

Supplement AOS Grand Alliance Of Chaos : Daemon Weapons Of Chaos 1.0

By saiman010



Introduction:

Welcome, Jumper. Your journey throughout the multiverse has sparked the intrigue and drawn the attention of the Chaos gods towards the carnage, destruction, change, and self-interest you have pursued in the name of completing your goals.

Before you lies a mobile war shrine altar, being moved and maintained by several cultists. Here, ceremonies of purification, blood sacrifice, and the binding of a daemon being punished will occur. And who is this weapon for? Why, it's for you, Jumper.

But before you get too excited about this new toy, Jumper, there is a price you need to pay before gaining this weapon. And that price is currently being etched into your very soul as we speak. You are now marked by the Chaos gods and given the Mark of Chaos Undivided. This mark will remain on your soul for the duration of the jump you decide to use this supplement. What does this mark do? It becomes a beacon for the entities that exist within the realm of chaos. Many daemons will begin flooding the world centered around you. Eventually, at the halfway point of the jump, the residents of the world will realize you are the source of their suffering and begin hunting you down. However, at that point, several cults will have risen up and begun protecting you, providing you with a safe place to live out your existence in that world.

Regardless, this supplement can be used in any world of your choosing, and take this 1000 DP (Daemononic Points) to build your weapon to your heart's content.



Weapon Basic Abilities :

A daemon weapon is a sinister artifact, forged through dark rituals and bound with the essence of a daemon entity. These cursed weapons serve as vessels for the tormented spirits of daemons, punished for their past transgressions and compelled to serve as tools of destruction. Regardless of the specific daemon sealed within, daemon weapons share a common array of abilities, bestowed upon them by the malevolent power trapped within their depths. These abilities transcend the individual nature of the daemons and imbue the weapons with formidable and otherworldly qualities, empowering those who wield them to unleash chaos and devastation upon their foes.

1. Due to their dark nature, this weapon is almost indestructible; only the strongest strikes or magic from a deity can possibly begin to scratch it.
2. The weapon itself is often quite destructive in its own right, not only increasing the cutting power of the weapon but also harming anything that possesses a soul.
3. All Daemon Weapons allow their bearers access to their daemon senses, heightening their perceptions of their surroundings.
4. The fact of bearing a Daemon Weapon is a source of immense prestige amongst the servants of the Ruinous Powers, a true mark of the favor of the gods, making it easier for you to gain subordinates that allied themselves with chaos.
5. Normally, Daemons within these weapons would require constant upkeep of slaughter and souls to remain loyal. However, you are an exception to this rule.
6. Unfortunately, due to the daemon presence within the weapon, corruptive energy from the realm of chaos will continuously leak. Anyone who is spiritually sensitive or can sense magic will be alarmed by the evil that dwells within your weapon.

Now that we know the basic abilities of the weapon, let's decide which allegiance of a demon will inhabit your weapon. Firstly, it's crucial to understand that the alignment of the daemon within the weapon will greatly influence its powers and characteristics. Which are:

1. *Khorne, the Blood God*

A daemon weapon aligned with Khorne would be imbued with unparalleled strength and ferocity. It thirsts for bloodshed and grants its bearer the ability to fully master any weapon wielded.

2. *Tzeentch, the Changer of Ways*

A daemon weapon aligned with Tzeentch would embody the ever-shifting nature of magic and mutation. It grants its bearer the ability to cast magic at a higher affinity.

3. *Nurgle, the Plague Lord*

A daemon weapon aligned with Nurgle would fester with decay and disease. It emits noxious fumes that strangely increase the durability of the user.

4. *Slaanesh, the Prince of Pleasure*

A daemon weapon aligned with Slaanesh would exude beauty and excess. It increases the speed of your attacks.

5. *Undivided, the Chaos Pantheon*

A daemon weapon aligned with the Chaos Pantheon as a whole would embody the combined forces of all four Chaos Gods. It possesses a balance of strength, magic, decay, and temptation, drawing upon the powers of each deity in equal measure. Such a weapon would be unpredictable and dangerous, capable of wreaking havoc on the battlefield in ways that defy mortal comprehension.

After deciding which allegiance your daemon weapon aligns with, we need to determine the rank of the daemon sealed within it. The rank of the daemon reflects its power and influence within the hierarchy of its patron Chaos God. Here are some examples of different daemon ranks and their potential effects on the weapon:

1. **Lesser Daemon (0 DP)**

A daemon of lower rank, Here are the additional abilities they would imbue into your weapon, from a Lesser Daemon:

1. **Khorne's Lesser Daemon - Bloodletter**

Ability: "Bloodlust"

Each successful strike with the weapon increases the bearer's strength and speed for a short duration.

2. **Tzeentch's Lesser Daemon - Pink Horror**

Ability: "Arcane Flux"

Infuses the weapon with warp energy, causing it to ignore a portion of the enemy's armor and resistance.

3. **Nurgle's Lesser Daemon - Plaguebearer**

Ability: "Toxic Emanation"

Releases a cloud of corrosive miasma with each swing, weakening the enemy's constitution and causing lingering damage over time.

4. **Slaanesh's Lesser Daemon - Daemonette**

Ability: "Siren's Seduction"

Strikes from the weapon induce euphoria in the victim, momentarily stunning them and leaving them vulnerable to follow-up attacks.

5. **Undivided Lesser Daemon - Chaos Fury**

Ability: "Unstable Mutation"

Each hit with the weapon has a chance to trigger a random mutation in the enemy, causing debuffs or altering their physical form temporarily.

2. **Greater Daemon(600 DP)**

A Greater Daemon, on the other hand, would bestow the weapon with a more refined and controlled form of power eclipsing that of a lesser daemon and also enhance the users abilities at minimal 10x from base. And here are the abilities they would imbue into your weapon, from a Greater Daemon:

1. Khorne's Greater Daemon - Bloodthirster

Ability 1: "Rage Incarnate"

Each successful strike with the weapon fuels the bearer with an overwhelming surge of fury, increasing damage output and attack speed temporarily.

Ability 2: "Blood Frenzy"

Unleashes a devastating whirlwind attack, striking multiple enemies within range with unstoppable force.

Ability 3: "Skulltaker"

Grants the bearer the ability to instantly decapitate foes with a single, precise strike, regardless of their armor or defenses.

Ability 4: "Blood Boil"

Channels the boiling rage of Khorne into the weapon, causing enemies to explode, killing them immediately.

2. Tzeentch's Greater Daemon - Lord of Change

Ability 1: "Eldritch Nova"

Unleashes a burst of arcane energy from the weapon, creating a cascading explosion that damages and disorients nearby enemies.

Ability 2: "Shifting Illusions"

Envelops the wielder in shimmering illusions, making them extremely elusive and difficult to target for a brief period.

Ability 3: "Chaos Rift"

Opens a temporary tear in reality at the point of impact, pulling enemies into the realm of chaos and causing them to suffer chaotic effects.

Ability 4: "Visions of Fate"

Grants the bearer glimpses of the future, allowing them to predict and counter enemy movements with preternatural accuracy.

3. *Nurgle's Greater Daemon - Great Unclean One*

Ability 1: "Putrid Blessing"

Infuses the weapon with the foul essence of Nurgle, causing diseases and infections to spread rapidly among those struck.

Ability 2: "Nurgle's Rot"

Releases a cloud of noxious gas from the weapon, corroding armor, and flesh while sapping the strength and vitality of nearby enemies.

Ability 3: "Festering Wounds"

Causes wounds inflicted by the weapon to fester and decay rapidly, preventing natural healing and causing prolonged suffering.

Ability 4: "Plaguebearer's Touch"

Infects the target with a potent strain of Nurgle's Rot upon contact, ensuring that even glancing blows can lead to agonizing illness and death.

4. *Slaanesh's Greater Daemon - Keeper of Secrets*

Ability 1: "Seductive Allure"

Surrounds the bearer with an aura of irresistible charm and beauty, causing enemies to hesitate and falter in their attacks.

Ability 2: "Agonizing Ecstasy"

Inflicts unbearable pain upon enemies struck by the weapon, driving them to madness and rendering them temporarily incapacitated.

Ability 3: "Pleasure and Pain"

Grants the wielder the ability to steal the life force of their victims with each strike, rejuvenating themselves while draining their foes.

Ability 4: "Lustful Temptation"

Conjures illusions of forbidden desires and temptations, distracting and confusing enemies as they become ensnared in their own hedonistic fantasies.

5. *Undivided Greater Daemon - Daemon Prince*

Ability 1: "Abyssal Strike"

Empowers the weapon with the raw, chaotic energy of chaos, causing each strike to rend reality itself and tear through armor and defenses.

Ability 2: "Eternal Enmity"

Imbues the bearer with an unquenchable thirst for battle, granting increased strength, speed, and resilience as they become consumed by their martial prowess.

Ability 3: "Twisting Shadows"

Shrouds the wielder in shifting shadows and phantasmal forms, making them incredibly elusive and difficult to target.

Ability 4: "Chaos Unleashed"

Unleashes a devastating torrent of chaos energy from the weapon, causing havoc and destruction among enemies caught in its path.



Weapon Customisation :

Now that the daemon for imprisonment has been decided, we will begin customizing the weapon you will wield from now on. The abilities below will be divided based on which Chaos God they originated. You will receive a discount of 2 for each tier based on the god the daemon inside your weapon is affiliated with. And you are not allowed to buy abilities outside of the god you are not affiliated with unless you bought **Multiple Souls** of a different god. 100 DP discounts are free.

General :

Base weapon(Free)

For now, choose any melee weapon that you wish to be the base for your daemon weapon. It can be anything from the classic sword or spear, or you can be more exotic and use a katar or rapier.

Extra DP(100 CP)

What is the DP here? If you haven't spent enough, for every 100 CP you spend here, you will gain 100 DP to further upgrade your weapon.

Import weapon (Free/100 DP)

Looks like you have a weapon that you have an attachment to and wish to use as a base for your daemon weapon. That is possible, as you can import any weapon as your daemon weapon. However, if that weapon has any holy properties that allow it to damage and harm demons, then you need to add 100 DP to the price to ensure your weapon can't harm the daemon soul inside your weapon.

Fuse Weapon (100 DP Each/200 DP Each)

If you have multiple weapons that you wish to import into this daemon weapon, that's not a problem. For each weapon you wish to import, add 100 DP to the cost. However, if they have any Holy properties, it will cost 200 DP for each weapon. Please note that this fusion is permanent and cannot be undone under any circumstances.

Weapon Copy (100 DP)

If you wish to have a copy of your daemon weapon, it's possible. The duplicate will possess all the abilities bought in this supplement, including a copy of the same soul inhabiting the weapon. Please note that each duplicate is a separate entity and will function independently of the original.

Weapon Forms(100 DP Each)

Feeling limited by your weapon's single form? Fear not, for your weapon now gains an additional form, including a shield in its arsenal. With the power of chaos within your weapon, at your mental command, it can shift into the alternate form you have chosen. Each purchase grants this weapon one alternate form.

Size Change (100 DP)

Your weapon can change between a resting form and a huge combat form. The latter increases its attack power eight times and the former makes it easy to carry.

Barrier Breaker (100 DP)

Your weapon now can break Barriers with ease.

Levitated (100 DP)

The daemon weapon in your possession has the ability to levitate beside you and attack any opponents near you in close-quarter combat.

Returned (200 DP)

With a flick of a hand, the daemon weapon you own will return to your hand in a mere instant, ignoring the distance of the weapon.

Excalibuuuur! (400 DP)

Your weapon can now shoot concentrated beam attacks.

True Counter(400DP)

Whenever your enemies use attacks that require a significant amount of magic, ki, or their trump cards, your weapon has gained the ability to perfectly counter those attacks.

True Aim(400DP)

Your weapon can't be dodged, as the laws of cause and effect will make your attacks always hit.

Multiple Souls (600DP)

Your daemon weapon is special as it contains the soul of another daemon within it. This could be the soul of the same daemon of the same allegiance or a different one. If you choose the same allegiance, then your weapon's abilities originating from that god will be supercharged and receive a capstone boost. If you choose another daemon of a different god, then you unlock that god's perk tree and you gain one discount on the abilities originating from that god. Additionally, the rank of the additional daemon is that of a Greater Daemon. This can only be bought once.

Khorne:

Forge Whip(100DP)

Chains now protrude from the end of the weapon, and when used to attack, they spark, increasing the range of your attacks and making wider areas of attack possible. Think the chaos blade from God of war.

Flame weapon (100DP)

The weapon you own has the ability to ignite itself with chaos fire, enhancing its strikes with additional damage.

Skeletal Frame (100DP)

A skeletal framework has been added to the main structure of the body. When striking enemy units, it creates a sharp booming sound that aids in the cleaving of enemies' bodies.

Reaper Autocannon (100DP)

A mini autocannon of Khorne has been added to your weapon arsenal, allowing it to be effective in both short and long-range combat. The ammunition supply will automatically regenerate over time.

Blind Fury (200DP)

The fury instilled by this weapon grants you remarkable longevity in battle. As long as you continue to both receive and deal out wounds, death remains but a distant possibility. The only exception to this rule is decapitation, as severing your head from your body proves to be the only sure way to end your existence on the battlefield.

Soulfire(200DP)

The flames wielded by this weapon are special; when it strikes opponents, instead of avoiding the strike, they seem drawn to it, almost as if compelled to leap into the flames.

Bloodletting Blade(200DP)

Wounds inflicted by the weapon worsen over time, causing continued bleeding and weakening the victim with each passing moment.

Slaughterer's Mark(200DP)

Enemies struck by the weapon become marked for death, attracting the attention of nearby allies who instinctively target the wounded foe.

Bloodfeeder(400DP)

For every creature slain by this weapon, it absorbs their blood, creating a blood shield that protects the user from damage. The shield's strength increases with the amount of blood it absorbs, making it a formidable defense against incoming attacks.

Berserker Infection (400DP)

The bloodlust emanating from this weapon is infectious, causing both allies and enemies to succumb to a deep berserker rage. In this frenzied state, they indiscriminately attack everything in sight, including their own allies, consumed by the primal urge to spill blood and sow chaos.

Axe of Khorne(400DP)

A favored weapon among Bloodthirsters and the champions of Khorne, this weapon has been integrated into the creation of your special weapon. Not only does it amplify your strength, but it also eradicates any sense of self-preservation, fueling your recklessness in battle and aligning perfectly with the will of the Blood God.

Great Axe of Khorne (400DP)

Yet another part of a weapon that serves as the basis for your own weapon. This weapon, used by Bloodthirsters, had one purpose and one purpose only: to crush any foolish mortal stupid enough to cross its path of destruction. This purpose has been translated well to your weapon, as your strength is now formidable enough to lift and destroy boulders like a normal human being.

Lord of the Slaughter (600DP)

Before the daemon was sealed into your weapon, it had won a tournament, granting it the ability to literally cut through time. This ability can only be used once per jump. What does cutting through time actually do? Well, basically, for the duration of time where time is cut, which is around 80 minutes, the user of the weapon will receive the optimal blessing on the battlefield from the Lord of Skulls himself.

Capstone boost Strength of Khorne : The daemon of Khorne abilities to cut through time has been added to eight times per jump.

The King Of Blades(600DP)

This weapon has bestowed upon you unparalleled martial prowess on the battlefield. You now possess unparalleled skill, rendering you completely unstoppable and undefeatable by any mortal that exists on the mortal plane.

Capstone boost God Slayer : Now, you possess the potential to grow and become powerful enough to permanently slay a god or deity. However, achieving this level of power will require time and dedication on your part.

Tzeentch:

Chaos-Infused Voice(100DP)

The weapon emits a deafening, otherworldly shriek upon impact, causing intense pain and disorientation to opponents. The sound waves reverberate through the air, rupturing eardrums and disrupting the equilibrium of those caught within its range

Arc-Sorcerer (100DP)(incompatible with Khorne Daemon)

The daemon within your weapon enhances your magical abilities, allowing you to adapt swiftly in magical warfare. The sheer power of chaos flowing through the weapon infuses you with unparalleled magical prowess, enabling you to manipulate and harness the chaotic energies of the chaos realm with greater efficiency and flexibility.

Arcane Disruption(100DP)

The weapon emits an aura of chaotic magic that disrupts spells and enchantments cast by enemy units nearby. This disruptive influence creates instability in the magical energies surrounding the battlefield, causing spells to falter and enchantments to weaken in the presence of the weapon's malevolent power.

Warp Touch(100DP)

Anything cut by this weapon carries the taint of the warp, causing corruption and mutation in anything it comes into contact with. This insidious effect extends beyond mere physical wounds, infusing the very essence of those struck with chaotic energy, leading to unpredictable and often grotesque mutations.

Lore Of Tzeentch (200DP)(incompatible with Khorne Daemon)

The Lore of Tzeentch, also known as Tzeentchian magic, is a school of arcane knowledge deeply intertwined with the essence and machinations of Tzeentch, the Chaos God of change, manipulation, and sorcery. This lore represents the ever-shifting and unpredictable nature of Tzeentch's influence, embodying the concepts of transformation, manipulation, and the manipulation of fate itself.

Lores Of Magic (200DP each)(incompatible with Khorne Daemon)

Here are the lores of magic that the Daemon can grant you, each costing 200 DP:

1. Lore 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. Lore 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 lore often involve creating metallic constructs, enchanting weapons, or unleashing devastating blasts of metal shards.

3. Lore 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 Lore of Light often involve blinding flashes, radiant beams, and protective wards against dark magic.

4. Lore 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. Lore 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. Lore of Shadow

The Lore 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. Lore of Death

This lore 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.

8. Lore of Heavens

The Lore of Heavens taps into the celestial energies of the stars and skies, allowing its users to manipulate weather patterns, call down lightning bolts, and predict the future through divination. It is favored by seers, astrologers, and those who seek to unravel the mysteries of the cosmos

Chaos Fire Blade (400DP)

Existing in nine times nine dimensions, the Chaos fire Blade flickers with its bearer's sorcerous power. Every iteration of the blade strikes in differing forms and at varying angles - a plane of sharpened will, an outstretched hand of friendship, a wave of stellar fire - seeking a route through every sub-existence to sever the soul of those it strikes.

Soul Bane(400DP)

The incorporeal essence of Soulbane inflicts no physical harm upon its victim's body; rather, it carves its way through the very essence of their soul. So ethereal and intangible is this strange weapon that it defies any attempt to block it, passing effortlessly through any defense. Those unfortunate enough to be struck by Soulbane collapse in agony, their essences lacerated and bleeding away into the realm of chaos , leaving them writhing and screaming in torment.

Soul Eater (400DP)

Invisible to those lacking the gift of witch-sight, ethereal pseudopods, grasping talons, and maws of non-matter encircle this weapon, ever vigilant for the wail of a soul freshly severed from its mortal vessel. Guided by the power channeled by the bearer, these spectral appendages eagerly consume every morsel of life

essence they ensnare before it succumbs to the voracious denizens of the chaos swirling abyss. This profane banquet serves to invigorate the daemonic wielder of the weapon, infusing them with stolen vitality and knowledge as it flows from the weapon through its nightmarish network of tendrils and parasitic bonds.

The Ever Staff(400DP)

This staff serves as the foundation for your weapon. Aglow with vibrant chaos flame, it envelops its wielder in its otherworldly blaze the moment they grasp its eldritch form. Within this magenta inferno, the bearer of the Everstave unleashes scorching torrents of Tzeentch's pink fire, reducing armor to ash and either immolating or irreversibly mutating the flesh beneath. Creating loyal Chaos Spawn.

Chaos Storm(600DP)

Once per day, this weapon can unleash a chaos storm. As daemons spill into realspace, torrents of chaos energy surge forth in their wake. Manifesting as emotion and unbridled, nightmarish energies, they twist all they touch, reshaping the landscape into bizarre forms and tormenting mortal beings. Additionally, corruption spreads from the center of the storm, which spans a radius of only 30 meters.

Capstone boost The eye of Tzeentch: The storm radius has been increased from 30 meters to a 5-kilometer radius and that now Greater daemons will appear at a more frequent rate.

Tzeentch Invulnerability(600DP)

Like the Daemons within your weapon, your body is now surrounded by an aura that embodies madness itself. As a daemon weapon wielder, your body mimics the daemon bodies that are fashioned from the chaotic essence of the chaos gods, making you resilient against conventional forms of destruction. The most reliable method of defeating you is through ritualistic witchcraft, as well as engaging you in close combat.

Capstone boost Tzeentch Laughter :

Fortunately for you, the aura has made you even more resilient, as now only the most powerful physical attacks can harm you.

Nurgle:

Puss Maker(100DP)

A slimy pus covers your weapon, leaving a trail of decay in its wake. This cycle of life and decay ensures that the weapon is in a constant state of renewal, never truly breaking down but instead undergoing a perpetual cycle of decay and rebirth.

Horned Of Rot (100DP)

There is a bell mounted to this weapon and when its rings. It emits waves of necrotic energy that strip flesh from bone and decay living victims into heaps of slime in mere moments.

Aura of despair (100DP)

An aura of despair envelopes this weapon, causing none-allied units within its range to be prone to self-harm, unable to bear the weight of the despair of their own mortality.

Happy Instruments(100DP)

Your weapon doubles as an instrument. When you play its haunting tune, enemies flee in terror, while allies laugh joyously at the sound.

Lore Of Nurgle(200DP)(incompatible with Khorne Daemon)

The Lore of Nurgle is a branch of sorcery deeply entwined with the chaotic essence of Nurgle, the Plague God. It encompasses spells and rituals focused on decay, pestilence, and the spreading of disease. Practitioners of this dark art wield powers that corrode and rot away both flesh and spirit, spreading entropy and despair wherever they go. Spells within the Lore of Nurgle often manifest as foul miasmas, noxious plagues, and twisted manifestations of decay, reflecting the grim and relentless nature of Nurgle's domain.

Deadly Pathogens(200DP Each)

This weapon is now an instrument of the diseases that Nurgle has created. Choose one below, and all the discounts that you want can be used here.

1. Nurgle's Rot

A highly contagious and debilitating disease that causes rapid decay and mutation in its victims, often resulting in grotesque and painful transformations.

2. Bubonic Plague

A classic epidemic disease characterized by fever, chills, and the formation of painful buboes (swollen lymph nodes) in the groin, armpits, and neck.

3. Rotting Fever

A virulent fever that causes the flesh of the afflicted to putrefy and slough off, spreading the infection to others through contact.

4. Weeping Pox

An insidious pox that manifests as oozing sores and blisters, releasing infectious fluids that contaminate everything they touch.

5. Flesh-Eating Contagion

A disease that causes rapid tissue necrosis, leading to the consumption of the victim's own flesh by voracious bacteria and fungi.

6. Nurgling Infestation

A parasitic infestation by tiny daemonic creatures known as Nurglings, which burrow into the flesh of the host, causing pain, discomfort, and further infection.

7. Miasmatic Meltdown

A catastrophic disease that induces liquefaction of the victim's internal organs, resulting in a noxious miasma that spreads the contagion to those nearby.

Nurgle Kindness (400DP)

There are now several moving eyes embedded into this weapon. Some say Nurgle is taking a peek through them. Regardless of whether it's true, whenever the eyes open and gaze upon your opponents, they will be blessed with the gifts of Nurgle, ignoring any immunity they may have.

Soul Decay (400DP)

This weapon continuously drips with putrid ooze, and even the slightest scratch from its edge can incapacitate the strongest foe. Its toxins easily overwhelm the resilience of enemies, spreading decay and corruption with each strike that even affects the soul of the victim.

Lord Of Bugs (400DP)

This weapon is surrounded by a cloud of cheerfully buzzing flies, their bodies the lurid green of infected pus. Those they sting experience an uncontrolled flood of Nurgle's gifts, causing their bodies to swell with mutation and disease until they devolve into something hideous, or simply burst like overripe fruit.

Nurgle's Nail(400DP)

This weapon is forged from one of the toenail clippings of Nurgle. Anything that this weapon cuts falls into a state of permanent stagnation, where no change can occur for up to 7 hours. It's a potent tool for rendering enemies powerless and ensuring the stability of one's forces on the battlefield.

Creations of Nurgle (600DP)

Nurgle's ultimate goal is to create an endless plague within the mortal realm. While neither you nor the daemon inside your weapon can concoct plagues as potent as those of Ku'gath or Festus, the daemon can impart knowledge on breeding and creating carriers and incubators to spread Nurgle's diseases. This includes rats that are ten times more fertile and perfect carriers of Nurgle's rot, as well as trees that launch fruits that germinate as fast as bamboo and spread the Weeping Pox.

Capstone boost Nurgle Wildlife: The creatures you can now create aren't just carriers of disease; they also inherit all the benefits of Nurgle's blessings. This includes increased endurance, passive regeneration, the ability to spread Nurgle's corruption and decay, and other putrid gifts bestowed by the Grandfather of Decay upon his children.

Purification (600DP)

Indeed, the dual nature of this weapon is peculiar, blending the corrupting influence of Nurgle with the unexpected ability to heal and purify. It's as if the chaotic energies of decay and renewal have become intertwined, resulting in a paradoxical manifestation of both corruption and restoration. This unusual combination could lead to unpredictable consequences on the battlefield, as the weapon's strikes may bring both harm and unexpected salvation to those it touches.

Capstone boost Isha Will :

It seems that what you possess is not truly a daemon weapon, but rather a holy weapon bestowed upon you by Isha. The reasons behind her decision remain unclear, but perhaps she recognized the potential for good within you and intervened to alter your destiny, steering you away from the path of destruction and towards one of salvation. Here are the modifications to the weapon you now wield:

1. Instead of having the mark of chaos undivided marked to your soul. You have instead gained Isha's mark. This divine mark has elevated you to the status of hero among all elven races across the multiverse, regardless of your origins as a daemon. It seems that your actions and presence resonate deeply with the values and aspirations of the elves, earning you their unwavering admiration and support. With this mark, you are seen as a champion of elvenkind, revered for your courage, wisdom, and benevolence.
2. Under the divine influence of Isha's shard, your weapon undergoes a profound transformation, shedding its former associations with chaos and decay and embracing a new purpose aligned with healing and renewal. Here are the abilities bestowed upon your weapon by the shard of Isha's soul:

Ability 1: “*Blossoming Renewal*” Wherever the weapon is wielded, life flourishes in its wake. Plants grow lush and vibrant, wounds mend swiftly, and the land is rejuvenated. This power of renewal extends not only to the natural world but also to the hearts and minds of those touched by the weapon's presence.

Ability 2: “*Healing Embrace*” The weapon possesses the ability to heal wounds and ailments with a touch to the user . Its gentle caress can mend broken bones, soothe fevers, and banish diseases, offering solace to the afflicted and restoring vitality to the weary.

Ability 3: “*Divine Guidance*” Infused with the wisdom of Isha, the weapon provides guidance and clarity to its wielder. Visions of the future, insights into the workings of the world, and messages of hope and inspiration are granted to those who seek the weapon's counsel.

Ability 4: “*Protective Aura*” A shimmering barrier surrounds the wielder, shielding them from harm and deflecting malevolent influences. This protective aura repels dark forces and provides sanctuary to those within its embrace, ensuring their safety in times of danger.

3. Here are all the changes to the Nurgle abilities bought in this supplement:
 - ***Puss Maker*** becomes ***Growth of Renewal***. A verdant growth covers your weapon, exuding a healing aura that promotes growth and renewal. This cycle of life ensures that the weapon is always rejuvenated, never truly faltering but instead undergoing a perpetual cycle of growth and restoration.
 - ***Horned Of Rot*** becomes ***Bell of Rejuvenation***. A soothing chime emanates from this weapon when struck, releasing waves of revitalizing energy that promote restoration of the spirit . Living beings within its vicinity feel invigorated and rejuvenated, their wounds closing rapidly and their vitality replenished.
 - ***Aura of despair*** becomes ***Ethereal Radiance***. The weapon emits a gentle, soothing light that dispels darkness and brings comfort to those around it. This radiant aura instills a sense of peace and tranquility, calming troubled spirits and easing physical and emotional pain.
 - ***Happy Instruments*** becomes ***Melody of Harmony***.Your weapon emits a soothing melody when played, instilling a sense of calm and

unity among allies. The music fills their hearts with courage and resolve, boosting morale and fostering cooperation in the heat of battle.

- ***Lore Of Nurgle*** becomes ***Lore of Renewal***. The Lore of Renewal is a manifestation of Isha's nurturing essence, embodying themes of growth, healing, and restoration. Practitioners of this lore wield powers that rejuvenate and invigorate, bringing life and vitality to the world around them. Spells within the Lore of Renewal often manifest as shimmering energies, verdant growths, and soothing melodies, reflecting the benevolent and life-affirming nature of Isha's domain.
- ***Deadly Pathogens*** Become ***Cure of Pathogens***. The weapon emanates a purifying aura that cleanses all forms of corruption and disease from its surroundings. Any disease, regardless of its origin or potency, is neutralized upon contact with the weapon's aura, restoring health and vitality to those affected. This potent ability acts as a beacon of purity and renewal, warding off the taint of corruption and spreading a sense of healing and well-being to all who stand in its presence.
- ***Nurgle Kindness*** Become ***Nurturing Gaze***. The weapon's embedded eyes radiate a soothing and nurturing aura, imbued with the benevolent essence of Isha. When these eyes open and gaze upon opponents, they bestow upon them the blessings of Isha, transcending any immunity they may possess. This divine gaze infuses its targets with a sense of tranquility and well-being, weakening their resolve and making them susceptible to the healing and nurturing powers of Isha's grace.
- ***Soul Decay*** Become ***light of Purity*** Instead of dripping with putrid ooze, the weapon emanates a gentle and purifying light, symbolizing the cleansing essence of Isha. Even the slightest scratch from its edge carries with it the pure essence of Isha's healing touch, capable of incapacitating the strongest daemon. The weapon's light overwhelms the resilience of enemies, not with toxins, but with the pure and soothing power of holy energy. With each strike, this

radiant light spreads healing and purification holy energy, dispelling decay and corruption while nourishing the soul of the victim with Isha's gentle embrace.

- ***Lord Of Bugs*** Become ***Harbinger of Renewal***. This weapon is now surrounded by a cloud of delicate, luminescent butterflies, their wings shimmering with iridescent hues of green and gold. Their gentle fluttering brings with it a sense of renewal and transformation, symbolizing the cycle of life and the ever-present hope of rejuvenation. Those touched by these butterflies experience a profound sense of regeneration and transformation, as if the very essence of nature itself is guiding their bodies toward renewal. With each flutter of their wings, these ethereal creatures infuse their targets with the rejuvenating power of Isha, causing wounds to heal, diseases to be purged, and bodies to be transformed into vessels of new life and vitality.
- ***Nurgle's Nail*** Become ***Isha's Hair***. The blade of this weapon is infused with the essence of Isha's hair. Each strike of the weapon carries with it a soothing aura of healing and protection, enveloping allies in a gentle embrace of rejuvenation. Those struck by this weapon find their wounds closing and their spirits uplifted, as if cradled in the caring arms of the Mother of All.
- ***Creations of Nurgle*** Become ***Eternal Spring***. With the infusion of Isha's essence into your weapon, it gains the power to create a perpetual spring of life wherever it goes. The touch of the blade brings forth lush vegetation, blooming flowers, and flowing streams, transforming even the most desolate of landscapes into vibrant and fertile realms. The healing energies of Isha flow through the land, revitalizing it and nourishing all living beings within its reach. This eternal spring not only sustains life but also provides protection against the decay and corruption of Nurgle's plagues, serving as a sanctuary of purity amidst the chaos of the mortal realm.



Slaanesh:

Cool weapon(100DP)

Your weapon is now adorned with ornate decorations according to your preferences, from intricate engravings to precious gemstones and exotic trinkets. Despite its lavish appearance, these embellishments do not diminish its effectiveness in battle; if anything, they enhance its allure and intimidation factor on the battlefield.

Perfect Form(100DP)

While you wield this weapon, your appearance will always reflect your desired archetype at 100%, whether it's adorable, alluring, or any other persona you wish to embody. This isn't just an illusion but a manifestation of your true beauty and allure, ensuring that you maintain your desired image even on the blood-soaked battlefields.

Singing Of Excess (100DP)

Your weapon now emits a mesmerizing melody on the battlefield, captivating and confusing your enemies. But that's precisely the point – you crave attention and validation on the battlefield, considering it worth risking everything for.

Duelist (100DP)

The idea of defeating a champion on the enemy side is incredibly tempting. That's what the daemon inside your weapon whispers in your ear whenever a powerful warrior of high skill is nearby, guiding you to their location.

Lore Of Slaanesh (200DP)(incompatible with Khorne Daemon)

The Lore of Slaanesh is a dark and seductive branch of sorcery infused with the essence of Slaanesh, the Prince of Pleasure. It encompasses spells and rituals that manipulate emotions, desires, and sensations, often weaving illusions and enchantments to ensnare the senses of both allies and enemies. Practitioners of this forbidden art wield powers that intoxicate and enrapture, leaving their victims in a state of blissful delirium or agonizing ecstasy. Spells within the Lore of Slaanesh often manifest as hallucinatory visions, mind-altering phantasms, and irresistible allure, reflecting the twisted and decadent nature of Slaanesh's domain.

Anti Elve(200DP)

The weapon is imbued with a potent enchantment that specifically targets the essence of elves, making it exceptionally effective against them. Each strike from the weapon carries a resonance that disrupts elven magic and resilience, causing amplified damage and leaving lingering effects that weaken elven foes.

Whip of Agony(200DP)

The weapon gains the ability to transform into a whip at the wielder's command. This allows for greater reach and versatility in combat, enabling the wielder to strike from a distance and entangle foes with its coils.

Venomous Coating(200DP)

The weapon's surface is coated in a thick, potent poison that seeps into the wounds of those it strikes. Upon breaking the skin, the poison begins to affect the victim's mind, inducing sensations of pain and horror that distract and disorient them, making them more vulnerable to further attacks.

Jewel of Excess(400DP)

A perfect jewel embedded in the center of the weapon serves as both a captivating adornment and a functional tool of imprisonment. When you slay magical gifted enemies, their souls are ensnared within the gem, becoming prisoners to your will. This grants you the ability to torture their souls at your leisure, extracting any knowledge or secrets they possess. Additionally, you gain access to every school of magic they were proficient in, allowing you to wield a diverse array of magical abilities derived from their captured essences.

The Gem Of Forbidden Temptations (400DP)

This gem, once the purest diamond in the history of a prosperous Elven empire before its Fall, now serves as a dark relic of Slaanesh's power. When enemies gaze upon this corrupted diamond, it inspires uncontrollable jealousy, leaving mortal senses hopelessly addled.

SilverStriker(400DP)

The weapon's extraordinary lightness enables it to move with blinding speed, giving the impression that it occupies no space between thrust and strike. This swiftness accentuates the eerie lethargy inflicted on its victims, who respond with

slow, witless smiles even as their flesh peels apart or their limbs thump heavily to the ground.

Flawless Perfection(600DP)

Slaanesh, though the Dark Prince, may not create perfection, but the semblance is striking. You now possess a flawlessly perfect body, perfectly suited to wield your chosen weapon. Your movements are fluid and precise, each action executed with graceful efficiency. Any spells or arts you employ inflict critical damage, maximizing the pain inflicted while still keeping your enemies alive to savor the torment. Additionally, you gain the unparalleled ability to dodge any attacks that may come your way, your senses heightened to anticipate and evade even the swiftest strikes.

Capstone boost The Body Of A God:

Your body has been heightened to that of a demigod, transcending the need for many of the fundamentals most mortals require to survive. You no longer require air, water, food, or rest to sustain yourself. However, despite this divine resilience, you can still be killed by inflicting sufficient damage to your body.

The Consumptions of Excessiveness(600DP)

It seems like your body has become accustomed to ordinary sensations due to the influence of the daemon aura surrounding you. This means that the temptations of your enemies, which might exploit your weaknesses, will no longer affect you. Instead, you find pleasure and fulfillment only on the battlefield, whether through acts of violence or displays of martial skill, which you execute with a certain grace and beauty, despite their brutality.

Capstone boost The Gift of Sensation :

The aura emanating from your daemon weapon has been greatly enhanced, causing enemies in your vicinity to experience total sensory deprivation. This loss of sensation would drive any normal person to madness within minutes. However, they soon realize that their senses return when they inflict or endure acts of pain and slaughter. This revelation leads to chaos on the battlefield as they begin to tear each other apart in a frenzy.

Chaos Undivided:

Eternal Discord(100DP)

Your weapons presence on the battlefield sows chaos and discord among your enemies. Any formations or coordinated actions by enemy units within a 20-meter radius are disrupted, causing confusion and disarray among their ranks.

Aura of Instability(100DP)

An aura surrounds you, causing fluctuations in reality itself. As luck itself has been affected, making your enemies fall over, break their weapons and armor at most inconvenient times.

Mark of Corruption(100DP)

Your attacks leave a lingering mark of corruption on your enemies. Those struck by your weapon or affected by your spells suffer from a temporary weakening of their resolve, making them more susceptible to fear and intimidation.

Chaos Surge(100DP)

Tap into the raw power of Chaos to unleash a surge of energy. Once per battle, you can channel this energy to enhance your physical attributes for a short duration, granting increased strength, speed, and resilience in combat.

Avatar of Chaos(200DP)

Transform into a manifestation of pure chaos and destruction. In this form, your physical attributes are greatly enhanced, and you become immune to most forms of damage for a limited time. However, maintaining this form drains your energy rapidly, and it can only be sustained for a short duration.

Reality Warp(200DP)

Your weapon can briefly twist the fabric of reality itself, creating a localized distortion field. This field causes spatial anomalies within a 30-meter radius, disorienting and disrupting the movement of enemy units and projectiles.

Primordial Blast(200DP)

Unleash a devastating blast of chaotic energy upon your enemies. This energy explosion radiates outward from your position, dealing massive damage to anything caught in its wake. The chaotic nature of this blast makes it difficult to predict or defend against, making it a potent tool for turning the tide of battle.

Lore Of Shadows(200DP)

The Lore of Shadows is a mystical school of magic steeped in the manipulation of darkness and concealment. Practitioners of this dark art wield powers that shroud themselves and their allies in shadow, allowing them to move unseen and strike from unexpected angles. Spells within the Lore of Shadows often manifest as swirling shadows, cloaking their casters in darkness or distorting perceptions to confuse and confound their enemies.

Bone Maker(400DP)

People struck by this weapon suffer a grisly fate, their bodies crumbling into moldering piles of bones upon impact. The curse unleashed by each strike ripples outward in a deadly shockwave, affecting all who oppose the will of the Dark Gods within its vicinity. The aura of decay and destruction emanating from the weapon infects everything it touches, leaving behind only desolation and ruin in its wake.

Weapons of the Black Hunt(400DP)

The congealed fluid that now coats this weapon is so thick and viscous that it defies attempts to be seared away, even by the most vicious energy fields. Some interpret this as a gruesome blessing from the destructive gods themselves. When the wielder merely swipes the air near a foe, without making direct contact, the victim's armor and flesh still part mysteriously, as if slashed open by an invisible and ferocious beast. This eerie phenomenon instills fear and awe in both allies and enemies alike, as they witness the weapon's terrifying power to rend flesh and sunder armor with seemingly effortless ease.

Eclipse of Madness (400DP)

This weapon once a day can blanket the battlefield in an overwhelming aura of madness and confusion. Those caught within the radius of this ability are driven to the brink of insanity, their minds flooded with hallucinations and nightmarish visions. This chaotic influence causes friend and foe alike to turn against each

other in a frenzied orgy of violence, sowing chaos and discord wherever it spreads.

Weapon of Countless Eyes (400DP)

Countless eyes now cover this weapon, granting it a perfect 360-degree field of vision. But that's not all—these eyes also serve as conduits for randomly shooting out lasers of immense power, capable of shearing flesh and bending steel with ease. This eerie and unsettling feature of the weapon adds to its aura of dread and unpredictability, making it a truly fearsome and formidable tool of destruction on the battlefield.

Lord Of Shadows(600DP)

The weapon you wield is shrouded in a permanent black mist, concealing its form from view. However, this mist holds more than just an aesthetic quality. With or without the Lore of Shadows purchased, you now possess the ability to manipulate and master the shadows themselves. You can utilize them for various purposes, such as teleportation through their dark depths, causing spikes to emerge suddenly from behind your enemies, or even conjuring phantoms from their very shadows. If you have invested in the Lore of Shadows, your mastery of this dark art is greatly enhanced, allowing for even greater efficiency and control over these shadowy powers.

Capstone boost Be'lakor Shard:

What an unexpected turn of events! With a shard of Be'lakor soul embedded in your weapon, you may not be titled the Everchosen, but you gain a remarkable boon nonetheless. Your weapon now draws power from two Greater Daemons of your choice that represent the other allegiances, granting you access to all of their abilities without any cost. There is no discount unfortunately This infusion of dark energy amplifies the might of your weapon to formidable levels, making you a force to be reckoned with on the battlefield.

Oblivion's Embrace(600DP)

Channel the power of oblivion itself, unleashing a wave of pure entropy upon your enemies. This wave of destruction erases all trace of order and structure from the battlefield, reducing everything it touches to nothingness. Buildings crumble, landscapes deform, and even the fabric of reality itself unravels in the wake of this cataclysmic force.

Capstone boost Malice Gifts:

It's a mysterious and fortuitous turn of events to possess the weapon of Malice, the enigmatic fifth chaos god. Despite its existence being shrouded in uncertainty, this weapon now possesses remarkable anti-chaos properties, making it a formidable adversary against any demonic creature. Additionally, it offers an extraordinary boon: once per jump, when faced with a situation where the Jumpchain could fail, the weapon defies the rules of fate itself. Instead of succumbing to an abrupt end, it grants you a minimum of 24 hours to regroup, strategize, and confront the looming threat, allowing you to persevere in your journey against all odds.

Drawbacks:

+0 Supplement:

This supplement presents a unique opportunity for you to acquire a daemon weapon, but it comes with certain limitations and consequences. While you can only obtain one daemon weapon per jump per person, your companions are not restricted in obtaining their own. However, only one individual per jump can gain a daemon weapon from this supplement specifically, unless other jumps or supplements allow for multiple demonic items.

Even if you manage to remove the chaos mark, you, your companions, and followers will still be held responsible for the daemon manifestations occurring in the worlds you visit. This burden may bring unwanted attention and challenges from the forces of chaos.

Those who choose the Isha mark may gain elven allies if they are present in the setting, but they will also draw the attention of Nurgle, who seeks to reclaim a piece of his wife. Facing the tide of pestilence and destruction will require substantial support, so rallying an army of elven followers may be crucial for combating Nurgle's onslaught.

Notes:

1. Well, this supplement is one part of five supplements that will be part of Chaos undivided supplements I plan to make. Hope you guys enjoy.
2. Changes to 1.0
 - You are not allowed to buy abilities outside of the god you are not affiliated with unless you bought ***Multiple Souls Perk***.
 - Added some new abilities in general section of perks of the weapon.
- 3.