

# Supplement AOS Grand Alliance Of Chaos : Armies Of Tzeentch 1.0

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## Introduction:

As you continued your journey within the vast multiverse, continuously changing the fates and trajectories of the worlds you visited, whether for good or ill, it mattered not, for you had caught the attention of Tzeentch, the changer of ways. With a snicker, he decided to have some amusement and bestow his favor upon you as you wrought change throughout the multiverse.

With a wave of his hand, tentacle, wing, or beak (let's be honest, the form of the artifacts of fate is ever-changing), whether he resembled a blob with three eyes or a typical eldritch god, he granted you an army under your command.

Now, here's where the fun truly begins for Tzeentch, for there is always a price to pay for his favor. You may choose to roll  $1d100+9$  to determine the starting favor you've received. Alternatively, you may opt to start with a fixed amount of 100 favors from the outset. However, in building your army, you must pay a set price and receive a randomly selected unit from each section, along with a variable number of individuals within that unit and their potential upgrades. Fear not if you find yourself facing challenges due to these choices, for all is as per Tzeentch's grand design.

This supplement can seamlessly integrate into any chosen setting or jump. Embrace the favor bestowed upon you by Tzeentch and mold your army as fate has ordained.



## **Tzeentch Blessing:**

Before we start building your army here are a few Blessings that Tzeentch has bestowed upon you and possible Generals and Heroes in your army.

### **Mark Of Tzeentch [Free]:**

The mark of the Windlord has been etched into the very fabric of your soul, signifying your allegiance as one of his many followers. With this mark, your intellect has ascended to the level of genius, enabling you to tackle massive and intricate problems with ease. Additionally, you've been granted a force field capable of absorbing damage up to a certain threshold before breaking, though it will replenish itself over time. However, until it recharges, you remain vulnerable to attacks. Furthermore, you've gained the basic ability to cast the Lore of Tzeentch spells, tapping into the arcane powers favored by the changer of ways.

### **Exalted Of Tzeentch [1 Favor]:**

Tzeentch, in his unfathomable foresight, has foreseen the magnitude of the impact you and your legions shall unleash upon the worlds. Thus, he has decreed to further augment your power. No longer are you a mere neophyte in the realm of magic; you have ascended to the prestigious rank of an Archwizard. This transformation imbues your spells with unparalleled potency, capable of shaping reality itself to your whims. Furthermore, your 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, you have been bestowed with the mastery to delve into any school of magic with unparalleled proficiency.

### **Winds Of Magic Manipulation [3 Favor]:**

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 your newfound ability to manipulate the very flow of magical energy, you hold dominion over the Winds themselves. This mastery enables you and your allies to cast spells with unparalleled precision and potency, unfettered by the whims of chance. Indeed, the presence of multiple Winds of Magic Manipulation users within your 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 you and your allies a formidable advantage on the battlefield.

### **Lore Of Tzeentch [Free]:**

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.

### **Other Lores Of Magic [1 Favors each]:**

As one of Tzeentch's followers, it's not uncommon for you to learn the other lores of magic. Roll 1d8 to determine which lore you have mastered, and reroll the dice for each lore you have already learned.

#### **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 Plate of Tzeentch [Free]:**

Adorned with the insignias of Tzeentch, the Chaos Plate armor stands as a profound testament to the wearer's unwavering dedication to your god the Great Conspirator as a divine boon for devious schemes, each ensemble is a blasphemous masterpiece, intricately adorned with carvings devoted to Tzeentch's chaotic essence. These infernal armaments transcend mortal craftsmanship. Clad in Chaos Plate, warriors are often hailed as indestructible, for common

weapons splinter against its impenetrable surface, and arrows are deflected harmlessly. Remarkably, the armor seamlessly melds with the wearer, offering unmatched flexibility and ease in combat, conforming effortlessly to their physique, regardless of any mutations they may bear. Furthermore, Chaos Plate boasts the extraordinary capability to self-mend over time, ensuring its endurance even during the most grueling of campaigns. Whether preserved in its original state or modified to emit an even more chaotic energy, Chaos Plate endows its wearer with unparalleled defense and fortitude, serving as a harbinger of destruction to all who dare to challenge the chaotic forces of Tzeentch.

### **The Blade Of Tzeentch [Free]:**

Taking the form of a large khopesh sickle-sword, this ancient force weapon has been blessed by Tzeentch's magicks, imbuing it with the ability to amplify magical abilities to a frightening degree. Its supernaturally sharp edge slices through chaos plats as easily as flesh, and with each kill, the souls of the slain are subjected to the energies of the blade, adding to the power of the spells cast by the user. But that's not all; this weapon causes mutations to all enemies that escape death, turning them into foul chaos spawn, creatures so pitiful that death would likely be the better choice.

### **Possible mount upgrades can only choose one :**

#### **1. Steed Of Tzeentch [1 Favor]:**

These shadowy steeds are the favored mounts of the savage Chaos Knights dedicated to Tzeentch. Among the steeds granted to followers of the Chaos Gods, these creatures stand out for their exceptional intelligence, surpassing even those aligned with other deities. Additionally, they possess an innate ability to negate spells cast by opponents, providing invaluable protection to their riders on the battlefield.

#### **2. Disc of Tzeentch [2 Favor]:**

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.

### **3. Burning Chariots [3 Favor]:**

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 Screemers, 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.

### **4. Chaos Dragon [9 Favor]:**

A Chaos Dragon, formerly a part of the esteemed dragon lineage, succumbed to corruption akin to that which ensnares mortal beings, particularly under the influence of Tzeentch, the Deity of Change. Distorted in semblance compared to its unblemished counterparts, a Chaos Dragon boasts a colossal, distended form, bifurcated into two elongated necks reminiscent of trunks, terminating in horned and fanged visages. One head emits billowing smoke, fueled by the infernos raging within its gullet, while the other expels clouds of acidic vapors, scorching the surrounding lands.

## Army List:

Before we proceed with recruitment, you will receive one General at base points for free; these units do not get any upgrades, and you can't choose the Greater Daemon of Tzeentch. It's worth noting that units with higher favor values and fewer numbers are generally more powerful.

Each unit in the list has the potential to be upgraded based on the provided list of possible upgrades and equipment, which will be detailed in the Gifts of Tzeentch section of this supplement. They must decide when to buy the unit, as they can't be upgraded later.

If you choose the option of receiving 100 Favours from the get-go, then for each section after paying the roll fee, roll the dice to see what unit you get; on a one, you get nothing. I know Tzeentch really likes to troll people, but hey, you knew what you were getting into. You will also be prompted to roll the number of soldiers in that unit based on the dice shown on the unit name. In the general section, these are always considered one model for each unit. After receiving a unit, roll the d (number of possible upgrades + 1) to determine how many upgrades they get, with a pure one on the dice having no upgrades. When you get the total number of upgrades minus 1, roll several d (number of possible upgrades) by the number of upgrades they get. They get these upgrades for free. Also, for upgrades for Possible Mounts, roll a d4 to determine which mount they get from the list in the **possible mount upgrades**. For **Other Lores Of Magic**, there will be a number associated with it. This number will indicate how many lores they get for free that you need to roll on the list. If any favor is left over than you get to roll the Infantry section again for the remaining favor you have ignoring the price .

## **Generals[Roll 1d10/ Fee Is 7 Favor Each]:**

These units epitomize the most blessed creatures within your array of miscreants, as they not only receive the greatest blessings from the changer of ways. Because of this, these units not only allow you to reduce micromanagement of your army but also simultaneously buff certain units on the battlefield and amplify the potency of their usage in battle. They are most effective in leading 9 units at a time. Beware, though they may be your most powerful subordinates in this army, you need to keep your eyes open as there might be some possible treachery within this army.

## **2.Tzaangor Shamans [3 Favor]:**



Tzaangor Shamans are gifted and powerful sorcerers among the Tzeentch Arcanites, renowned for their precognitive visions and savage intelligence. Leading warflocks through their gift of prophecy, they excel not only as formidable sorcerers but also as close-range fighters.

These Shamans impart their wisdom to their Tzaangor warflocks, teaching them that consuming the tongues of their foes grants them speech and insights into the nature of their enemies. This practice increases the intelligence of the Tzaangors under their guidance, enhancing their understanding and capabilities on the battlefield.

### **Possible Upgrades**

- ***1.Exalted Of Tzeentch***
- ***2.Winds Of Magic Manipulation***
- ***3.1 Other Lores Of Magic***
- ***4.Mount Upgrade***

### **Equipment**

- ***Staff of Tzeentch***
- ***Talons and claws***
- ***Lore Of Tzeentch***

### 3. Magister [3 Favor]:



Magisters are the leaders of the Tzeentch cults - they are the center of everything within the cult, being some of the most powerful of Tzeentch's human servants. Each Magister is a powerful warlock in their own right, capable of giving a terrible and disturbing demise to anyone that annoys them. The cultist in your army will be more organized when these one are on the field.

#### Possible Upgrades

- **1. Exalted Of Tzeentch**
- **2. Winds Of Magic Manipulation**
- **3.2 Other Lores Of Magic**
- **4. Mount Upgrade**

#### Equipment

- **Staff of Tzeentch**
- **Warpsteel sword**
- **Lore Of Tzeentch**

## 4.Curseling [3 Favor]:



Curselings, also referred to as the Watchers of Tzeentch, wield considerable influence within the rites of Tzeentch. Highly prized for their adeptness in extracting intel from foes, they possess an eerie knack for discerning falsehoods. Their grotesque appendages absorb secrets, while their probing inquiries excel at uncovering concealed truths – invaluable qualities for cults in their quest for enlightenment. These Curselings are formidable mage-warriors, empowered by daemonic energies through a fused, spell-shaping Tretchlet. They delight in nothing more than redirecting the spells of their adversaries back against them, manipulating the flow of magic to their own advantage.

### Possible Upgrades

- *1.Exalted Of Tzeentch*
- *2.Winds Of Magic Manipulation*
- *3.2 Other Lores Of Magic*
- *4.Mount Upgrade*

### Equipment

- *Staff of Tzeentch*
- *Warpsteel sword*
- *Lore Of Tzeentch*

## 5.Fatemaster [4 Favor]:



Fatemasters are formidable combatants and living conduits of reality-altering energies who serve the Tzeentch. To attain the esteemed rank of Fatemaster, aspirants must not only demonstrate unwavering devotion to Tzeentch but also exhibit the cunning and quick thinking favored by the Changer of the Ways. An aspiring Fatemaster must undergo trials that would surely spell doom for lesser individuals. These trials, known as the Nine Trials of Fate, require either an extraordinary stroke of luck or intuition that surpasses mere anticipation. These warriors bring out the best of the spells cast by his subordinates.

### Possible Upgrades

- *1.Exalted Of Tzeentch*
- *2.Winds Of Magic Manipulation*
- *3.4 Other Lores Of Magic*
- *4.Mount Upgrade*

### Equipment

- *Fireglaiive*
- *Soulbound Shield*
- *Chaos Armour Tzeentch*
- *Lore Of Tzeentch*

## 6.Herald of Tzeentch [4 Favor]:



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**

- ***1.Exalted Of Tzeentch***
- ***2.Winds Of Magic Manipulation***
- ***3.4 Other Lores Of Magic***
- ***4.Mount Upgrade***

### **Equipment**

- ***Staff of Change or Ritual Dagger***
- ***Arcane Tome***
- ***Lore Of Tzeentch***

## 7.Exalted Flamers of Tzeentch [5 Favor]:



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

- *1.Mount Upgrade*

### Equipment

- *None*

## 8.Ogroid Thaumaturge[5 Favor]:



Scant information exists regarding the enigmatic Ogroid Thaumaturges, save for their formidable combat prowess. Enveloped in rage, their skin pulsates with arcane energy, while eldritch sigils illuminate their muscular forms. Surrounding them, multicolored flames of Tzeentch burst forth as they rend enemies asunder with their bare hands, endowed with the strength to pierce even sigmarite armor with their formidable horns. What is most disconcerting, however, is that these beings are not mere brutes; rather, they possess impressive sorcerous abilities, unleashing blasts of flaming energy upon their foes. They are good at leading both beastman and humans in battle.

### Possible Upgrades

- **1.Exalted Of Tzeentch**
- **2.Winds Of Magic Manipulation**
- **3.2 Other Lores Of Magic**

### Equipment

- **Staff of Change**
- **Lore Of Tzeentch**

## 9. Gaunt Summoner [6 Favor]



These daemon-sorcerers, lacking faces but adorned with a multitude of glistening eyes, possess the ability to warp reality with their incantations and engulf entire armies in warfire. Infamous for their involvement in some of the most horrifying atrocities of the Age of Chaos, they wield mastery over sorcery and dark arcane arts, capable of transforming foes into Chaos Spawn or obliterating them with the iridescent fires of Tzeentch. Surrounded by cloaks of sorcerous miasma and illusion, they exude an aura of fear and deceit.

### Possible Upgrades

- **1. Exalted Of Tzeentch**
- **2. Winds Of Magic Manipulation**
- **3.6 Other Lores Of Magic**
- **4. Mount Upgrade**

### Equipment

- **Chargestaves**
- **Wartongue Blade**
- **Book of Profane Secrets**
- **Lore Of Tzeentch**

## 10.Lord Of Change [9 Favor]



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 your army confirms your status as the chosen of Tzeentch.

### Possible Upgrades

- ***1.Exalted Of Tzeentch***
- ***2.Winds Of Magic Manipulation***
- ***3.8 Other Lores Of Magic***

### Equipment

- ***Chargestaves***
- ***Warptongue Blade***
- ***Book of Profane Secrets***
- ***Lore Of Tzeentch***

## Infantry[Roll 1d7 / Fee Is 3 Favor Each]:

### 2. 900 or 9d100+ 90 Tzaangor [1 Favor]:



The origins of Tzaangors are as diverse as the intricate schemes of Tzeentch himself. Some are Gor-Kin who have been corrupted—or perhaps elevated, as they would claim—by a Tzaangor Shaman. The peculiarly mutated minds of Tzaangors have developed a keen affinity for magic, drawing them inexorably to the arcane, where they seek to accumulate its power. Additionally, Tzaangors are intimately connected to the threads of fate, their animalistic instincts attuned to detecting omens much like beasts scenting prey upon the winds. This magical sensitivity enables them to sense the presence of a deity, although they are unable to discern its true nature.

#### Possible Upgrades

- *1.Exalted Of Tzeentch*

#### Equipment

- *Greataxe or Greatblade or Savage Blade and Arcanite Shield.*

### 3. 800 or 40d20+ 90 Kairic Acolyte [1 Favor]:



Kairic Acolytes are drawn from diverse backgrounds, spanning tribesmen lured by an arcane allure to seekers hungering for forbidden knowledge or power-hungry bureaucrats, all united by a relentless drive for ambition. These acolytes possess the uncanny ability to metamorphose into a perfected, muscular ideal of the human form, conjuring weapons seemingly out of thin air through the chanting of arcane phrases that unsettle the ears of the uninitiated. Equally enigmatic is their capacity to seamlessly revert to their original forms.

#### Possible Upgrades

- *1.Exalted Of Tzeentch*

#### Equipment

- *Greataxe or Greatblade or Savage Blade and Arcanite Shield.*
- *Lore Of Tzeentch*

#### 4. 600 or 30d20+ 90 Jade Obelisk [1 Favor]:



The Jade Obelisk is a Tzeentchian cult dedicated to the ruthless obliteration of temples, monuments, and false idols not aligned with their malevolent deity. Despite their embrace of Chaos, they have retained their proficiency as masons and sculptors. They derive a perverse satisfaction from fashioning new weapons and segmented armor from the petrified remains of their victims, employing an artisan's delicate precision in their craftsmanship. Their preference lies with heavy mattocks and mauls—weapons capable of shattering bone with the same ease as pulverizing the altars of Sigmarite chapels or demolishing orruk totems into shards and splinters. Among the warriors, the most distinctive weapon wielded into battle is the Nephric Obelisk—a shard of crystal sourced from the grand monument of Nephricar itself, meticulously shaped and enchanted by the cult's priesthood.

#### Equipment

- *heavy mattocks and mauls*

## 5. 600 or 30d20+ 90 Blue Horrors [2 Favor]:



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.

### Equipment

- *Daggers* .
- *Lore Of Tzeentch*

## 6. 300 or 30d10+ 90 Pink Horrors [3 Favor]:



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

- *1.Exalted Of Tzeentch*

### Equipment

- *Daggers .*
- *Lore Of Tzeentch*

## 7. 50 or 5d10+ 9 Chosen Of Tzeentch[3 Favor]:



Those marked with the physical manifestations of the Raven God distinguish themselves from their peers through heinous acts. However, many lack the mental resilience to bear the burdens of being chosen by Tzeentch. Only the strongest among them avoid succumbing to mindless, babbling Chaos Spawn, instead ascending beyond their mortal constraints and gradually assuming a more formidable form. Regardless of the unique gifts bestowed upon them, these formidable warriors invariably carry a fraction of Tzeentch's supreme intellect. This compels them relentlessly to innovate new techniques or enact changes that are inexorable.

### Possible Upgrades

- *1.Exalted Of Tzeentch*
- *2.2 Other Lores Of Magic*

### Equipment

- *Greataxe or Greatblade or Savage Blade and Arcanite Shield.*
- *Lore Of Tzeentch*

## Cavalry[Roll 1d6 / Fee Is 5 Favor Each]:

2.400 or 4d100+ 90Tzaangor Skyfire [3 Favor]:



Tzaangor Skyfires are Tzaangors mounted upon Discs of Tzeentch, esteemed as exemplars among the warflocks, often garnering nearly as much awe and reverence as the Tzaangor Shamans themselves. Compared to their brethren, the fate-sense of Skyfires is significantly heightened, granting them the ability to perceive multiple potential futures at any given moment. Despite being rendered silent by Tzeentch, they are still able to utilize their knowledge to lethal effect. Aligning events as revealed to them, Skyfires unfailingly strike their targets with precision every time

### Possible Upgrades

- *1.Exalted Of Tzeentch*

### Equipment

- *Bows*

### 3.400 or 4d100+ 90 Tzaangor Enlightened [3 Favor]:



Tzaangor Enlightened stand as the elite members of the Tzaangor Warflocks, distinguished by their peculiar feathers and ornate horns, symbols of Tzeentch's profound favor. Some are even granted the privilege of riding upon Discs of Tzeentch. In contrast to the Tzaangor Skyfires, the Enlightened do not possess the ability to foresee the future. Instead, they are blessed with the capacity to recall echoes of past events. In combat, this enables them to taunt their enemies with a barrage of psychological assaults—repeating the dying words of loved ones, the mocking jeers of fellow soldiers, and tales of betrayal buried deep in the past.

#### Possible Upgrades

- *1.Exalted Of Tzeentch*

#### Equipment

- *Spears*

### 3. 90 or 9d10+ 9 Chaos Knights of Tzeentch [3 Favor]:



The Knights of Change are formidable and fearsome warriors, forsaking their homelands in exchange for the ambiguous blessings of Tzeentch. Among their ranks are individuals of significant importance and worldly power in their previous lives, ranging from statesmen and nobles to renowned Templars and military figures. Mounted atop their majestic Chaos Steeds, they brandish extravagant weapons in a macabre imitation of the illustrious Knightly Orders many of them once served.

#### Possible Upgrades

- *1.Exalted Of Tzeentch*
- *2.2 Other Lores Of Magic*

#### Equipment

- *Greataxe or Greatblade or Savage Blade and Arcanite Shield.*
- *Lore Of Tzeentch*

#### 4. 90 or 9d10+ 9 Doom Knights of Tzeentch [4 Favor]:



Doom Knights rank among the most formidable mortals ever witnessed in the world. Mastering the Discs of Tzeentch, they hold themselves in a league above even other champions of Chaos. Hurling through the skies with a piercing shriek, they would be a breathtaking spectacle if their arrival didn't invariably herald death and, true to their name, complete and absolute doom. There is no reprieve from the Doom Knights, and as one would rightly anticipate, they exhibit no mercy whatsoever.

#### Possible Upgrades

- *1.Exalted Of Tzeentch*
- *2.2 Other Lores Of Magic*

#### Equipment

- *Greataxe or Greatblade or Savage Blade and Arcanite Shield.*
- *Lore Of Tzeentch*

## 5. 40 or 4d10+ 9 Changebringers [5 Favor]:



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*

## 6. 4 or 1d4+ 1 Burning Chariots of Tzeentch [6 Favor]:



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*

## Monsters[Roll 1d10 / Fee Is 7 Favor Each]:

### 2. 200 or 10d20+90 Feathered Fiend [1 Favor]:



Feathered Fiends are fearsome avian predators, known for their razor-sharp talons and beaks, as well as their ability to swoop down upon unsuspecting prey with deadly precision. These creatures often lurk in the shadows of dense forests or atop lofty cliffs, waiting patiently for the opportune moment to strike. With keen eyesight and unparalleled agility in flight, Feathered Fiends are formidable hunters capable of instilling terror in those who dare to wander into their territory.

#### Equipment

- *Beaks*

### 3. 200 or 10d20+90 Screamer of Tzeentch [2 Favor]:



Screamers of Tzeentch are ethereal Daemoniac 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*

#### 4. 90 or 9d10+9 Flamers of Tzeentch [2 Favor]:



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*

## 5. 90 or 9d10+9 Chaos Spawn [3 Favor]:



A being bestowed with numerous gifts from the Dark Gods ultimately succumbs to madness and mutation, transforming into a Chaos Spawn. Once a humanoid form, it now manifests as an obscene and monstrous anatomy, mutated to the point of near-unrecognizability. Though the eyes of the original creature remain, a faint glimmer of its former personality barely discernible amidst the fleshy distortion. Chaos Spawn embody unspeakable horror, their contorted bodies adorned with an impossible multitude of spines, eyes, and mouths.

### Equipment

- *None*

## 6. 9 or 1d10+1 Cockatrice [5 Favor]:



The Cockatrice, a lethal magical creature, possesses the ability to petrify those who meet its gaze directly. Allegedly inhabiting the Annulii Mountains of Ulthuan, Cockatrices are fierce beasts displaying evident Chaos corruption through their unnatural appearance and aggressive demeanor in battle. In reality, the Cockatrice is not known for its boldness in combat, instead preferring to linger on the outskirts of a battlefield where it can safely scavenge from the deceased and dying. Despite its penchant for self-preservation, confronting one is deemed foolish, as when cornered, the beast unleashes a berserk frenzy, clawing at any who draw near with maddened ferocity that belies its inherent cowardice.

### Equipment

- ***Beaks and talons***

### 7. 3 or 1d4 Feral Carnosaur [7 Favor]:



Carnosaurs are formidable apex predators that have instilled fear in the depths of the primordial jungles since the inception of this world. Revered by many as the epitome of jungle hunters, some reaching heights of nearly two stories tall, these colossal reptilian creatures boast robust builds and ferocious dispositions. With elongated, muscular hind limbs and hefty tails to support their enlarged and potent skulls, Carnosaurs are equipped for dominance. Upon detecting prey or spotting the faintest hint of movement, they propel themselves forward with immense strides, demonstrating remarkable agility for their imposing size.

#### Equipment

- *None*

## 8. 1or 1d2 Mutalith Vortex Beast [8 Favor]:



The Mutalith Vortex Beast is a grotesque perversion of nature, a horrifying amalgamation of beast and sorcery warped beyond recognition by the influence of Chaos. Wherever this abomination roams, it leaves behind a trail of mutation and insanity. At the heart of the Mutalith lies a pulsating sphere of raw magic, a focal point of chaotic energy that embodies the ever-changing essence of the Warp. The creature's flesh constantly shifts and regenerates, manipulated by the chaotic forces swirling within the vortex. Wisps of malevolent energy extend from the beast, corrupting and mutating all they come into contact with across the battlefield.

### Equipment

- *None*

## 9. 1or 1d2 Soul Grinder [9 Favor]:

WARHAMMER COMMUNITY



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.

### Equipment

- *Warp Claws or Giant Warp Staff*
- *Warp Canon*

## Scenarios:

At times, you may feel compelled to offer further tribute to the Wind lord, seeking to increase your standing in his eyes and earn additional Favor. Now, through the completion of these Scenarios below and yes you can take multiple, not only can you augment your Favor, but you may also receive additional rewards deemed worthy by this troll of a god.

### **1. On A Whim.**

Let's be honest for a second here and determine what Tzeentch considers worthy for a favor. And since he is the most whimsical of gods, at the end of every world you jump, roll 1d20. On a 9 and 18, roll 1d10 favor for free. On a 20, roll 1d20 for favors and 1d4 to determine how many units in your army gain a Tzeentch gift.

### **2. Innovation of Magic**

This scenario is only applicable in worlds where magic is part of the setting. As Tzeentch is the god of magic and he prefers his subordinates to continuously improve. That's why, as you observe the current magic system in this world, you perceive its flaws. Determined to reveal the true essence of magic, you set out to enlighten these individuals. For every improvement you make to the world's magic system that gains widespread adoption, roll 1d10 for Tzeentch's favor, as he is pleased with the changes you instigate. Additionally, for every 9 improvements you implement, roll 1d4 to determine how many units in your army gain a Tzeentch gift. These rewards are gained at the end of the jump.

### **3. The Gift of Magic**

This scenario is only applicable in worlds where either magic is not part of the setting or only an elite few can use magic. Tzeentch finds the status quo boring and uninteresting, which is why you have been tasked to spread the adoption of magic to the masses. Whether you decide to spread the lore of Tzeentch or create a unique magical system specific to that world is up to you. Either way, chaos will ensue in this world. At the end of the jump, for every 9% of the population that adopts your magic system, roll 3d10 for the favor gained and roll 2d4 to determine how many units in your army gain a Tzeentch gift.

#### **4. The Scheming**

Going underground and planning from the shadows are one of Tzeentch's favorite activities. That's why he has commanded you to remain in the shadows and manipulate people to achieve your goals for you. The goals you wish to achieve can be either good or evil; it does not matter. As long as you don't directly intervene in this scheme of yours for the duration of this jump, you will gain the Wind Lord's favor.

At the beginning of the jump, you decide on what goals you will try to achieve in this world. These goals will be categorized by their complexity, difficulty, and time consumption. For complexity, it will be divided into three categories: simple, intermediate, and very complex. For simple goals, it takes 4 objectives to mark as a successful goal. For intermediate complexity, there will need to be around 9 objectives that need to be fulfilled for the goal to be completed. For very complex goals, it will take a minimum of 18 objectives to be fulfilled for the goal.

In the categories for how hard it is to fulfill those objectives, there are 4 levels of difficulty. Each objective in your plan is rated here. First, easy objectives can be easily done without a problem, like for example just killing a cat with any weapon. Then there is medium difficulty where it becomes a little more challenging, like for example killing a cat, but the killer needs to be around 2 to 3 km away and can only use bows. For hard objectives, the task becomes even more difficult as the killer needs to kill the cat from 2 to 3 km away, can only use bows, and there is now a force field around the cat, and you only have one shot to pierce both the force field and the cat. And for the final level, it will be impossible as the killer needs to kill the cat from 2 to 3 km away, can only use bows, there is now a force field around the cat, and you only have one shot to pierce both the force field and the cat, but at exactly the same time, you need to yodel to distract a bunch of pigeons that will in turn poop on some guards below, making them drop a bar code where then you send out another minion to retrieve this barcode, where then you input that barcode to a scanner on the front of the house of the target, which then opens the window where the cat lives, and you already time it where the cat yawns, weakening the barrier by 0.001%, giving you the best chance to kill that damn cat. So, now for time.

Now, you need to decide how fast you can complete each objective in your goals. It can be daily, weekly, yearly, or the entire stay of your jump. When you decide

the number of goals you decide to make and how complex you want to be. At the end of the jump, for every successful goal, you roll dice to determine how much favor and Tzeentch gift you gained.

So, are you ready? Here it is for the complexity of the goal: determine the number of dice you roll where simple is four dice, intermediate is nine dice, and for very complex it will be 18 dice. And now for each of those objectives, how hard it is to fulfill those objectives determines what kind of die is being rolled: easy is a d2, medium is a d8, hard is a d20, and impossible is a d100. Now, for the time needed to finish the objective, it will be the dividing number at the end after the number of favors is generated to see how many units get a Tzeentch gift. For daily, it will be divided by 1000; monthly by 100; yearly by 10; and the entire jump by 1.

For example, if by say you finished a very complex goal where you do 10 easy objectives, 4 medium objectives, 3 hard objectives, and 1 impossible objective where it takes a year to finish, then your reward for that goal is  $10d2 + 4d8 + 3d20 + 1d100$  favors which we get for this example 113 favor. And the number of units that get a Tzeentch gift will be  $113/100 = 1.13$ . Always round down to 1, and if it's below a 1, you will always receive 1 Tzeentch gift.

There are some restrictions on what goals you can make.

1. There must be something that changes from the goal you do.
2. No routine activities can be used for your goals for this scenario.
3. The same goals that you make can't be used in the same jump twice.
4. You can have as many goals as you want, but failure will always be there as it is still part of Tzeentch's grand schemes.

## **5. Change Is Inevitable**

Well, it looks like Tzeentch has decided you will be getting a makeover every day in this jump. Now, every day you stay in this world, you will roll a d100 on the Chaos Form table and see what you transform into for that day. You will receive 1d100 favor for your troubles

## **6. Raze the Temples**

This scenario is only applicable in worlds where the divine play an active role in mortal lives, such as in High School DxD. Tzeentch has decided that messing around with the gods of this world will be a fun way to pass the time. That is why he commands that you must destroy and raze every temple and holy site erected by these deities. At the end of your jump, tally the number of temples destroyed for each god. For every 9 temples of each god obliterated, you will gain 3d10 favors from Tzeentch. Additionally, choose 1d4 units in your army to gain Tzeentch Gifts for each 10 favors gained.

## **7. Daemon World [Incompatible with Fortress of Tzeentch and The Great Game]**

Tzeentch has identified the potential of this world as perfect for his domain, filled with eternal change . He commands you to transform it into a reality fitting of his image. Your only means of departure from this jump is by turning this world into a daemon world in the image of Tzeentch. This transformation will be achieved through a combination of corrupting the land and its inhabitants with the energy of Tzeentch through rituals, creating demonic gates where the energy from the Fortress of Tzeentch seeps into the mortal realm, and by unleashing uncouth eldritch abomination upon the land. Upon successfully turning this world into a daemon world, you will receive 10d10+9 favors from Tzeentch, and you will gain the ability to rule this Daemon world, where you can recruit mortals and summon demons from this newly transformed realm.

## **8. Fortress of Tzeentch [Incompatible with Daemon World and The Great Game]**

Tzeentch is bored by the inhabitants of this world. He sees that the people of this world have completely fallen into complacency and have stopped innovating. Therefore, he commands you to transform this world into a place filled with constant evolution, whether in fads, arts, or even political structures. Your method of departure from this jump is endless like for example to annihilate every government in this world and rebuild it with a core principle that stagnation is not acceptable, promoting rapid technological advancement akin to our real world. Alternatively, you could create an enemy or organization that continuously threatens this world, forcing it into an arms race for constant change.

Upon successfully turning this world into a place filled with never-ending change, you will receive  $10d10+18$  favors from Tzeentch, and your entire army will be granted  $1d3$  Tzeentch Gifts. This bypasses the limit of each unit receiving only one gift per scenario.

**9. The Great Game [Incompatible with Daemon World and Fortress of Tzeentch]** As part of the Great Game, this world has become a battleground for the Chaos Gods. Khorne, Tzeentch, Nurgle, and Slaanesh have all sent their champions to corrupt and conquer this realm. You are tasked with leading Tzeentch forces in this conflict, fighting not only against the champions of the other Chaos Gods but also against rival champions of Tzeentch himself. You will remain in this realm for  $10d10+9$  years as the battle for dominance unfolds. At the end of the jump, for every champion you defeat who worships the other Chaos Gods, you will gain  $10d10+9$  Favors. Additionally, for each rival champion of Tzeentch that you defeat, you will gain control of their army, which will salute you as their new general. Be warned, these champions are formidable adversaries, possessing strength and abilities that rival your own.

## Tzeentch Gifts:

Certain scenarios offer rewards known as Tzeentch Gifts, which serve as power-ups to augment both your personal abilities and those of your armies on the battlefield. For the purpose of this supplement, you are regarded as a general. Both Generals and Heroes can receive a maximum of 8 Tzeentch Gifts, while other units can receive up to 4 Tzeentch Gifts. Also one unit can only receive one Nurgle Gifts per scenario per world you have visited.

When you choose to bestow a Tzeentch Gifts, upon a unit, refer to the list below and roll a dice in that category below to determine the enhancement they receive. And if they roll and hit the same upgrade again, reroll the dice.

### Daemon Generals only :

This is restricted to *Lord Of Change*, *Daemon Princes*, *Herald of Tzeentch*, *Exalted Flamers of Tzeentch*, and *Gaunt Summoner*

Roll 1d9

#### 1. Nothing 1

Yes you get nothing and it counts to your limit.

#### 2. Chaos Boons 1

Tzeentch gifts have manifested in another form of mutations. Roll a 1d9 to determine which mutation you 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.

### **3. Portal Keeper**

As a Portal Keeper, you now possess the ability to freely open portals to the realm of Tzeentch, allowing your armies to move seamlessly between realms. This grants you the advantage of creating ambushes by attacking your opponents from unexpected angles in the mortal plane, catching them off guard and exploiting their blind spots.

#### **4. 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.

#### **5. 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.

#### **6. 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

#### **7. 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.

#### **8. 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. Become older**

Instead of the normal effects, the target is now aged to the equivalent of a senior of that race.

## **8. Become a baby**

Instead of the normal effects, the target is now aged to the equivalent of a newborn of that race.

## **9. As expected**

No extra effects happen.

## **9. Spawn Creator**

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

## **Lord Of Change only :**

These Gifts are restricted to the ***Exalted Lord Of Change***. And each can only take one gift from this section. Roll 1d9

### **1.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.

### **2.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.

### **3.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.

#### **4.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.

#### **5.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.

#### **6.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.

## **7. 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.

## **8. 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.

## **9. 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.

## **Generals only :**

Roll 1d9 to see what they get.

### **1.Nothing 2**

Yes you get nothing and it counts to your limit.

### **2. Chaos Boons 2**

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

#### **1. Mindfire**

The individual's mind is aflame with chaotic energy, granting them enhanced psychic abilities but also driving them to bouts of madness.

#### **2. Arcane Disruption**

The individual emits an aura of chaotic magic that disrupts spells and enchantments cast nearby by enemy units.

#### **3. Warp Touch**

The individual's touch carries the taint of the warp, causing corruption and mutation in anything they come into contact with.

#### **4. Arcane Insight**

The individual gains flashes of precognition, allowing them to foresee future events with eerie accuracy

#### **5. Improved Sorcerous Shield**

The individual is surrounded by an enhanced shimmering shield of warp energy, protecting them from harm much more effectively .

#### **6. Time Dilation**

The individual can manipulate the flow of time around them, slowing it down or speeding it up as they see fit.

### **7. Shifting Limbs**

The individual's limbs constantly change shape and size, granting them unparalleled flexibility and adaptability.

### **8. Astral Projection**

The individual can project their consciousness into the warp, allowing them to travel great distances instantaneously.

### **9. Soul Drain**

The individual can drain the life force of others, using it to replenish their own strength and vitality.

## **3. The Endless Grimoire**

The Endless Grimoire is a tome of boundless knowledge, containing the secrets of countless spells and incantations from across the cosmos. Its pages are inscribed with shimmering runes that shift and change with each passing moment, reflecting the ever-changing nature of the warp. Those who possess the Endless Grimoire gain access to unparalleled arcane power, allowing them to wield magic of unimaginable potency and complexity. The tome is said to be a conduit to the realm of Tzeentch himself, granting its wielder the ability to reshape reality according to their whims.

## **4. The Impossible Robe**

The Impossible Robe is a garment woven from the fabric of reality itself, its threads shimmering with iridescent hues that defy description. Those who don this robe find themselves draped in layers of ever-shifting patterns and colors, each more mesmerizing than the last. Despite its ethereal appearance, the Impossible Robe is as durable as the strongest armor, able to deflect blows and spells alike with ease. Moreover, it grants its wearer the ability to phase in and out of existence at will, allowing them to evade attacks and move with unmatched agility. However, the true power of the Impossible Robe lies in its ability to warp the fabric of reality itself. With a mere gesture, its wearer can bend space and time to their will, reshaping the world around them in accordance with their desires.

## **5. The Everstave**

The Everstave is a twisted staff, imbued with the ever-changing essence of Tzeentch. Its form seems to shift and writhe in the hands of its wielder, each moment presenting a new configuration of arcane symbols and eldritch energies. With but a touch, it can unleash torrents of warpfire that warp and mutate all in their path. Those struck by its arcane bolts find themselves twisted and contorted, their bodies reshaped into grotesque forms by the raw power of Chaos.

## **6. The Warpfire Blade**

The Warpfire Blade is a weapon of infernal origin, forged in the ever-shifting depths of the Realm of Chaos. Its blade burns with the iridescent flames of Tzeentch, flickering and dancing with unnatural hues. With each strike, it leaves behind trails of warpfire that twist and warp the very fabric of reality. Those unfortunate enough to be wounded by the Warpfire Blade find themselves consumed by eldritch flames, their bodies wracked with mutation and chaos. Even the most stalwart armor offers little protection against its otherworldly flames, as they seem to seep through any defense with ease.

## **7. Chaos Boons 3**

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

### **1. Warp-Flux**

The individual can manipulate the flow of warp energy to their advantage, redirecting spells and enchantments to suit their needs.

### **2. Warp-Infused Voice**

The individual's voice becomes infused with warp energy, allowing them to unleash devastating sonic attacks that shatter eardrums and rupture internal organs.

### **3. Dimensional Phasing**

The individual can phase in and out of reality at will, allowing them to pass through solid objects and evade attacks with ease.

#### **4. Warp-Tainted Bloodline**

The individual's bloodline is tainted by the touch of chaos, granting their descendants them unnatural abilities and mutations that set them apart from their kin.

#### **5. Warp-Touched Vision**

The individual's vision becomes augmented with the power of the warp, allowing them to see through illusions and perceive hidden truths that are invisible to mortal eyes.

#### **6. Warp-Touched Blood**

The individual's blood becomes infused with warp energy, granting them unnatural vitality and regenerative abilities.

#### **7. Tzeentch's Veil**

The individual can cloak themselves in shimmering illusions that bend light and sound, rendering them invisible to the naked eye.

#### **8. Warp-Spawned Minions**

The individual can summon Blue Horrors once a day from the warp to serve them in battle, bolstering their ranks with creatures of nightmare and madness.

#### **9. Tzeentch's Gambit**

The individual can manipulate probability and chance to their advantage, ensuring that fortune favors them in all their endeavors.

#### **8. Daemon Weapon**

When a daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. But not to worry, as this daemon has submitted to your will. Choose any melee weapon in your arsenal to seal the daemon in it. The daemon inside will augment your magical powers immensely but also grants you an extra unique ability of its own. Now, roll a 1d9 to determine what abilities your demon weapon bestows upon you

1. None of this weapon has any further abilities.
2. This daemon weapon channels the raw energies of the chaos realms, granting its wielder enhanced spellcasting abilities and protection against enemy magic.
3. Mystical flames upon striking an enemy, inflicting both physical and magical damage with each blow.
4. With a swing of this weapon, reality itself warps and fractures, causing nearby enemies to lose their bearings and become disoriented.
5. This weapon emits haunting whispers that sow doubt and confusion in the minds of nearby foes, reducing their morale and resolve.
6. This weapon draws upon the shifting energies of dusk and dawn, allowing its wielder to phase in and out of existence, becoming incorporeal for brief moments to evade attacks.
7. This weapon feeds on the psychic energy of its victims, draining their thoughts and memories with each strike, empowering its wielder and leaving enemies disoriented and vulnerable.
8. This weapon cuts through armor and flesh alike with spectral blades, bypassing physical defenses to strike directly at the soul of its target.
9. This weapon emits a beacon of chaotic energy, drawing nearby daemons and warping reality in its vicinity, making it a focal point for Tzeentch's influence on the battlefield.

## **9. Gaze of Tzeentch**

Tzeentch is pleased with the vast number of schemes you were able to do in the worlds you visited. As a reward for your dedication, you may now roll two dice in any section you choose that aligns with your unit's criteria. This grants you two Tzeentch Gifts for free, with both gifts counting as one towards your limit.

## **Exalted Generals only :**

Roll 1d9 to see what they get.

### **1.Nothing 3**

Yes you get nothing and it counts to your limit.

### **2.The Soul-Eater Stave**

The Soul-Eater Stave is a potent weapon imbued with the hunger of chaos. It possesses the ability to consume the life force of those it strikes, draining their vitality and empowering its wielder. With each blow, the stave siphons fragments of the victim's essence, leaving them weakened and vulnerable. This stolen energy bolsters the wielder's own strength and resilience, fueling their sorcerous powers and ensuring their dominance on the battlefield. Additionally, the Soul-Eater Stave can unleash devastating blasts of warfire, searing the minds and bodies of its foes with unrelenting psychic energy.

### **3.Soulbane**

Soulbane is a dread weapon crafted with the purpose of sundering the spiritual essence of its victims. Infused with the malevolent energies of chaos, it radiates an aura of dread that saps the courage and resilience of those who face it. Upon striking a foe, Soulbane not only inflicts physical harm but also seeks to sever the connection between body and soul, leaving its target vulnerable to the predations of the warp. With each blow, it tears at the fabric of the victim's being, leaving them spiritually weakened and vulnerable to further assaults. Additionally, Soulbane has the ability to disrupt magical energies, rendering spells and enchantments ineffective in its presence.

### **4.Otherworldly Prescience**

This unit has unparalleled foresight and insight into the shifting tides of fate. When wielding a weapon endowed with Otherworldly Prescience, the bearer gains the ability to perceive glimpses of potential futures, allowing them to anticipate their enemies' movements with uncanny accuracy. This preternatural foresight enables them to evade attacks with preternatural grace and strike with precision, exploiting the slightest vulnerabilities in their opponents' defenses.

## **5. Bathed in Chaos**

This mutation that imbues its bearer with the raw energies of chaos granting them heightened resilience and otherworldly powers. Those bestowed with this mutation become suffused with chaotic energies, their very essence infused with its unpredictable and maddening influence. This mutation manifests as a shimmering aura that surrounds the individual, crackling with arcane energy and distorting reality around them. In battle, this is able to withstand tremendous amounts of punishment, their bodies has enhanced durability and regeneration not to mention their reserve in magic is almost limitless.

## **6. Tome of Endless Dimensions**

The Tome of Endless Dimensions is a mystical grimoire infused with the chaotic energies of Tzeentch, granting its bearer control over the very fabric of reality itself. Within its ancient pages lie secrets of space and time, allowing the wielder to manipulate dimensions at will. With the Tome of Endless Dimensions in hand, the bearer gains the ability to bend and warp space, creating rifts and portals to other realms with but a word. They can open gateways to distant worlds, summoning forth daemonic legions or unleashing devastating energies upon their foes. Moreover, the Tome grants its wielder the power to distort the physical laws of reality, twisting and reshaping matter to suit their whims.

## **7. Crystal Tome**

The Crystal Tome is a legendary artifact imbued with the essence of Tzeentch, containing boundless knowledge and arcane secrets within its crystalline pages. Its shimmering surface reflects the ever-shifting colors of chaos, hinting at the vast mysteries contained within. Those who possess the Crystal Tome gain unparalleled insight into the workings of magic, unlocking spells and incantations beyond mortal comprehension. With but a touch, the bearer can tap into the raw energies of chaos, channeling its power to unleash devastating sorceries upon their enemies. Moreover, the Tome serves as a conduit for communing with the Changer of Ways himself, allowing the wielder to seek guidance or make pacts with the fickle god of change.

## **8. Eternal Spells of Tzeentch**

You have ascended to the esteemed rank of arcane sorcerer of Tzeentch. This elevation has increased the power of your spells and mind, allowing you to chant to disrupt spells and summon one of three potent permanent Eternal Spells of Tzeentch on the battlefield.

**The three Eternal Spells that you can summon are :**

### **1. Burning Sigil of Tzeentch**

Drizzling with ectoplasm and daemonic fire, the summoned sigil of Tzeentch brims with mutative energies capable of transforming those nearby into myriad fleshy forms. To linger in its proximity is to court the horrors of grotesque metamorphosis – a perilous gamble in the tumultuous theater of war. These mutations are as much a blessing as they are a curse.

### **2. Tome of Eyes**

By conjuring the Tome of Eyes, a spellcaster can unravel knowledge inscribed by daemonic forces as the tome decrypts them in return; thereby gaining access to the legendary Parchment Curse. This sinister spell transmutes the foes of the caster into dispersing sheaves of paper, each documenting a sinister and distorted rendition of the victim's life tale.

### **3. Daemonic Simulacrum**

The twin-headed monstrosity called the Daemonic Simulacrum isn't a genuine daemon but a living illusion, a reflection of the deceit and cunning of the Lords of Change, who steer their Arcanite puppets into battle. Despite its ephemeral nature, when these deceptive entities strike, they have the power to rend the minds of their enemies, reducing them to drooling imbeciles.

## 9. Daemon Summoning

Now you possess the ability, through your chants, to summon daemons to the battlefield once a day. These daemons will remain until the battle is won or they are banished. When you 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



## **Infantry only :**

This includes Generals and Heroes excluding ***Lord of Change and any unit that took any of the Mount upgrades*** Roll 1d9.

### **1.Nothing 4**

Yes you get nothing and it counts to your limit.

### **2.Locus of Conjunction**

This aura serves as a focal point for the manifestation of Tzeentchian sorceries, drawing upon the boundless energies of the Warp to weave spells into reality. Those within its vicinity of this aura find their own magical abilities heightened, enabling them to cast their incantations with greater potency and precision.

### **3.Expert Flamecasters**

The flames emanating from this unit strike terror into the hearts of any unfortunate souls they engulf. Moreover, those who are touched by these infernal fires find their minds plunged into a state of unrelenting fear, rendering them unable to regain their composure for a period of time determined by rolling a 1d9.

### **4.Merge Merge**

The number of soldiers in this unit has been halved, as they have been absorbed or cannibalized by their own allies. However, despite this reduction in numbers, the remaining unit has become four times stronger than before. Additionally, if the unit is a general, roll a d10 again on the general section. On a result of 1 or 10, reroll the die. Regardless of the outcome, the hero now merges with the new unit and gains all of their abilities and possible upgrades (excluding mounted ones) from the list, which they can freely choose.

### **5.Fires of Tzeentch**

The flames of Tzeentch burn deep into both mortal flesh and inanimate objects alike. Once ignited, these flames cannot be extinguished until the target is reduced to nothing but ash.

## **6.Shatterselves**

When this unit is wiped out in battle, roll a 1d9. The result indicates the number of months before that unit is summoned back from the Realm of Chaos.

## **7.Locus of Transmogrification**

This is one of the most potent abilities wielded by the followers of Tzeentch, and this entity exploits it to its advantage. Strikes destined to banish its minions instead falter and fail. Injuries inflicted upon its units shift and warp, restoring them to full health. Through a continuous series of alterations, what appears to be victory for the enemy swiftly morphs into bewildering and utter defeat.

## **8.Spiteful Backlash**

A daemoniac boon manifests in the form of sentient and malevolent warpflame, swirling around this entity's physical manifestation. It lashes out at those who dare to hinder its sorcerous endeavors, exacting punishment upon them. Should anyone attempt to dispel the spells cast by this unit and fail, their very soul suffers damage as a consequence.

## **9.Extra Extra**

The number of soldiers within this unit has doubled, yet they retain their previous strength and prowess.



## **Cavalry only :**

This includes Generals and Heroes that *took the Mount Upgrade*.  
Roll 1d9 to determine what Gift they get.

### **1.Nothing 5**

Yes you get nothing and it counts to your limit.

### **2.Invisibility**

This unit is now completely invisible to anyone they don't consider allies, and this invisibility can't be broken except by the most powerful of magic.

### **3.Ornate Tzeentchian Spears**

These spears or ornaments, when equipped to any melee weapon, bend both space and time to ensure that the attacks of this weapon will hit their target first.

### **4.Savagery Of Chaos**

The mounts of this unit are savage beasts whose attacks not only increase in damage and affect the soul of the target but also inflict random status effects on their enemies. These effects can range from simple poisoning to uncontrollable laughter on the battlefield.

### **5.Winds of Instability**

The shifting tides of the winds of magic protect this unit from harm. In addition to the normal barrier shielding this unit, an invisible barrier of wind alters the trajectory of both long-range and melee attacks targeting this unit, making it harder to hit..

### **6.Arcane Fusillade**

Usually, when casting spells, units are required to stand still. However, this unit has been granted an absurd level of focus. Even when galloping at full speed, the spells cast by this unit won't fail.

### **7.Harmony Of The Wind**

Wind resistance doesn't affect this unit's speed at all. The Windlord has blessed this unit with the wind's protection during travel, increasing both its speed and the distance traveled by three times in a day.

## **8.Thief of Fate**

The power bestowed upon this unit by Tzeentch transcends the boundaries of time itself. When they strike down an enemy, they not only end their current existence but also sever their future potential. This means that regardless of any future circumstances or attempts at resurrection, that individual or entity can never return to life in any form, whether as a daemon, undead creature, or through any other means of resurrection

## **9.Aerial Battles**

In the realm of aerial combat, the minions of Tzeentch find themselves bolstered by the chaotic winds of magic. These swirling currents of energy grant them increased agility and maneuverability in the air, allowing them to outmaneuver their foes with unparalleled grace. Additionally, the ever-shifting nature of Tzeentch's influence infuses their attacks with unpredictable and devastating power, making them a force to be reckoned with in the skies. As they soar amidst the clouds, their enemies find themselves at the mercy of an enemy whose movements are as unpredictable as the winds themselves. If Chaos knight receive this their mounts are change to disk of Tzeentch free of charge.



## **Monster only :**

This includes *Lord of Change, Exalted Flamers of Tzeentch, Daemon Princes, Soul Grinder, Ogroid Thaumaturge*, and Units that took the mount upgrades of Dragon. Roll 1d9 to determine what Gift they get.

### **1.Nothing 6**

Yes you get nothing and it counts to your limit.

### **2.Regenerates**

The unit's mastery over magic is so profound that it bestows upon them a passive ability to heal injuries sustained in battle. Through the constant flux of their mutating bodies, wounds slowly regenerate over time, allowing them to withstand even the most grievous of injuries. This innate regenerative capability, fueled by their potent magical reserves, ensures that they can endure prolonged conflicts with resilience and fortitude, emerging from battle ready to face new challenges.

### **3. Chaos Guns**

A mutation has manifested on the hands, birthing a massive tentacle creature that writhes and thrashes about, continuously unleashing random spells in all directions around the perimeter of this unit. The unpredictable nature of these spells adds an element of chaos to the battlefield, wreaking havoc on anything unfortunate enough to be caught within their range.

### **4.Aura Of Change**

Whenever this monstrous entity lingers in an area for extended periods, the surroundings undergo turbulent changes. These alterations, whether beneficial or detrimental, occur at an accelerated rate, mirroring the deep desires of the enigmatic Raven Lord.

### **5.Insanity Creator**

When this monstrous entity looms before its enemies, their morale shatters under the weight of horror. The mutations wrought by its presence are so ghastly that they sow seeds of doubt in their very humanity.

## **6. Bendable body**

The bodies of this unit can contort like paper or rubber, allowing them to maneuver into any nook and cranny with ease, whether it's to dodge attacks or infiltrate a city undetected.

## **7. Take You Down With Me**

When this unit is banished and returns to the warp, it triggers a catastrophic explosion, creating a chaotic vortex that indiscriminately draws in everything nearby, whether friend or foe. The churning maelstrom of energy devours all within its reach, tearing apart the fabric of reality itself as it seeks to consume everything in its path.

## **8. Thickened Hide**

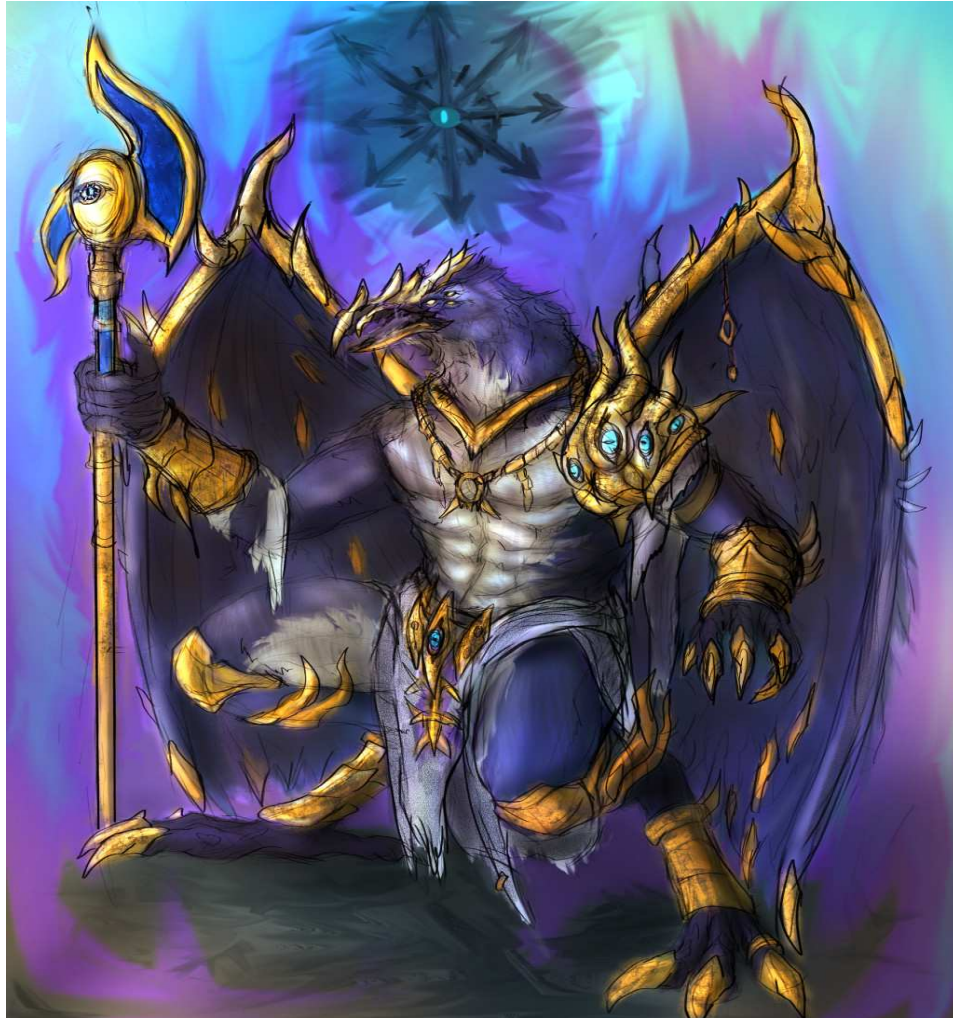
As a monstrous entity, this unit is often an easy target for ranged attacks due to its size. However, the skin of this unit has been hardened specifically to resist all forms of ranged assaults. Regardless of the enemy's attempts to pierce its defenses with arrows or projectiles, they will find their efforts futile as the unit advances relentlessly.

## **9. Titans' Size**

One advantage of being a monster is their immense size. With this reward, the size of this unit has been doubled, transforming them into truly colossal beasts on the battlefield.



## Accession to Daemon Prince/Princess of Tzeentch



***This is limited to mortal Generals only.***

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

For those deemed worthy of ascension, the path to daemonhood is arduous and demanding. Tzeentch does not bestow this blessing lightly, requiring those who seek it to prove their worth through deeds of unparalleled powers in magic and

schemes . Only the most sneaky and intelligence followers of Tzeentch are considered for this transformation.

To qualify for the opportunity of daemonhood, a mortal must demonstrate exceptional devotion to Tzeentch and exhibit extraordinary prowess in magic. This can be achieved by fulfilling at least 1d4 of the following criteria:

1. Create at least 900,000 chaos spawn with your own powers gifted by The Architect of Fate. And you need to do this by yourself; this includes the power of machines.
2. By accumulating a total of eight Tzeentch Gifts, bestowed upon you as tokens of his favor and recognition of your dedication to the Raven Lord.
3. Create 9 unique schools of magic spread between 9 different worlds.
4. Remove and replace one god's place as the center of worship in nine worlds with Tzeentch .
5. Sacrificing a minimum of 900,000 individuals on an altar of change within a span of 9 years.
6. In each world they visit, each unit rolls 3d9. If all values of the dice are 9, then the unit has to fulfill one requirement to reach daemonhood. This option cannot substitute for options 1 to 5 and can only be used to fulfill one out of the 1d3 requirements for daemonhood.

Regardless of which requirements you or your followers have fulfilled, upon completion, the sky would turn blue, and reality would start shifting , imbuing the mortal flesh with warp energy. Transforming them into a Daemon Prince. As a Daemon Prince of Tzeentch, they receive the following benefits:

1. The unit is now immortal, unaffected by the passage of time, always in optimal shape, and their memories remain unchanged, perfectly recalled.

2. Another effect of Daemonhood is that the body of the unit has grown by at least four times its previous size. Additionally, when slain, they are instead banished to the Chaos Realm and will reappear in the mortal plane after 1d3 years has passed.
3. The transformation bestowed upon the unit often manifests as the iconic figure of a birdman, embodying the essence of avian grace and power. With a beak poised for speech or battle, talons sharp and ready to rend, and wings spread wide in majestic flight.
4. Normally, a Daemon Prince is bound to the will of the Tzeentch whims and plans. However, in this case, this unit has retained its autonomy.
5. Tzeentch powers run deep within the very essence of the unit's being. As a result, any and all abilities granted by the Lord Of Change have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Lord of Change without any issue in terms of magic.
6. As Daemon Princes, they retain any Tzeentch Gifts they received while still mortal. However, they cannot roll again in the infantry section. In return, upon ascension, this unit receives four Tzeentch Gifts for free in any sections that fit the criteria to also remove any 1d3 Nothing gifts it may have gotten and is now completely immune from gaining any more of Nothing gifts instead they must reroll . Additionally, their limit of Tzeentch gifts that they can receive has been increased to 16.
7. All possible equipment and mounts that this unit has access to have been upscaled to fit the new size of its body. For example, the Disk of Tzeentch that it was riding has now grown to the size of an elephant.
8. The unit's very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of Tzeentch prove that immortality is within their grasp. Those who wish to attain such power will follow the will of the Raven Kings without hesitation.

## Drawbacks:

### **+0 Supplement:**

This supplement can be utilized across multiple jumps. However, only on the first jump where this supplement is employed will you receive the 100 or the 1d100+9 Favours of Tzeentch for free, as you are playing in one of his games on this particular jump. Subsequent uses of this supplement will require fulfilling scenarios from previous or future worlds to acquire more units and potentially upgrade them through this supplement.

## Notes:

1. This is the third supplement of the chaos gods. I hope you enjoy it.
2. You can import your army into one companion slot or break into multiple slots.
3. The units here are mostly effective in leading and being lead by Tzeentch followers.
4. If you use this supplement and had any other marks of the chaos gods. Than your mark is transformed into the mark of Chaos Undivided. And this mark has the combine abilities of all the chaos gods that you previous had plus Tzeentch.
5. Changes to 1.0
  - The dice in daemon prince Accession have been decreased from 4d9 to 3d9.
- 6.

## 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