP]:
From the looks of it, other champions of Chaos are jealous of your abilities and wish to claim them for themselves. That's why, every week, at least one champion of equal strength to you will fight and try to kill you to gain your gifts from the Dark Gods.

Always in Charge [+200 BP]:
You simply cannot accept anyone having a higher rank than you. No matter what organization you're a part of, you will always have a festering resentment towards anyone in a position of authority over you. It will be impossible for you to go a full week as someone's subordinate without challenging them for the position. Fortunately, Khorne is exempt from this resentment, but he also finds your anger hilarious, and no matter what you do, you will always end up as someone else's underling within a month's time.

Pacifist [+200 BP]:
Welp, I don't know why you are in this army when you are so ardently opposed to violence. But you are–it will be extremely difficult for you to bring yourself to cause injury to anyone while you're here, and intentionally killing someone will be literally impossible for you to accomplish.

Skulls for the Skull Throne [+300 BP]:
You are now addicted to offering skulls to Khorne. If you do not offer a skull to Khorne every four hours, you will fall into a feverish frenzy to obtain a new victim, all other thoughts erased from your mind. Time you spend asleep does not count towards this timer.

No Outside Power [+300 BP]:
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Easily Mutated [+300 BP]:
Your body is now susceptible to daily mutations. Every day, you will receive a new mutation that replaces the previous day's. These mutations will consistently hinder your daily life, and no countermeasures will be effective against them.

Turn Into a Weapon [+600 BP]:
It seems you've been transformed into an inanimate object by some fell curse. While you can't move on your own in this form, you will still survive to the end of the jump with your friends. At least you have that going for you!

Chaos Spawn [+600 BP]:

Your body has now been heavily mutated, making you a Chaos Spawn. Covered in grotesque growths and lacking much intelligence, you are treated as one of the expendable minions in battle.

Greenskin's Target [+1000 BP]:
Oh boy, it looks like the god of the greenskins, Gorkamorka, has found out about your existence and think fighting you would be a great time. They have rallied the forces of the orruks and grots to go after you; these factions will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the factions, i.e., Gorkamorka himself, will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

Ten Years Later

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000 BP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This is a message from saiman010. I would like to thank dragonjek for reaching out and helping me create this jump. I also want to thank everyone who was looking forward to this AOS jump series—sorry for the long delay. I always run into problems when it comes to creating items and perks; making them satisfying for everyone isn't easy.
   Also, if anyone wants to collaborate with me, I'm open to ideas!

2. Like with the Hedonites of Slaanesh jump, there are bits of Warhammer 40,000 and Warhammer Fantasy lore mixed in here.

3. Although the origins listed are the Bloodlords, the Skullfiend Tribes, and the Exiled Ones, those were chosen as three of the most common Khornate warbands, but don't actually limit your affiliation. You can be a part of any of the Bloodbound warbands or Blood Legion armies that you care to be in.

4. Changes from 0.1 to 1.0:
   - Created everything after the perks section
   - It is now a collaboration between saiman010 and dragonjek