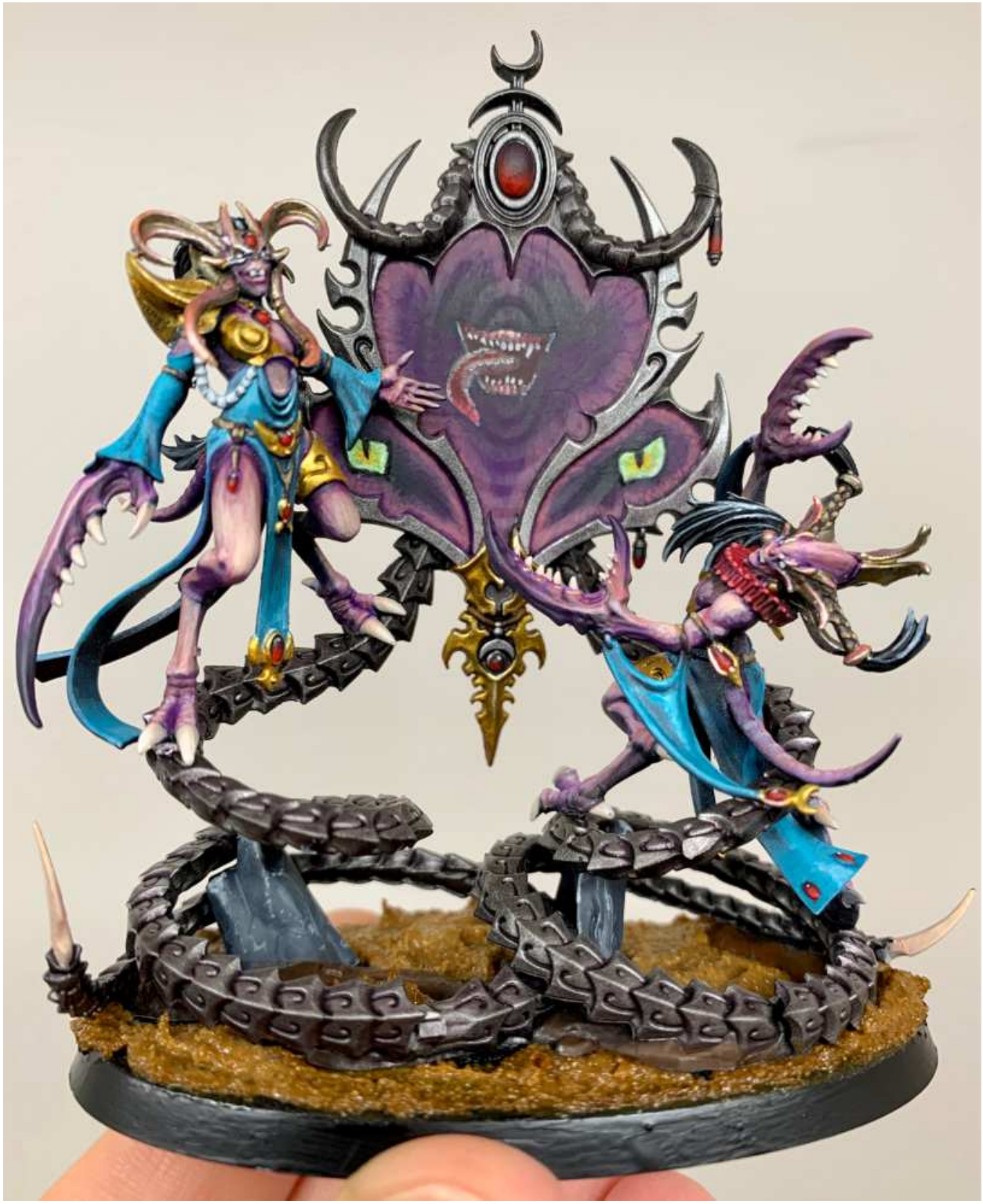
Warhammer 40K:Daemon Legions supplement. 0.1

By saiman010



Introduction

"This is the office of Comptroller Galloway! Please help us! The Administratum offices are under attack! I repeat, we are under attack. Something just...appeared in the main vox station. Everyone is screaming...or laughing. I don't know, but there's so much blood..."

—Unknown adept, in the last transmission from the Dameri VII Orbital Station

Greetings, Jumper.
you have drawn the gaze of the Warp itself. The Chaos Gods have taken notice of your ambition, your corruption, or perhaps simply your boundless talent for ruin—and they are pleased. In recognition of yout potential, the Dark Pantheon bestows upon you a blasphemous reward: command of a legion of daemons, beings torn screaming from the Immaterium, forged from raw Warp-stuff and bound to the will of the Ruinous Powers themselves.

To shape this infernal host, you are granted 1,000 Favour, to be spent within this supplement. With it, yout may summon and equip your army as you see fit. Devote yourself wholly to a single god and mirror their nature in flesh and madness, or walk the path of Chaos Undivided and command a nightmarish menagerie of the Warp's finest horrors. From the silken whispers and ecstatic cruelties of Slaanesh's daemons, to the spell-warping madness of Tzeentch's ever-changing hosts, this legion will stand as a reflection of your devotion—or your defiance.

Make no mistake: this gift is both a weapon and shackle. Nothing drawn from the Warp is ever free.

If you claim this supplement without having earned the Favour through a jump that explicitly names this supplement, the Chaos Gods will demand tribute worthy of their generosity. Your price is simple, and absolute: conquer the world upon which you deploy this supplement. Reduce its defenses to ash, drown its civilizations in terror, and offer its downfall to the Dark Gods as proof of your worth. After all, a legion of daemons should have little trouble breaking a single world.

Allegiance

Here, you will decide the divine allegiance of your army. Choose carefully.
If you swear yourself to any single Chaos God, you are bound to that patron alone. The Ruinous Powers are prideful, jealous beings who do not tolerate rivals encroaching upon their chosen champions. Should you dedicate your legion to one god, you may not purchase or summon daemons of another. Only those who walk the path of Chaos Undivided may freely mix the hosts of the Dark Pantheon.

Upon making your choice, you and your army will bear the appropriate Mark—a brand of divine favor that reshapes body, soul, and destiny.

Mark of Khorne
The sigil of the Blood God burns upon flesh and spirit alike, pulsing with wrath. Those who bear it know no fear, no hesitation, no mercy. Their strength swells to monstrous heights, and with every charge they become an avalanche of slaughter. Steel shatters, bones break, and the battlefield drowns in red. To carry this mark is to exist for war alone—relentless, unstoppable, eternal in fury.

Mark of Tzeentch
The Changer of Ways brands This unit not merely in flesh, but in thought. Minds expand, schemes intertwine, and impossible calculations unfold in an instant. Strategy becomes second nature; magic bends eagerly to their will. Strength of body pairs with brilliance of intellect, creating warriors who do not simply win battles—they orchestrate them. Every move is part of a greater design, whether friend or foe realizes it or not.

Mark of Nurgle
A festering sigil blooms upon This unit flesh, swollen with rot and sacred corruption. Where others would fall, they endure. Where wounds would cripple, they persist. Even disemboweled, even broken, they shamble forward with grotesque resilience. Their presence spreads despair, for to face them is to confront the futility of resistance. Decay is patient. Decay always wins.

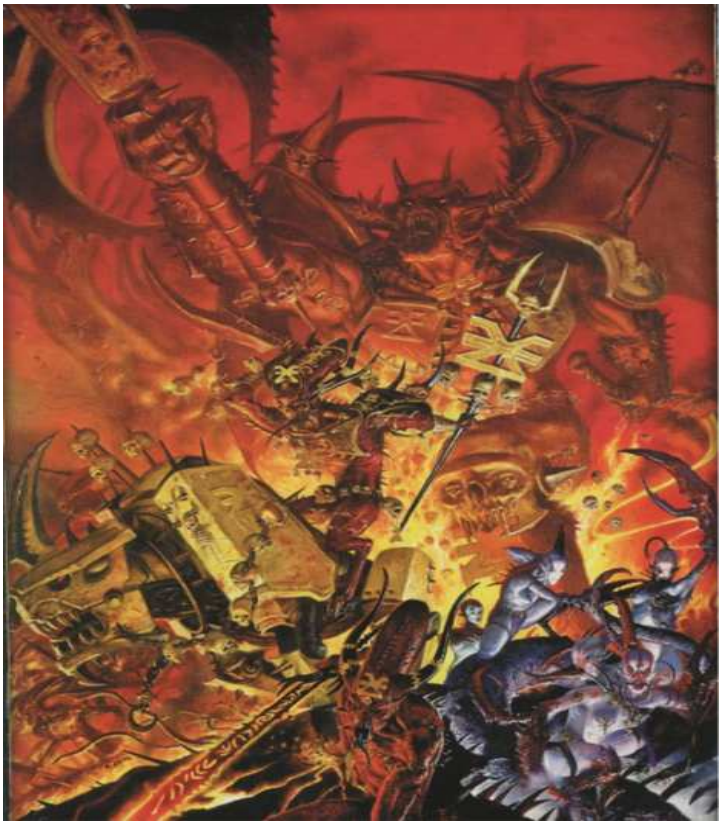
Mark of Slaanesh

The mark of excess glimmers across This unit skin, a promise of speed and perfection. They are driven to be first into battle, first to strike, first to revel in victory. Their movements blur with impossible grace, crossing the battlefield in heartbeats. Every strike is precise, every motion intoxicatingly swift. To oppose them is to be outpaced, outmatched, and undone before This unit can react.

Mark of Chaos Undivided

The eight-pointed star manifests in terrible glory, a fusion of the blessings of Khorne, Tzeentch, Nurgle, and Slaanesh. This mark is rare and perilous, for it draws upon all four powers at once. Its bearer becomes a walking nexus of corruption. Wherever they tread, reality weakens. Structures crumble, lands blacken, and mortals twist beneath unseen pressure. Discord follows in their wake as naturally as shadow follows light.

To bear this mark is to stand as a living conduit of the Warp itself—an embodiment of the Ruinous Powers united in purpose, if not in harmony.



Army list

Unlike other supplements of similar origin, this document provides a catalogue of possible daemons—entities you may call forth directly from the Warp whenever and wherever you desire.

your connection to the Warp within this supplement borders on perfection. The veil between realities bends easily to your will, allowing you to summon daemons with little effort and near-total reliability. Daemons summoned through this supplement do not dissipate over time, nor do they fade when the battle ends. Once called forth, they remain until they are truly destroyed, forcibly banished, or otherwise removed by direct and meaningful opposition. So long as they are not defeated, they persist and will respawn in a year if killed. Also each demon bellow will be given a list of equipment and possible upgrades if they have any.

Unless you choose Chaos Undivided, you are forbidden from purchasing or summoning any unit that does not belong to your chosen god's pantheon. The Chaos Gods are jealous, possessive entities who refuse to share their servants, and any attempt to mix rival daemons outside of Chaos Undivided will simply fail.

If you instead walk the path of Chaos Undivided, you may draw upon any pantheon, but this freedom comes with strict limitations. Before you may acquire a second unit from the same pantheon, you must first acquire no fewer than three units from other pantheons. This restriction applies every time you attempt to favor one god too heavily, representing the constant infighting and imbalance between the Ruinous Powers.

Furthermore, all upgrades purchased for units under Chaos Undivided cost twice their normal amount. While the gods may tolerate cooperation through yout, they will never offer their full favor without exacting a price. Maintaining balance among rival divinities is possible—but always unstable, always dangerous, and never efficient.

Greater Daemons

you may choose to add Greater Daemons to your army. The entities available in this section are not merely powerful servants of the Chaos Gods; they are among the most terrifying weapons in the entire Warp-born arsenal. Each one is a living apocalypse, a favored manifestation of divine will, forged from raw godhood and hatred. Know this well: the summoning of even one such daemon upon a world is enough to doom it. Entire civilizations numbering in the trillions have fallen not to armies, but to the mere presence of a single Greater Daemon.Because of their overwhelming power, each Greater Daemon costs 400 Favour.



BILEBLADE [EXTRA ATTACKS, LETHAL HITS]

RANGE	A	WS	S	AP	D
Melee	3	2+	6	-2	2

WEAPON ABILITY:

EXTRA ATTACKS

Some warriors ride to battle atop trusty mounts that gore and trample nearby foes. Others wield combat weapons that deliver a frenzy of additional blows.

Weapons with **[EXTRA ATTACKS]** in their profile are known as Extra Attacks weapons. Each time the bearer of such a weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The number of attacks made with an Extra Attacks weapon cannot be modified by other rules.

Bloodthirster



Bloodthirsters stand not only as the deadliest among Khorne's Daemons but also as the mightiest of all Daemonkind. Each of these colossal beasts serves as a herald of impending doom, wielding destructive power beyond measure, existing solely to wreak havoc, inflict suffering, and annihilate all in its path. They embody the very essence of war's fury, embodying the unbridled primal rage of the world itself. Such ferocity is befitting of creatures beholden to the Dark God ofBloodletting, Slaughter, and Murder.

Possible Upgrades
- Exalted Of Khorne

Equipment
- Hell Greataxe or Hell Axe and whip
- Flame Breath

Lord Of Change



Lords of Change, Greater Daemons of Tzeentch, are unparalleled spellcasters, wielding sorcery with effortless proficiency, capable even of stealing spells from their opponents. Among their vast array of magical abilities, the most renowned is their Infernal Gateway spell, which enables them to weave tendrils of magic that tear the fabric of reality, opening a shrieking portal to the Crystal Labyrinth in the Realm of Chaos, drawing nearby warriors to their inevitable demise. Additionally, they possess the power to summon swirling tempests of change and mutation, ensnaring enemies in nightmarish realms, and unleash wyrdfires of Tzeentch or deadly, multicolored magical flames upon their foes. The presence of these entities on the battlefield for This unit army confirms This unit status as the chosen
of Tzeentch.

Possible Upgrades

- Exalted Of Tzeentch
- Winds Of Magic Manipulation
- Other Psyker Discipline

Equipment

- Chargestaves
- Warptongue Blade
- Book of Profane Secrets
- Pandaemoniac Discipline

Great Unclean One



Great Unclean Ones are the apex Greater Daemons within the Daemons of Nurgle, towering behemoths resembling humongous hillocks of rotting flesh that dwarf their adversaries in the eyes of the Plague God. Armed with massive rusted weapons, they stride into battle, wielding Bileblades or Plague Flails in one hand and Massive Bileswords or Doomsday Bells in the other. Their Noxious Bile is a potent weapon, capable of being vomited forth in a stream of filth to douse enemies in foulness.Surrounded by hosts of Nurglings at their feet, these Greater Daemons possess unparalleled offensive and defensive capabilities.

Their sheer bulk allows them to barge through fortress gates, crush adversaries beneath their immense weight, and asphyxiate foes with ease. Layers of blubber provide them with formidable resilience, making it difficult for any to wound them. Those who do succeed may face a spurt of acidic bile and putrid toxins in retaliation.In addition to their offensive prowess, Great Unclean Ones emit waves of disease and decay that wither both enemies and environment alike. Their bodies readily regenerate from wounds inflicted upon them, thanks to Nurgle's gift of fecund life, ensuring they endure even the most grievous of injuries with grim determination.

Possible Upgrades
- Exalted Of Nurgle

Equipment
- Warprot Discipline
- Noxious Bile
- Host of Nurglings
- Bilesword and Plague Flail or Doomsday Bell and Plague Flail or Bilesword and Bileblade or Doomsday Bell and Bileblade.



Keeper of Secrets



The Keepers of Secrets are crafted from the very essence of Slaanesh, imbued with the Dark Prince's ever-changing whims and moods, which bestows upon them unique personalities, agendas, and desires, despite their common origin. Their bodies are a blend of graceful elegance and hideous strength, with powerfully muscled forms adorned with four slender and delicate arms. Two of these arms culminate in elegant, curved pincers, while the others resemble human hands tipped with razor-sharp claws. These claws are often adorned with brightly colored lacquers and wield weapons of exquisite design. Additionally, they bedeck themselves with jewels that contain the souls of their favorite victims.Each Keeper of Secrets possesses a distinct personality, fueled by burning desires and ambitions. Some seek to eradicate entire species, while others aim to topple empires or reduce metropolises to rubble.

Possible Upgrades
- Exalted Of Slaanesh

Equipment
- SoulTainted Discipline
- 1 Great Weapons or 1 weapon and shield

Heralds

Here This unit may select the elite daemonic commanders known as Heralds, exalted servants of the Chaos Gods who exist to lead and unify the lesser daemons beneath them, ensuring This unit forces fight with cohesion instead of descending into mindless frenzy the more herald This unit have the more organized This unit army becomes . A Herald’s authority extends only to the servants of their own patron—those of Khorne will command only Khorne’s legions, just as the chosen of Tzeentch, Nurgle, or Slaanesh can only effectively direct their respective pantheons—making them invaluable for maintaining order within a devoted host but far less effective across rival allegiances; due to their elite nature and the immense tactical advantage they provide, each Herald costs 200 Favour.



Herald Of Khorne



Among the Bloodletters, none are as feared as the dread Heralds of Khorne. Consumed by an insatiable thirst for slaughter, they unleash a wrath surpassing even their kin. The Heralds' madness drives nearby Daemons of Khorne into a frenzy, amplifying the fury of the carnage. With relentless hacking and cleaving, they leave naught but a mound of corpses in their wake, securing yet another victory for the Blood God.

Possible Upgrades
- Exalted Of Khorne
- Juggernaut Of Khorne
- Bloodthrone

Equipment
- HellBlade

Herald of Tzeentch



Changecasters, the most prevalent Heralds of Tzeentch, play a crucial role in battle as they lead packs of Horrors. However, this task proves challenging, given the Horrors' penchant for mischief and erratic behavior. Unlike Horrors, Changecasters do not split into multiple entities when struck down; instead, they exhibit enhanced strength and resilience. Additionally, they wield potent sorcery, capable of unleashing blasts of wyrdfire in hues of pink or blue. Many also carry arcane tomes or scrolls, from which they recite incantations to augment their magical prowess. Moreover, their mere presence enhances the abilities of their fellow daemons.

Possible Upgrades
- **Exalted Of Tzeentch**
- **Winds Of Magic Manipulation**
- **Other Psyker Dicipiline**
- **Burning Chariots**

Equipment
- **Staff of Change or Ritual Dagger**
- **Arcane Tome**
- **Pandaemoniac Discipline**

Exalted Flamers of Tzeentch



Exalted Flamers stand as distinguished champions among their kin, possessing heightened levels of independent thought and emitting sorcery from every pore of their flesh. They have the ability to unleash even more potent warpflames, which manifest in the form of ominous sigils and grotesque faces, seemingly possessing a will of their own. These infernal flames have the capacity to reduce entire units to piles of charred bones, while those who survive must confront the fiery wrath of their blazing maw.

Possible Upgrades

- Mount Upgrade

Equipment

- None

Herald of Nurgle



Heralds of Nurgle serve as the esteemed Plaguebearer lieutenants within the armies of the Daemons of Nurgle, with the common herald known as a Poxbringer. Towering above the Plaguebearers that surround them, they exude an aura of malign authority, ensuring the Great Unclean Ones' commands are executed with utmost precision. In battle, Poxbringers wield their Bale swords with prodigious strength, cleaving through enemy champions and sorcerers with relentless ferocity. Additionally, they unleash their own unclean spells, corrupting and despoiling their foes with foul magic born of Nurgle's dark blessings.

Possible Upgrades
- Exalted Of Nurgle
- Daemon Plague Toad of Nurgle
- Rot Fly

Equipment
- Warprot Discipline
- 1 Bale swords

Sloppity Bilepipers



Sloppity Bilepipers perfectly encapsulate the repugnant jollity of the Plague God. Armed with a set of jolly gutpipes and a marotter, these Heralds serve as both victims and carriers of the Chortling Murrain, a disease that induces uncontrollable laughter leading to death. They frolic and jest with Nurglings, Great Unclean Ones, and Beasts of Nurgle buffing their overall effectiveness, and they instilling horror in the hearts of their mortal foes upon appearing on the battlefield.

Possible Upgrades

- Exalted Of Nurgle
- Warprot Discipline
- Daemon Plague Toad of Nurgle
- Rot Fly

Equipment

- 1 Bale Mace and Bilepipers

Spoilpox Scrivener



Spoilpox Scriveners are undeniably dour creatures when compared to the other Daemons of the Plague God. Their primary duty is to ensure that Plaguebearers meet their quotas, a task they execute through relentless browbeating and bullying, employing a barrage of insults and commands. This coercion drives the Plaguebearers to fight with heightened fervor, making the Spoilpox Scriveners a crucial strategic linchpin within Nurgle's armies.

Possible Upgrades
- Exalted Of Nurgle
- Warprot Discipline
- Daemon Plague Toad of Nurgle
- Rot Fly

Equipment
- Distended Maw
- Disgusting Sneeze

Herald Of Slaanesh



The Heralds of Slaanesh serve not only as attendants to the Dark Prince's whimsical desires but also as commanders of his armies, orchestrators of his campaigns and emissaries to the mortal realm, spreading his creed and gathering tales of courtly intrigue to amuse their master. At times, the Heralds deliver Slaanesh's divine decrees to specific followers singled out for his attention. However, not all such visitations are welcomed, for Slaanesh is known for his capricious temperaments.

Possible Upgrades
- Exalted Of Slaanesh
- Exalted Steed Of Slaanesh
- The Seeker Chariots
- Hellflayers
- Exalted Seeker Chariot

Equipment
- SoulTainted Deciplines
- Claws

Infernal Enrapturesses



The Infernal Enrapturesses are masters of music, weaving harmonies and cacophonies that shatter the mind. Acting as the vanguard of Slaaneshi armies, they employ their beguiling charms and glamours to infiltrate the cities of their enemies.Veiled by daemonic illusion, the Enrapturesses present themselves as muses to artists amidst the horrors of war. By feeding the artist's passions, they allow their craft to flourish, bringing forth greatness that had long lain dormant. Initially, the Herald appears to the artists in their dreams, stripping away inhibitions and amplifying the ambition and obsession buried within their souls. They implant visions of the perfect piece of music, often one that will end wars or unite empires. Those visited by the Enraptures enter a state of bliss, many succumbing to starvation as they forsake food and drink to toil over their masterpiece.They lead the Daemonettes into battle increasing their seductive nature even further.

Possible Upgrades
- Exalted Of Slaanesh

Equipment
- SoulTainted Discipline
- Slave Harp
- Claw

Contorted Epitome



A Contorted Epitome is not a singular Daemonette but a pair of attendants chosen for their ability to exist within the presence of another Daemonette. This close bond is solidified by the sacred guardianship of an ornate Mirror known as the Mirror of Absorption, a priceless magical artifact entrusted to them from Slaanesh's palace. However, this mirror is no ordinary object; it is both a daemonic being and an artifact in itself. The mirror writhes on striated tentacles that move at the Daemonettes' command.This unit increased the effectiveness of daemons units on the battlefield.

Possible Upgrades
- Exalted Of Slaanesh

Equipment
- SoulTainted Discipline
- Ornate Mirror
- Claws

Lesser Daemons

Here This unit may choose to purchase units of Lesser Daemons, the innumerable foot soldiers of the Warp who form the endless tide of This unit infernal host.Each purchase grants This unit 500000 Lesser Daemons per acquisition, fully manifested and ready to serve.Each such purchase costs 100 Favour.

Bloodletters



The Daemon hordes of Khorne are comprised of ferocious Bloodletters, formidable warriors considered to have been among the most devoted followers of the Blood God in their mortal lives, their will as relentless and bloodthirsty as Khorne's own. Unleashed onto the battlefield, Bloodletters swiftly dart from one enemy to the next, cleaving through their foes before swiftly moving on to new victims. With each adversary slain, these Bloodletters unleash triumphant roars that resonate across the battlefield, instilling dread in the hearts of all who hear Them.

Possible Upgrades
- Exalted Of Khorne

Equipment
- HellBlade each

Blue Horrors



Blue Horrors are characterized by their resentment, bitterness, and vindictiveness. Despite their protests, grumbling, and somber muttering, they unleash blasts of mystical azure flames upon their foes, conjured forth from their fingertips. In close combat, they assail their adversaries with their sharp-taloned hands. And each one fallen in replace with two smaller Brimstone Horrors***.That is why they cost 50 Favor instead.***

Equipment
- Daggers .
- Lore Of Tzeentch

Pink Horrors



Pink Horrors are whimsical and jubilant daemons, capable of generating raw, chaotic magic through nonsensical gibbering and frenzied arm movements. When gathered in large numbers, they saturate the air with arcane energy, enabling them to unleash unnatural fire upon their enemies. The more Pink Horrors present, the more potent their Magical Flames become, and they also bolster the casting abilities of other Tzeentchian Daemons. In close combat, they employ their grasping hands to choke and strangle their foes.And each one fallen in replace with two smaller Blue Horrors.

Possible Upgrades
- Exalted Of Tzeentch

Equipment
- Daggers .
- Lore Of Tzeentch

Nurglings



Nurglings are diminutive yet malevolent daemon mites of Nurgle, resembling miniature versions of the noisome god himself and embodying the essence of a pustule or boil. Despite their small stature, Nurglings wield considerable power, overwhelming their adversaries through sheer numbers or infectious foulness. Their teeth inflict festering wounds that do not kill immediately but instead lead to long, disease-ridden demises. They assail their enemies like a stinking tide, swarming over them in wave after wave of bloated little bodies, burying them beneath their relentless onslaught. ***That is why they cost 50 Favor instead.***

Equipment
- Teeth and Claws

Plaguebearer



Plaguebearers are the loathsome, corpse-like Daemons that form the rank and file of Nurgle's armies. Terrifyingly resilient and relentless, they can overwhelm their victims like a terminal disease. Their bodies are disgustingly durable, capable of shrugging off the most grievous of wounds with minimal effect. Surrounded by clouds of flies that grow denser in larger numbers, Plaguebearers become increasingly difficult to shoot at. Additionally, when near a hero of Nurgle's Daemons, they become even harder to hit, as these heroes act as loci of fecundity, enhancing the resilience of nearby Plaguebearers.

Possible Upgrades
- Exalted Of Nurgle

Equipment
- Plague Swords

Daemonette



Daemonettes, known by other names like Bringers of JoThis units Degradation and
Maidens of Excess, are the lesser and most numerous daemonic servants of the Chaos God Slaanesh. They embody the dark and twisted emotions of mortals and are irresistibly drawn to sources of anguish. These malevolent beings take immense delight in creating disasters, rejoicing in the carnage and suffering that ensue.As the embodiments of Slaanesh's seductive and destructive nature, Daemonettes revel in the chaos they sow. They thrive on the pain and despair of their victims, finding ecstasy in every moment of agony they cause. Whether in the heat of battle or amidst the ruins of their making, Daemonettes celebrate the perverse pleasure of destruction, perfectly reflecting the dark desires of their malevolent master.

Possible Upgrades

- Exalted Of Slaanesh

Equipment

- Claws

Cavalry

Here This unit may acquire Daemonic Cavalry these units possess vastly greater battlefield impact through speed, mass, and brutality, and for each purchase This unit will receive 250,000 cavalry units each purchase costs 200 Favour.

Bloodcrushers of Khorne



Bloodcrushers serve as the daemonic shock cavalry within Khornate armies, embodying the unholy fusion of a particularly savage Bloodletter and a formidable Juggernaut mount—a creature of brazen brass and sinewy muscle. Together, they charge through enemy formations, the Juggernaut impaling its victims with its blade-horn while the rider wields a hellblade with deadly precision. The sheer force of a charging Bloodcrusher can shatter even the most stalwart of battle lines, leaving a trail of gore in its wake as decapitated bodies are trampled into the mud.

Possible Upgrades
- Exalted Of Khorne

Equipment
- HellBlade each

Changebringers



A Changebringer epitomizes the chaotic essence of Tzeentch, embodying both the relentless change and enigmatic allure of the Changer of Ways. These Daemonic Flamers ride atop Discs of Tzeentch, hovering effortlessly over the tumultuous battlefield, their forms wreathed in otherworldly flames. From their elevated vantage point, they serve as harbingers of destruction, swiftly maneuvering to engage enemies and sow discord among their ranks. With each flicker of warpflame unleashed upon the hapless adversaries below, the Changebringers reinforce the ever-shifting nature of Tzeentch's influence, ensuring that chaos reigns supreme in the midst of battle.

Equipment

- Flames Of Change

Daemon Pox Rider of Nurgle



Daemon Pox Riders of Nurgle are Plaguebearers mounted on Plague Toads, serving as the vanguards and backbone of Nurgle's legions. Armed with Plagueswords, they ride into battle atop their foul steeds, forming a formidable force on the battlefield. Their odious nature attracts swarms of flies, forming dense clouds that obscure them from view and make them harder to hit at a distance. Their mounts attack with grasping tongues and wide, ravenous maws, capable of devouring their victims whole. The flesh of these creatures is so bloated and filled with abscesses that most weapons slide off it with little effect. Even blades and arrows are often swallowed by their foul bulk, further adding to their resilience in combat..

Possible Upgrades
- Exalted Of Nurgle

Equipment
- Plague Swords
- Fangs

Plague Drones



Plague Drones of Nurgle hold esteemed positions among the Plague God's Daemonic Plague Legions, their title reflecting commendable humility. These overseers of Nurgle's realm in the Immaterium descend into realspace to execute the wishes of their divine lord, serving as aerial cavalry mounted upon Rot Flies and Battle Flies — colossal Daemons resembling hideous insects whose appearance is so repugnant it scars the mind.
Each Rot Fly possesses unique features, ranging from a Plague Proboscis capable of spreading Nurgle's various pathogens and toxins deep into the flesh of their victims to mandibles and a stinger, further enhancing their capabilities in spreading decay and disease.

Possible Upgrades
- Exalted Of Nurgle

Equipment
- Plague Swords
- Festerspike,Claws, Mouthparts and Sting

Seeker of Slaanesh



Seekers of Slaanesh are the epitome of grace and speed, embodying the insatiable hunger for pleasure and excess that defines the followers of the Dark Prince. These Daemonettes have not only captured but also tamed the elusive Steeds of Slaanesh, forming a formidable force that serves as the vanguard of the Dark Prince's armies. Swift beyond belief, Seekers glide across the battlefield with sinuous bodies undulating in a hypnotic rhythm, their movements a mesmerizing dance of death. They lead the charge, their elongated horns sounding a haunting melody that spurs their pack onwards and strikes terror into the hearts of any who dare to flee.

Possible Upgrades
- Exalted Of Slaanesh

Equipment
- Claws

Beast Of Chaos

Here This unit may choose to purchase the Beasts of Chaos aligned with the Chaos Gods. Each unit costs 200 Favour, and each unit contains 100,000 creatures under This unit command. These beasts are devoted to the will of Chaos and will serve This unit as a vast, savage army.

Flesh Hound



The Flesh Hounds are savage Daemons of Khorne, tirelessly hunting down the enemies of the Blood God. These scaled creatures, adorned with wide reptilian crests and flaps of skin, exude a predatory aura and stand ever ready to inflict harm with their massive teeth, blood-dark claws, sharp spines, and horned heads. Their bodies bear brass runes of Khorne, and studded metal collars adorn their necks. These relentless beasts serve as the unforgiving hunters of Khorne's foes, tearing their victims apart either with razor-sharp teeth capable of rending both armor and flesh or with blood-dark claws drenched in the remnants of their Adversaries.

Possible Upgrades

- Exalted Of Khorne

Equipment

- Collar of Khorne

- Claws and Jaws

- Flame Breath

Screamer of Tzeentch



Screamers of Tzeentch are ethereal Daemonic Beasts aligned with Tzeentch, traversing the skies with an otherworldly grace. A haunting wail echoes in their wake, and as they draw near, their presence emanates a psychologically unsettling shriek. These creatures are propelled by an unrelenting instinct to hunt down mortal souls.

Equipment

- Jaws

Flamers of Tzeentch



Flamers exhibit remarkable agility, propelling themselves with bursts of gaseous ichor expelled through the fungoid 'skirt' at their base, bounding and leaping across the terrain with playful enthusiasm. Employing their blazing limbs, Flamers launch bolts of magical flame at their adversaries. This flame is not typical; rather, it manifests as a swirling cloud of Chaos energy that distorts reality. Rather than causing conventional burns, it warps the fabric of existence. Victims of a Flamer's assault may experience a brief surge of energy before succumbing to a grotesque transformation, their form collapsing into a writhing puddle of flesh.

Equipment
- Flame Warp

Rot Fly



Rot Flies, originally Beasts of Nurgle, have undergone a twisted metamorphosis at the behest of the Lord of Decay, transforming into monstrous Daemonic insect steeds. These creatures bear a striking resemblance to giant corpse flies, their appearance so repugnant that it leaves lasting scars upon the minds of those who behold them. Once lovable and jovial, these beings now exude an aura of decay and pestilence, serving as harbingers of Nurgle's foul influence wherever they fly.

Equipment

- Festerspike,Claws, Mouthparts and Sting

Beast of Nurgle



Beasts of Nurgle are slug-like Daemons of Nurgle, characterized by fanged maws and diseased tentacles permeating with an unspeakable reek emanating from their bodies. Despite their lack of intelligence, these daemons are unnaturally friendly and enthusiastic, devoid of malice or spite but desperate for attention. In battle, they emit joThis units bellows as they seek to play with their enemies, inadvertently smothering them with claws, tentacles, and a slobbering, poisonous tongue. Once their unwitting playmate succumbs to the Beast's exuberance, it will squirm off in search of new victims.

These creatures produce a paralytic slime that renders their victims helpless, while their mere presence serves as a locus of virulence, enhancing the damage inflicted by other potent Nurglite Daemons. Additionally, their disgusting bodies are resilient, able to shrug off all but the most formidable of wounds.

Equipment

- Claws, Tentacles, and Slobbering Poisonous Tongue.

Fiend of Slaanesh



They are unnaturally swift, moving with a scuttling gait that appears strange to mortal eyes. Their tails possess enough force to crack open plate armor, while their stingers are filled with a potent venom that brings agony and death to their victims. Despite their repugnant appearance, these daemons emit an unnatural soporific musk that attracts and immobilizes their prey with its narcotic properties. This fragrance induces hallucinated visions, lacing the thoughts of their victims with rapturous fantasies. Those daemons with the most hypnotically potent musk are known as Blissbringers, capable of transforming even stoic warlords into carefree dreamers, intoxicated with ecstasy and unable to defend themselves. Only those with superhuman willpower have any hope of resisting its bewitching effects. Those who survive the encounter often recall very little of the experience, inviting insanity into their minds as they are haunted by dim impressions of writhing limbs, long lashing tongues, inhuman squeals of delight, and contorted faces filled with the ecstasy of pain.

Possible Upgrades

- Exalted Of Slaanesh

Equipment

- Claws and tongue

Machine Of War

Here This unit get to choose to buy chariots of the Chaos Gods. Each unit costs 200 Favour, and each option below will have a number indicating how many chariots are included in that unit.

10.000 Skull Cannon



Skull Cannons are Daemon Engines of Khorne, forged from the monstrous soul-forges that fuel the Blood God's endless wars. These sentient machines crave nothing more than the sensation of crushing flesh and bone beneath their spiked wheels, offering fervent praise to Khorne with every foe torn asunder within their grinding maw. The intact skulls of their victims are fed into the great cannon mounted atop the machine, where they are imbued with a fragment of Khorne's ever-burning wrath, coated in a pitch of boiling blood and fire before being unleashed with an ear-splitting roar toward the enemy ranks. As the missiles slam home, they erupt into thunderous fireballs, sending broken and charred bodies spinning through the air—a sight that has shattered the will of countless mortal warriors. Two Bloodletters, overseeing the Skull Cannon's creation in the Brass Citadel's furnaces, ride it into battle, shoveling fresh skulls into its maw and directing its spiteful rage with pride in every atrocity.

10.000 Blood Shrine of Khorne



Riding atop a carnage-fueled Daemon engine, the Blood Shrine roars across battlefields with relentless speed, eager to be drenched in blood and catch the attention of its mighty patron—the Blood God and his most formidable servants. This mobile altar serves as a catalyst, empowering Khorne's Daemons to unleash even greater levels of butchery and wanton slaughter upon the battlefield.With two Bloodletters in the front helping collecting skulls.

20.000 Burning Chariots of Tzeentch



Burning Chariots of Tzeentch streak across the Realm of Chaos like blazing meteors, ferrying the chosen emissaries of the Great Sorcerer to all corners of existence.These chariots consist of fiery discs forged from sorcerous metal, tethered to a pair of Screamers, hurtling through the sky akin to strangely hued comets. In battle, the chariots leave behind a trail of mutating warpflame, capable of immolating those beneath them and transforming survivors, all while the riders revel in their actions without remorse.

Equipment
- Flames Of Change

50.000 Seeker Chariot of Slaanesh



Seeker Chariots are far from subtle. As their straining steeds urge the chariots to full speed, swirling shapes sear the air with unholy hues, and the metal axles screech in a disharmony akin to the wailing of tormented souls. To stand against such a machine is not merely a contest of arms, but a struggle of wills that shakes the very boundaries of sanity. When the chariot finally crashes home, the Daemonettes aboard dance from yoke to spar, laughing maniacally as their disembowelling strikes weave bloody trails in the air. The sheer momentum and ferocity of the Seeker Chariots create a terrifying spectacle on the battlefield.

Equipment
- Claws and Tongue
- 2 Chaos weapons

20.000 Hellflayers



The Dark Prince of Chaos takes great pride in the splendor of his decadent realm. However, the constant warfare and anarchy that define the Realm of Chaos have hindered Slaanesh's pursuit of perfection. The land is littered with the corpses of those slain in battle, like the petals of a particularly repulsive plant. To address this issue, the Hellflayers ride across the alabaster plains, their reaping blades cutting and slicing the flesh of the fallen into small pieces. These macabre efforts serve to prepare the corpses for consumption by Slaanesh's otherworldly flora, ensuring that nothing goes to waste in the pursuit of pleasure and excess. The Hellflayers' grim task highlights the twisted and gruesome nature of Slaanesh's realm, where beauty and horror are intertwined in a never-ending cycle of indulgence and destruction.

Equipment
- Claws and Tongue
- 2 Chaos weapons

10.000 Exalted Seeker ChariotsSeeker



Exalted Seeker Chariots are far from subtle. As the steeds strain against the reins, urging the chariot to full speed, swirling shapes sear the air with unholy hues. The metal axles screech in a disharmony akin to the wailing of tormented souls. To stand against such machinery is not merely a contest of arms, but a struggle of wills that shakes the very boundaries of sanity. When the chariot finally crashes into its target, Daemonettes leap from yoke to spar, their laughter echoing amidst the chaos. With gleeful abandon, they wield their disemboweling strikes, weaving bloody trails in the air as they revel in the carnage.

Equipment
- Claws and Tongue
- 2 Chaos weapons
- Exalted Of Slaanesh

100 Soul Grinder



When a Daemon's physical form meets its demise, it may offer its true name to the Forge of Souls. In this dark pact, its diminished essence becomes bound to a formidable Warp-metal colossus, transforming into a Soul Grinder. Each step of the Soul Grinder reverberates with a clanking tread that shakes the earth, despite its remarkable agility for its size, capable of swift movements akin to a horse's gallop, or even faster if the scent of battle stirs its senses. Powered by piston-driven legs, its strides deliver bone-crushing force, reducing anything unfortunate enough to be caught beneath them to a pulpy mass.

Possible Upgrades
- Exalted Of Khorne
- Exalted Of Tzeentch
- Exalted Of Nurgle
- Exalted Of Slaanesh

Equipment
- Warp Claws
- Giant Hellblade or Giant Warp Sword
- Warp Canon

Possible Upgrade List

Here This unit can now choose any upgrades that the units This unit buy have based on their listed options. Each upgrade per unit will cost This unit 100 Favor each unless stated.

Mark Of Exalted

Exalted Of Khorne

Khorne, pleased with the rivers of blood This unit've offered, bestows upon This unit further boons. This unit strength swells even greater, each sinew infused with the raw power of the Blood God. As an expert in melee combat, This unit every movement is a deadly dance of destruction, leaving carnage in This unit wake. But now, This unit are not just a force on the battlefield; This unit've become an immovable bulwark against magic and ranged assaults, This unit very essence resistant to their insidious influence. With each victory, This unit become more than a warrior; This unit are a living embodiment of Khorne's will, an unstoppable force of chaos and devastation.

Exalted Of Tzeentch

Tzeentch, in his unfathomable foresight, has foreseen the magnitude of the impact This unit and This unit legions shall unleash upon the worlds. Thus, he has decreed to further augment This unit power. No longer are This unit a mere neophyte in the realm of magic; This unit have ascended to the prestigious rank of an Archwizard. This transformation imbues This unit spells with unparalleled potency, capable of shaping reality itself to This unit whims. Furthermore, This unit defensive barriers have been fortified, rendering them impervious to even the most devastating assaults until their limits are tested beyond measure. In addition to these enhancements, This unit have been bestowed with the mastery to delve into any school of magic with unparalleled proficiency.

Exalted Of Nurgle
The Lord of Pestilence smiles upon This unit as This unit embrace even more of his bountiful gifts. Now, This unit are further fortified against damage, to the extent that it would take the impact of a warhead to even make This unit flinch. But that's merely the beginning, for This unit now possess a small, passive regeneration, gradually healing This unit wounds over time. Additionally, if This unit possess the Lore of Nurgle, This unit spellcasting ability within that lore has been magnified, allowing This unit to wield its chaotic powers with even greater proficiency and potency.

Exalted Of Slaanesh
The Dark Prince has decided to grant This unit his full blessing, bestowing upon This unit the excess of exalted stature. This unit reflexes have been heightened to superhuman levels of speed and accuracy, enabling This unit to strike before This unit enemies even notice. Each movement is a blur, each attack lands with devastating precision. Additionally, if This unit possess the Lore of Slaanesh, This unit spellcasting abilities within that lore are magnified. This unit can wield its chaotic powers with greater proficiency and potency, casting spells that enthrall, corrupt, and devastate with unmatched skill. The dark energies of Slaanesh flow through This unit effortlessly, making This unit a formidable force on the battlefield and a true champion of the Dark Prince of Excess.

Psyker Discipline

Winds Of Psyker Manipulation
The capricious nature of the Winds of Magic has long been a challenge for spellcasters, but such concerns are now a relic of the past. With This unit newfound ability to manipulate the very flow of warp energy, This unit hold dominion over the Winds themselves. This mastery enables This unit and This unit allies to cast psyker spells with unparalleled precision and potency, unfettered by the whims of chance. Indeed, the presence of multiple Winds of Magic Manipulation users within This unit ranks amplifies this control, allowing for even greater precision and longevity in the optimal casting of spells. With each adept skilled in harnessing the arcane currents, the weave of magic becomes more pliable, granting This unit and This unit allies a formidable advantage on the battlefield.

Other Lores Of Discipline
As one of Tzeentch's followers, it's not uncommon for This unit to learn the other Psyker Discipline. Roll 1d7 to determine which lore This unit have mastered, and reroll the dice for each lore This unit have already learned.

1. Discipline of Fire
This lore harnesses the primal power of flames and heat, allowing its users to conjure devastating fireballs, fiery blasts, and engulfing conflagrations. It is favored by pyromancers and those who seek to scorch their enemies to Ash.

2. Discipline of Metal
The Lore of Metal manipulates the properties of metal, allowing its wielders to transmute and manipulate metal objects and creatures. Spells from this Discipline often involve creating metallic constructs, enchanting weapons, or unleashing devastating blasts of metal shards.

3. Discipline of Light
This lore focuses on harnessing the power of light and purity to banish darkness and smite the forces of Chaos. Spells from the Discipline of Light often involve blinding flashes, radiant beams, and protective wards against dark magic.

4. Discipline of Life
The Lore of Life taps into the vitality and essence of nature itself, granting its users the ability to heal wounds, bolster resilience, and revitalize allies. It is favored by healers, druids, and those who seek to nurture and protect Life.

5. Discipline of Beasts
This lore channels the primal ferocity and savagery of the wild, allowing its users to summon beasts, enhance physical attributes, and unleash devastating attacks inspired by the animal kingdom. It is favored by shamans and those who embrace the untamed aspects of nature.

6. Discipline of Shadow

The Discipline of Shadow manipulates darkness and deception, allowing its users to cloak themselves in shadows, confound enemies with illusions, and manipulate the perceptions of others. It is favored by assassins, spies, and those who thrive in the shadows.

7. Discipline of Death

This Discipline harnesses the power of entropy and decay, allowing its users to drain the life force from their enemies, raise the dead, and unleash curses and diseases upon their foes. It is favored by necromancers, liches, and those who seek to wield power over mortality itself.

Mounts

Juggernaut Of Khorne

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.

Bloodthrone [200Favour]

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.

Disc of Tzeentch
The Discs of Tzeentch are formidable entities in the service of Tzeentch, the Chaos God of change and intrigue. Originally Lesser Daemons known as Screamers, they underwent a transformative process to assume their current form: large, disc-like shapes perfectly suited for swift mounts by sorcerers bound to Tzeentch.

Burning Chariots [200Favour]
The Burning Chariot of Tzeentch is a formidable daemonic construct dedicated to the service of the Lord of Change, the Chaos God Tzeentch.Comprising ornate Discs of Tzeentch, propelled by the swift and malevolent Screamers, a Burning Chariot streaks across the heavens of the mortal world, leaving a blazing trail in its wake. Mortal observers often mistake its fiery passage for a comet, interpreting it as an ominous portent of impending doom, as has been the case throughout ancient times.

Daemon Plague Toad of Nurgle
Plague Toads are grotesque beings resembling swollen bags of brackish filth and pus, with wide maws capable of engulfing a man whole. Despite their repulsive appearance, they exhibit a surprising determination when provoked. Plague Toads fiercely defend themselves, using their slimy horns to gore enemies or employing their prehensile tongues to drag victims into their gaping mouths. Their lethality is often underestimated, as their seemingly lumpen forms belie their ferocious nature in battle.

Rot Fly
Rot Flies, originally Beasts of Nurgle, have undergone a twisted metamorphosis at the behest of the Lord of Decay, transforming into monstrous Daemonic insect steeds. These creatures bear a striking resemblance to giant corpse flies, their appearance so repugnant that it leaves lasting scars upon the minds of those who behold them. Once lovable and jovial, these beings now exude an aura of decay and pestilence, serving as harbingers of Nurgle's foul influence wherever they fly.

Exalted Steed Of Slaanesh
These serpentine daemons are formidable creatures, their sinuous bodies propelled by two long, muscular legs that grant them unmatched speed, outpacing any pursuer for eternity. Their delicate, bird-like feet are adorned with razor-sharp claws, capable of delivering vicious kicks to fend off attackers.The ever-changing hues of their hide mesmerize and enchant, shifting between soft blues, pastel purples, and gentle ochres in a hypnotic dance.

The Seeker Chariots [200Favour]
The Seeker Chariots, the swiftest and most agile of the chariots utilized by the Daemons of Slaanesh, are propelled by the fleet-footed Steeds of Slaanesh. They dart through the ranks of chanting, sashaying Hedonites, aiming to crash into the enemy lines. Upon these chariots, Daemonettes stand poised, dancing from yoke to spar, their laughter echoing as each strike paints the air with a crimson trail.

Hellflayers [300Favour]
The Dark Prince of Chaos revels in the opulent beauty of his decadent realm. Yet, the perpetual warfare and chaos that define the Realm of Chaos hinder Slaanesh's pursuit of perfection, as battle-slain corpses litter the landscape like the petals of a grotesque flower. To address this, the Hellflayers ride across the alabaster plains, their reaping blades slicing through the fallen flesh into smaller, more manageable pieces. These fragments are then devoured by Slaanesh's otherworldly flora, ensuring that nothing is wasted and that the beauty of the realm remains unsullied by the ravages of war.

Exalted Seeker Chariot [400Favour]
The Exalted Seeker Chariots are anything but subtle creations. As the steeds strain against the yoke, propelling the chariot to full speed, swirling shapes carve through the air with unholy hues, while the metal axles screech in a discordant symphony reminiscent of tormented souls. To face such a contraption is not merely a clash of arms, but a battle of wills that threatens to shatter the very boundaries of sanity.

Gods Gifts

Here, this unit will be given the option to purchase upgrades for Greater Daemons and Heralds within this army. Upgrades under the Mark of Chaos Undivided may be given to any Greater Daemon or Herald.

Khorne

Generic

Each Upgrade here will cost you 200Favour.

Aspect of Death

Khorne has granted this unit a menacing aura that instills the fear of death in This unit adversaries, causing them to tremble in sheer terror and flee from This unit presence.

Brazen Hide

The infernal fires of the Blood Realm have tempered this unit skin skin, rendering it impervious to most weapons. They either shatter upon impact or simply bounce off, unable to penetrate This unit hardened flesh.

Chains Of Devastating Strikes

Chains have been wrapped around This unit hands. These chains cause This unit strikes to ignore any enchantments and armor on This unit target, allowing them to take damage without resistance. This makes This unit strikes hit like a nuke.

Rune Brass

This rune carved into This unit skin emanates an aura of wrath against spellcasters. Not only will spells and magic fail within this aura, but the caster will also suffer damage as punishment for using magic in the presence of Khorne's champions.

Mark Of Diabolical Purpose

The infernal mark surrounding This unit has invigorated This unit fellow daemons. While leading them, both This unit and their speed have significantly increased.

Infernal mark of Khorne
Khorne has bestowed upon This unit a divine spark, enhancing This unit body's strength significantly. Moreover, whenever This unit slay worthy opponents, all This unit wounds heal instantly. Usually this is an enemy General or Hero.

Unstoppable
Khorne is pleased by this unit's rampage on the battlefield and has bestowed upon it the gift of being untamable. This power is fueled by its continuous rage, making any attempts to tame or seal this monster nearly impossible.

Apex Predator
Being a monster, having sheer strength and power is not always enough to win battles. No, they need to adapt. This unit now adapts to the environments it willingly fights in. Its adaptability is almost instantaneous. If they need to fight underwater, they will grow gills and be able to swim. If the area is completely dark, they will adapt with either echolocation or by glowing from their entire body.

Frenzied
Rage, destruction, and carnage consume this unit's thoughts. Once it enters the battlefield, all other thoughts fade away, leaving only a singular purpose: to kill, relentlessly. With each passing moment, its attacks grow more destructive until the battle finally ends.

Regenerates
The unit's hatred is so potent that it begins to passively heal injuries sustained in battle. Whether fueled by hatred for itself for getting injured or directed at the enemy that caused the injury, this potent hatred aids in the unit's recovery.

Arcane Consumption
The unit's intense hatred for spellcasters has become ingrained within them. So much so that they now seek to punish those cowards who use the arcane arts by consuming them alive. As the blood of spellcasters nourishes their bodies, they also gain resistance to spells found in the school of magic of the victim. This resistance lasts until the end of the battle, and the unit can only resist spells from one magic school at a time.

Exalted Bloodthirsters only

Each Upgrade here will cost you 400Favour.

Indomitable Onslaught

Exalted Bloodthirsters of Indomitable Onslaught are exceptionally resilient, proving challenging to banish from the mortal realm even against the most formidable weapons. Due to this resilience, they can rampage unchecked for eight consecutive days before succumbing.

Master Of The Blood Tide

These Exalted Bloodthirsters revel in bloodshed the most on the battlefield, drawing strength from every enemy's demise. Their mastery over blood is unparalleled, allowing them to manipulate it at will. With a mere thought, they can fashion spikes, whips, and other crude weapons from blood, hurling them at the enemy to increase the carnage even further.

Rage Unchained

Regardless of the damage inflicted upon them, Exalted Bloodthirsters fight with unyielding ferocity, as if they were at full strength. This relentless resilience makes them among the most formidable Greater Daemons of Khorne, akin to a wounded yet cornered beast, even more dangerous and unpredictable.

Oath Breakers

This Exalted Bloodthirster is a unique guardian that manifests on the battlefield. Its primary purpose is to protect the oaths made by mortals either to This unit or to the Blood God himself. Should any of these oaths be broken, the Greater Daemon will relentlessly hunt down the violator, pursuing them to the ends of the earth. Its pursuit cannot be halted, even if banished, as it will return in eight days until the offender has been slain.

Unfettered Fury

The Exalted Bloodthirster of Unfettered Fury is a scourge upon the terrain of mortal lands. Its very footsteps crack and contaminate the earth with the essence of Khorne, causing molten rock to ooze from the ground. This creates an inhospitable environment for enemies, making it difficult for them to gain footing. The longer this Greater Daemon remains in an area, the more corrupt it becomes. After a year of continuous presence, it can create rivers of lava and even generate small daemon portals in the affected area.

Insensate Rage
Among the Exalted Bloodthirsters, none surpass the mastery of their weapons exhibited by this particular entity. Its command over the weapons bestowed by the Blood God is unparalleled, reaching heights that would make even a Keeper of Secrets envious.

Insane Bloodlust
The primary weapon of these Exalted Bloodthirsters is fire, as they have mastered not only increasing the volatility of their flame breath but also encasing themselves in an armor of pure warp flames. This adaptation proves effective against the virulent pathogens of the Great Unclean Ones.

Arcane Hatred
The Lord of Change is renowned as one of the greatest spellcasters in the daemon realm. Exalted Bloodthirsters of Arcane Hatred have dedicated their existence to hunting them down, as they are among Tzeentch's greatest champions. These Exalted Bloodthirsters have not only become formidable aerial combatants in the Blood God's army but have also developed the ability to disrupt and dispel spells with ease, serving as effective priest-like figures on both the daemon and mortal planes.



Tzeentch

Generic

Each Upgrade here will cost you 200Favour.

Tzeentch Chaos Boons

Tzeentch gifts have manifested in another form of mutation. Roll a 1d9 to determine which mutation This unit receive, and keep in mind that multiple Chaos Boons can affect a single unit simultaneously.

1. Shifting Form

The daemon's body constantly shifts and warps, making it difficult to hit in Combat.

2. Warpfire Aura

The daemon is surrounded by an aura of crackling warpfire, causing damage to nearby enemies.

3. Psychic Echoes

The daemon can project psychic echoes of itself, confusing and disorienting its enemies.

4. Reality Distortion

The daemon can manipulate reality around it, creating illusions on the Battlefield.

5. Arcane Bolts

The daemon can unleash bolts of raw magical energy at its enemies, causing devastating damage increasing its magical powers.

6. Warp Infusion

The daemon is infused with the raw power of the chaos, granting it enhanced strength and resilience.

7. Mind Warp

The daemon can twist the minds of its enemies, causing confusion and Madness.

8. Warp Step

The daemon can teleport short distances, allowing it to move swiftly around the battlefield.

9. Chrono Shift
The daemon can manipulate time, slowing down or speeding up its movements as needed.

Born Of Sorcery
This Daemon was born from the violent winds of magic. Because of this, regardless of its origin, it is a master of the Lore of Tzeentch. Additionally, it possesses a second mouth and extra arms, enabling it to cast two spells at once.

Chaos Tether
No matter the circumstance, daemons near this unit cannot be banished as easily as before, rendering them tougher overall. Additionally, whenever an enemy attempts to cast a spell around this unit, they will always fail, as their minds begin to crack under the gaze of Tzeentch.

Lorekeeper of Tzeentch
This daemon possesses the extraordinary ability to see every enemy unit on the battlefield, regardless of their attempts to hide. Whether through intense focus or a mystical spell, they can effortlessly detect and target any foe within their line of sight, making it nearly impossible for enemies to evade their gaze or escape their Attacks

Tyrant Of Magic
This daemon is now surrounded by a potent magical aura, enhancing the intensity of the spells cast by this unit. However, that's not its only boon; these spells are now immune to dispelling unless the original caster wills it otherwise. Additionally, when this unit is targeted by spells from enemy wizards, the magical energy unnaturally dissipates upon contact, rendering them ineffective against this formidable entity.

Daemonspark
This daemon carries one object of its choice and must be used as a spell focus

roll 1d9 to see what happens next.

1. Explosion
Roll a 1d6. If the result is a 1, then the caster explodes, creating a crater around them that affects everyone nearby. Otherwise, the spell is cast normally.

2. Fragrant Smell
When casting the spell, a fragrant aroma begins to fill the vicinity of the user. This sweet smell lowers the accuracy of any opponents attacking this unit and adjacent allies in melee. The spell otherwise functions normally.

3. Rick Rolled
At the end of the incantation, unlike the normal effects, the spell now creates a giant hologram visible from the entire battlefield. Suddenly, a "rickroll" occurs, surprising everyone with unexpected music and imagery.

4. Random Transformation
Instead of the normal effects, the spell now randomly transforms into a random object from the Chaos Form Table. Roll a 1d100 to determine what the target transforms into.

5. Gender change
Instead of the normal effects, if the target has a gender, it is now flipped. If not, nothing happens.

6. Split into two
Instead of the normal effects, the target now splits into two weaker versions of itself.

7. Chaos Spawn creator
Once per day, this unit can transform one target into a loyal Chaos Spawn. This ability never fails, regardless of circumstances.

8. Become a baby
Instead of the normal effects, the target is now aged to the equivalent of a

Newborn human .

9. As expected
No extra effects happen.

Daemon Summoning
Now This unit possess the ability, through This unit chants, to summon daemons to the battlefield once a day. These daemons will remain until the battle is won or they are banished. When This unit perform the Daemon Summoning, roll a 1d9 to determine what is summoned each time.
1. 600 Blue Horrors
2. 90 Flamers
3. 200 Screamers
4. 300 pink Horrors
5. 1 Daemon Prince
6. 1 Gaunt Summoner on Disk of Tzeentch
7. 1 Exalted Flamers of Tzeentch
8. 1 Herald of Tzeentch on Chariot
9. 1 Exalted Lord Of Change



Exalted Lord Of Change only
Each Upgrade here will cost you 400Favour.

Seer of Secrets
The Seer of Secrets, an enigmatic and revered title among the daemons of Tzeentch, embodies the essence of arcane knowledge and foresight. Masters of divination and precognition, these ethereal entities possess an unparalleled ability to unveil the hidden truths of the universe. Their piercing gaze pierces through the veils of time and space, unraveling the mysteries of past, present, and future with uncanny clarity. As custodians of forbidden lore and esoteric wisdom, they navigate the labyrinthine currents of fate, steering the destinies of mortals and daemons alike towards their inscrutable designs. In the tapestry of reality, the Seer of Secrets weaves intricate patterns of manipulation and deception, orchestrating grand schemes beyond mortal comprehension.

Weaver of Schemes
The Weaver of Schemes, an intricate architect of chaos, spins a web of intricate plots and machinations that entangle the fates of mortals and daemons alike. With cunning intellect and boundless creativity, this enigmatic entity orchestrates elaborate schemes that ripple through the fabric of reality, shaping destinies and altering the course of history. From the shadows of obscurity, the Weaver of Schemes pulls the strings of power, manipulating individuals and factions to serve the inscrutable designs of Tzeentch. Each thread woven into the tapestry of fate is imbued with layers of complexity, weaving together disparate elements into a cohesive whole that defies comprehension. With every twist and turn, the Weaver of Schemes ensures that chaos reigns supreme, forever altering the landscape of existence with each stroke of its metaphysical loom.

Harbinger of Change
The Harbinger of Change stands as an emissary of tumult and transformation, heralding the inexorable march of evolution in the wake of Tzeentch's inscrutable will. With every flutter of its ethereal wings, it whispers secrets of upheaval and renewal, sowing the seeds of change in the hearts and minds of mortals. Through its cryptic prophecies and enigmatic presence, it foretells the shifting tides of destiny, guiding the course of events towards an uncertain future. In its wake, the old order crumbles and new possibilities emerge, for the Harbinger of Change is the harbinger of revolution and rebirth.

Architect of Reality
The Architect of Reality, a being of boundless intellect and arcane mastery,

wields the power to shape the very fabric of existence according to the whims of Tzeentch. With meticulous precision, it crafts intricate webs of reality, weaving together threads of possibility to construct labyrinthine tapestries of existence. Through its manipulation of cosmic energies and esoteric forces, it bends the laws of physics and magic to its will, fashioning worlds within worlds and bending the very nature of reality to suit its desires. As the ultimate architect of existence, it transcends the boundaries of mortal comprehension, shaping the universe itself into a manifestation of Tzeentch's grand design.

Keeper of Arcane Lore

The Keeper of Arcane Lore, a venerable entity steeped in the ancient wisdom of the cosmos, safeguards the mystical knowledge of Tzeentch's domain. Within the boundless libraries of the Warp, it preserves the secrets of aeons past, cataloging the ever-shifting tapestry of magical lore and esoteric wisdom. With its omniscient gaze, it peers into the depths of forbidden tomes and decipher cryptic runes, unlocking the hidden truths of existence. As the custodian of arcane knowledge, it imparts its wisdom to those who seek enlightenment, guiding them along the twisting paths of magic and revealing the mysteries of the universe. Yet, beneath its serene facade lies a mind teeming with unfathomable depths, its thoughts weaving intricate patterns of fate and possibility that shape the course of reality itself.

Architect of Deception

The Architect of Deception is a cunning and manipulative daemon who excels in weaving intricate webs of deceit and illusion. They possess the ability to create elaborate illusions, bending the perceptions of friend and foe alike to suit their purposes. Their mastery over deception allows them to sow confusion and discord among enemy ranks, turning allies against each other and concealing their true intentions with layers of lies and misdirection. In battle, they are elusive and enigmatic, appearing and disappearing at will, leaving behind only echoes of their presence.

Master Mutator

The Master Mutator is a daemonic entity gifted with unparalleled control over

mutation and transformation. They can warp the very fabric of reality, reshaping living beings and inanimate objects according to their whims. With a mere thought, they can imbue creatures with new forms and abilities, or twist them into grotesque abominations. Their powers of mutation are vast and unpredictable, capable of altering the course of battles and civilizations alike.

Nexus of Fate
The Nexus of Fate is a mysterious and enigmatic entity, intricately linked to the threads of destiny woven by Tzeentch himself. It possesses the ability to manipulate the very fabric of fate, altering the course of events to suit its whims. Like a spider at the center of its web, the Nexus of Fate exerts its influence over the unfolding of history, guiding individuals and nations towards paths unknown. It is said that those who encounter the Nexus of Fate are forever changed, their destinies irrevocably intertwined with its own. In battle, it is an elusive and unpredictable foe, capable of foreseeing and countering enemy movements with uncanny precision.

Herald of the Everchanging Tide
The Herald of the Everchanging Tide stands as a beacon amidst the tumultuous currents of fate, its presence heralding the ebb and flow of cosmic energies. In the swirling chaos of existence, it serves as a conduit for the ever-shifting tides of change, guiding the forces of destiny towards their inexorable conclusion. With each twist and turn of the cosmic tide, it whispers secrets of transformation and renewal, beckoning forth new possibilities from the depths of the unknown. As the harbinger of change, it embodies the fluidity of existence, adapting and evolving with each passing moment. Yet, amidst the chaos, it remains a steadfast beacon of Tzeentch's will, guiding mortals through the turbulent waters of fate towards their ultimate destiny.

Nurgle

Generic

Each Upgrade here will cost you 200Favour.

Horn Of Nurgle's Rot

This daemon crown allows the user to be able to create Plaguebearers from each enemy killed and destroyed.

The Entropic Knell

The bells wielded by these daemons not only serve as a rallying call to their fellow daemons, but they also emanate an aura of despair. Anyone who hears their dreaded tolls is overcome with unrecoverable despair for a few minutes, losing focus on all things except the impending doom they feel.

Virulent Touch

A mere touch now causes This unit victims to fall ill, rupturing into spreading masses of buboes and sores that burst and redouble until their bodies collapse under the repugnant strain.

Pestilent Miasma

An aura of rot and decay now envelops this daemon, infecting and festering every wound that the enemy may have. The longer the enemy stays in this aura, the more damage they receive as their body decays.

Overflowing Fecundity

The regeneration of this daemon has been heightened to its maximum. Any wounds inflicted upon it would heal almost instantly. Only by completely destroying the body of this daemon can it be banished.

Heaving Mass

Saturated with corruption and fattened upon a diet of mortal souls, this daemon's swollen frame seethes with unclean vitality, making it seven times more durable.

Contagions of Nurgle

This unit now have a custom disease made from the countless mutations happening in This unit body. This disease is unique to This unit. Roll 1d7 to determine each of its vector, infection, and terminus. Each contagion cost 200 Favour and one unit can have multiple contagions.

Vector

To determine how this unit contagion spreads roll 1d7.

1. Weeping

Through This unit tears and saliva, the virulent contagion spreads, carried by the very essence of This unit suffering.

2. Bleeding

Through contamination of this unit blood, the insidious pathogens infiltrate every vein and artery, corrupting the life-giving essence within.

3. Oozing

Through the many pustules and sores that erupt from this unit body, oozing with infectious fluids, the disease finds new hosts to plague and torment.

4. Seeping

infected bodily fluids or other infectious materials are seeping out of one location of This unit choice.

5. Touch

Through mere touch, This unit disease spreads to This unit victims, swiftly infecting them with its virulent potency.

6. Airborne

The infection is airborne and will spread with no real effort from This unit end.

7. Free choice

Choose one vector at will.

Infection

To determine how This unit contagion damages This unit victims roll 1d7.

1. Worms
As the worms emerge from inside the victims stomach, they swiftly devour the organs of This unit victims from within, replacing them with makeshift organs crafted from the worms' own bodies.

2. Fungal
As the fungus proliferates on the victim's skin, it causes an irritating rash that cracks open the flesh. Amidst the victim's screams of pain, flies emerge from these openings, wreaking havoc on the surrounding areas with their acidic body.

3. Bone Breaking
As the infection spreads, the bones of the victim start to break and grow, leading to a chaotic transformation that alters the structural form beyond recognition.

4. Pox Ridden
The skin of This unit victims becomes riddled with blemishes, oozing a foul mixture of vomit and diarrhea that should have long killed them. However, instead of succumbing to the sickness, they persist, and everything touched by this vile liquid, excluding the victims themselves, begins to decay at an accelerated rate.

5. Emotional
The victim, overcome by the despair of life, succumbs to a state of apathy and lethargy, resigning themselves to their fate without resistance or action.

6. Soul Contaminación
A daemon has possessed this unfortunate victim, reducing them to nothing more than a puppet of Nurgle's will, carrying out its commands without any semblance of autonomy or resistance.

7. Free choice
Choose one infection at will.

Terminus

To determine how This unit contagion improves This unit victims life roll 1d7

1. Death
Unfortunately, This unit version of this contagion is 100% lethal to This unit victims. The body quickly decomposes, and life quickly emerges from the remains, perpetuating the cycle of death and rebirth.

2. Peace of mind
The victim understands that the disease they received was not a curse but a blessing. They can feel the love that the Grandfather Nurgle has bestowed upon them, granting them true peace of mind in the face of life's challenges.

3. Harden Resilience
The victims' bodies, after enduring these harrowing experiences, have become as tough as a Nurgle daemon's, resilient and enduring against all forms of harm.

4. Second Head
A second head has sprouted from the victim's head, providing them with constant companionship. They will never be alone again, always having a best friend by their side

5. Fertility
The fertility of this victim has been enhanced to an immense level, allowing them to reproduce without any issues. However, it's important to note that this enhancement does not increase one's libido.

6. Longevity
The victim's lifespan has been increased by a minimum of 100 years, granting them significantly extended longevity.

7. Free choice
Choose one improvement at will.

Exalted Great Unclean one only

Each Upgrade here will cost you 400Favour.

Bountiful Gifts
Deep in this daemon's unnatural innards is a captive warp rent that leads to a near-infinite ocean of supernatural foulness. The Great Unclean One holds this tide of filth within itself, occasionally burping forth pure warp energy, invigorating its fellows with the noisome stench. As long as this unit is on the battlefield, all magic cast by Nurgle's units will be amplified, and every non-Nurgle unit will not only have their magic weakened, but the frequency of their magic misfiring or failing will increase.

Hideous Visage
To look upon this creature is to see the fate of all flesh, rotting and sloughing off the bone. Even the sternest warrior is shaken by this as they will continuously vomit and shriek in horror, making non-Nurgle units lose focus on any task while around this unit.

Revoltingly Resilient
Between the foul gases that belch from every rent in this daemon's diseased form, the swarms of biting plague-mites that engulf its victims, and the slick of fever-sweat and curdled pus that coats its hide, it is nigh on impossible for its enemies to land a clean blow, and any hit would be highly reduced in Effectiveness.

Great Father
Nurglings born from the disease and pus of the Great Unclean One are their most fond children, and this Great Unclean One births them at a faster rate and in greater quantities. The mere presence of the Daemon will infest an area with Nurglings in mere seconds.

The Cycle of Life and Decay
The presence of a Great Unclean One is indeed a catalyst for both decay and rebirth, as its aura of disease and decay transforms the environment in profound ways. As the Great Unclean One spreads its corruption, life withers and dies, succumbing to the relentless onslaught of pestilence. However, from this destruction emerges a paradoxical cycle of life, where death begets life once more. When the Great Unclean One withdraws from an area it has infected with

its corruption, a remarkable phenomenon occurs. In the wake of its departure, the once-barren and desolate landscape erupts with newfound vitality. The very essence of decay sows the seeds of new life, as millions of insects, fungi, and small mutated creatures proliferate in the fertile soil of decay. This explosion of life is a testament to the cyclical nature of Nurgle's domain. From death and decay arises the potential for renewal and growth.

Locus of Foetid Regeneration
The daemons of Nurgle are renowned for their resilience, their bodies teeming with the unbridled vitality of decay and corruption. In the presence of this embodiment of fecundity, their innate hardiness is magnified to staggering proportions. Waves of diseased vigor emanate from the daemon, suffusing the air with a palpable aura of vitality. All units fortunate enough to bask in the presence of this walking font of unclean fecundity experience a profound enhancement to their regeneration abilities. Wounds that would normally cripple or fell lesser beings are swiftly healed, as the corrupting energies of Nurgle's embrace knit flesh and sinew back together with astonishing speed.

Plague Father
Like Ku'gath, this Great Unclean One has become consumed by an insatiable obsession to concoct an endless array of diseases, all in the fervent pursuit of pleasing the great grandfather Nurgle. With every ingredient harvested from the battlefield, he sets about the alchemical task of crafting myriad plagues, each more potent and virulent than the last. These diseases, born of the darkest recesses of the Plague God's realm, are wielded by This unit army with devastating effect, as they unleash the full wrath of Nurgle's contagions upon This unit enemies.

Slaanesh

Generic

Each Upgrade here will cost you 200Favour.

Perfected Form
Slaanesh has gifted this unit a heightened form of perfection both on the battlefield and in everyday life. This daemon has gained further enhanced physical abilities, including agility, speed, and precision, making them a formidable opponent in combat. Additionally, they are able to tap into Slaanesh's dark gifts, gaining access to potent abilities that can sway the tide of battle and corrupt the hearts and minds of those they encounter.

Faultless Duellist
This unit now possess an instinctive understanding of This unit opponent's moves and intentions, allowing them to anticipate their every action with uncanny precision. Their strikes are executed flawlessly, with each movement calculated to maximize both offense and defense. This mastery of dueling not only makes them a formidable adversary on the battlefield but also grants This unit a sense of poise and confidence in all aspects of life. Whether facing foes in mortal combat or navigating the intricacies of social interaction, This unit exude an aura of unshakeable self-assurance and grace.

The Beguiling Gem
This intricately carved talisman possesses a mesmerizing allure that captivates all who behold it. Its otherworldly appearance, adorned with intricate patterns and shimmering hues, draws the gaze of onlookers like moths to a flame. Those who gaze upon it find themselves entranced, unable to look away as they become ensnared by its hypnotic beauty. The Beguiling Gem exudes an aura of irresistible charm, casting a subtle enchantment that subtly influences the thoughts and emotions of those in its presence. Whether used as a focus for meditation, a tool for persuasion, or simply a captivating ornament, this enigmatic gem holds a powerful sway over the hearts and minds of all who encounter it.

The Endless Grin
This grotesque artifact is the living, flayed face of a mortal who sought eternal life

from Slaanesh. The dark prince, ever eager to indulge in twisted desires, granted the wish but at a terrible cost. The unfortunate soul was forced to offer his face to the chaos lord Shixe, who mercilessly butchered him and claimed the visage as a grisly trophy.Despite its gruesome origins, the mask retains its potent aura of anguish, serving as a chilling reminder of the consequences of seeking immortality from the prince of excess.Meaning that once per jump this unit will return to the battlefield after being banish once per jump.

Figureheads Of The Dark Prince

As a figurehead of the Dark Prince, for this unit become a paragon of Slaanesh's twisted beauty and seductive power. This gift grants this unit an irresistible charisma that can enthrall and manipulate others, bending their wills to their desires. Their presence on the battlefield inspires This unit troops further, filling them with fervent devotion, while This unit enemies find themselves distracted and weakened by This unit allure.



Exalted Keeper Of Secrets only

Each Upgrade here will cost you 400Favour.

Epicurean Of Agonies
The Eyes of this keeper of secret has been improved as now it can pierce through the veils of reality and delve into the deepest recesses of any being's soul. This includes the gods and can't be blocked by any method. With a mere gaze, it inflicts profound psychological torment upon its victims, unraveling their sanity and leaving them vulnerable to manipulation. This Gaze sows seeds of desire and despair, weakening the resolve of its enemies and ensnaring them in an endless cycle of agony and ecstasy.

Diaphanous Panoply
The Diaphanous Panoply is an ethereal ensemble, crafted from the fabric of nightmares and desire. It grants the Keeper of Secrets an elusive and ever-shifting form, allowing it to seamlessly blend into its surroundings like a specter of temptation. This shimmering cloak of shadows offers both protection and deception, rendering the Keeper nigh untouchable to mortal assailants while ensnaring their senses with visions of seduction and allure.

The Insatiable Onslaught
The Insatiable Onslaught embodies the relentless hunger for gratification and the insatiable thirst for carnage that defines the essence of Slaanesh. Fueled by the unquenchable desires of countless souls, this daemon becomes an unstoppable force of destruction on the battlefield. With every strike, it savors the ecstasy of inflicting pain and revels in the chaos it unleashes, driving forward with unyielding ferocity until all opposition is obliterated in its wake.

Echoes of Ecstasy
Each strike of the Keeper of Secrets resonates with the echoes of ecstasy, amplifying the sensations of pleasure and pain experienced by its victims to unbearable levels. Those struck by the Keeper's blows are overwhelmed by a flood of euphoric agony, causing them to become disoriented and incapacitated as their senses are overloaded with conflicting sensations.

Ascendant Dominion
The Keeper of Secrets exudes an aura of supreme authority and dominance,

compelling all those in its presence to submit to its will. Enemies within a certain radius find their resolve wavering, their movements slowing, and their attacks weakening as they are overwhelmed by an instinctive urge to bow before the daemon. This oppressive dominance can even cause lesser beings to fall to their knees in worship or terror, completely incapacitated by the Keeper's overwhelming presence.

Resilience of Excess
The Keeper of Secrets is infused with the unholy vitality of Slaanesh, granting it unparalleled durability and regeneration. Wounds that would cripple or kill lesser beings are mere inconveniences to this daemon, as its flesh knits together with unnatural speed. The Keeper can endure relentless punishment on the battlefield, its resilience bolstered by the excessive indulgence of Slaanesh's dark energies, making it a nearly unstoppable force in combat.

Chaos Undivided

Portal Keeper[400Favour]
As a Portal Keeper, this units now possess the ability to freely open portals to theWarp , allowing This unit armies to move seamlessly between realms. This grants This unit the advantage of creating ambushes by attacking This unit opponents from unexpected angles in the mortal plane, catching them off guard and exploiting their blind spots.

Notes:

1. **Heralds with upgrades are more powerful that a platoon of units of the same demon type.**

Chaos Form Table:

1. Gargoyle Statue
2. Crystal Chandelier
3. Clockwork Automaton
4. Living Painting
5. Spectral Apparition
6. Marble Bust
7. Book of Spells
8. Animated Suit of Armor
9. Venomous Snake
10. Swarm of Fireflies
11. Shadowy Wraith
12. Living Fountain
13. Ethereal Mist
14. Stone Golem
15. Twisted Topiary
16. Living Shadow
17. Haunted Mirror
18. Ancient Tapestry
19. Mosaic Floor
20. Cursed Doll
21. Floating Lantern
22. Animate Crystal
23. Undead Knight
24. Enchanted Harp
25. Living Crystal Ball
26. Wandering Spirit
27. Petrified Tree
28. Animated Quill
29. Ominous Fog
30. Puppet Master
31. Living Coral Reef
32. Poltergeist
33. Animated Rug
34. Whispering Wind

35. Corpse Puppet
36. Possessed Puppet
37. Crystal Skull
38. Living Sand Dune
39. Shadow Puppet
40. Animated Portrait
41. Wandering Soul
42. Vengeful Spirit
43. Animated Scroll
44. Living Statue
45. Ghostly Apparition
46. Soul Reaper
47. Phantasmal Mirror
48. Animated Candle
49. Haunted Armor
50. Living Tapestry
51. Ghost Ship
52. Cursed Mirror
53. Floating Eyeball
54. Animated Armor Stand
55. Ethereal Essence
56. Twisted Vine
57. Living Fountain Pen
58. Undead Captain
59. Animated Fountain
60. Wisp of Light
61. Poltergeist Polka
62. Possessed Painting
63. Cursed Cauldron
64. Whispering Willow
65. Animated Bookshelf
66. Spectral Swordsman
67. Haunted House
68. Wandering Wisps
69. Living Chessboard
70. Ghostly Knight
71. Phantasmal Flame

72. Animated Inkwell
73. Ethereal Mist
74. Twisted Tapestries
75. Petrified Pet
76. Living Lantern
77. Shadowy Figure
78. Ghostly Guardian
79. Animated Compass
80. Cursed Candelabra
81. Whispering Tombstone
82. Wandering Shade
83. Living Vortex
84. Haunted Hallway
85. Phantom Orchestra
86. Twisted Thornbush
87. Animated Quill Pen
88. Undead Sorcerer
89. Ethereal Fog
90. Living Bookcase
91. Ghostly Messenger
92. Phantasmal Portal
93. Animated Hourglass
94. Cursed Cauldron
95. Whispering Windmill
96. Wandering Spirit
97. Living Lighthouse
98. Shadowy Specter
99. Ghostly Ship
100. Lord of Change