Game by Games Workshop, Jump by Aehriman

There was once a world of endless war, of heroes and horrors untold. It ended.

As Sigmar, god of men, hurled through the void, clutching the molten core that was all he could save of the Old World, the World-That-Was he could only reflect on his failures. Then he encountered the dragon Dracothion, who showed him the formation of a new cosmos. Eight separate planes, condensed from the Winds of Magic, linked by Realmgates. Sigmar was delighted, but wary because experience had taught him that his dark mirror, Archaon the Everchosen, would inevitably appear to destroy all he had built.

For a time, Sigmar roamed the Mortal Realms, slaying great beasts, forging alliances to withstand the coming of Chaos, and secreting powerful artifacts into hidden vaults. This was the Age of Myth, when the Mortal Realms were new.

Then the worst happened, Chaos came and though Sigmar and his Pantheon struggled mightily in the Realmgate Wars, they were betrayed by Nagash and the Orruks and ultimately defeated. Sigmar retreated to his home-realm of Azyr, sealing it off for a thousand years. This was the Age of Chaos, where the servants of the Dark Gods ran amok nearly unrestrained.

But Sigmar hadn't truly abandoned the rest of the Realms, he was merely regrouping. With the aid of the Six Smiths, using the core of the World-That-Was, he forged the souls of martyrs into immortal warriors of lightning, his Stormcast

Eternals, and when they were ready, unleashed an army like none before. This is the Age of Sigmar, where the mortals take their worlds back!

Have **<u>1,000 Choice Points</u>** (CP) to get you started.

AGE, SEX, RACE

Countless tribes and ethnicities exist in the Mortal Realms. Species we'll address later. You can set your age and physical sex at whatever you'd like.

STARTING LOCATION

Choose. Or Roll a d8 for +100 CP.

1. **Azyr** - The Celestial Realm, a place of glowing palaces ruled directly by Sigmar, including Azyrheim the last of the Great Cities from the Age of Myth. Sigmarion, the great stronghold of Sigmar with a spire so high all Azyrheim can be seen from it. Here is kept Mallus, the core of the World-That-Was, and here the Stormcast Eternals are made. From other Realms Ayzr is visible as the brightest star in the evening sky.

2. **Aqshy** - The Realm of Fire, not a hellscape but a hot region of deserts and plains, with sulfurous fumes from the ground a constant hazard. The forces of Chaos have long dominated this plane, particularly the Bloodbound of Khorne, though free cities and areas remain, like the Brimstone Peininsula.

3. **Chamon** - Realm of Metal, a shifting world where transmutation is law, home to most Duardin with bronze plains, silver seas, bronze mountains and iron deserts. Aether-gold forms the clouds, harvested by Kharadon Overlords.
4. **Ghur** - Realm of Beasts, a primeval, untamed plane. Once home to great beastlords and hunter kings. Now largely overrun by nomadic tribes of Orruks. Amusingly, there is a low-key struggle by a Realmgate where the Orruks keep defacing a state of Archaon, and the slaves of Chaos keep restoring it.
5. **Ghyran** - The Jade Kingdoms, the Realm of Life was made beautiful by Alarielle, then thoroughly tainted by Maggotkin of Nurgle. The forces of life have been locked in struggle ever since.
6. **Hysh** -Realm of Light, ruled by the twin gods Teclis & Tyrion, home to many aelves. A realm of symmetry, order and enlightenment, divided into the Ten Paradises. Chaos had trouble with this one. Instead they stoked the natural competition of the greatest lords and scholars until civil war erupted over this now-broken realm. In other Realms, Hysh is the Sun.
7. **Shyish** - The Amythest Realm, death. Formed from every underworld and afterlife dreamt of by mortal-kind, ruled by Nagash from his great city of Nagashizzar.
8. **Ulgu** - Realm of Shadow, domain of the Shadow King, Malerion (once Malekith) where thirteen realms compete for his favor or that of his mother, Morathi. Ulgu and Hysh orbit each other, creating the day/night cycle in the other Realms as half the day the Shadow swallows the Sun.

GRAND ALLIANCE

Choose One.

ORDER - Broadly the forces fighting for civilization and the ability to live their lives. Highly diverse in philosophy, but willing to set aside their differences against chaos. This includes the Cities of Sigmar, Stormcast Eternals, Kharadon Overlords, Seraphon, Iodeneth Deepkin, Lumineth Realmlords, Fyreslayers, Sylvaneth and even the Daughters of Khaine.

CHAOS - Wretched slaves of the Dark Gods and their Everchosen, Chaos destroyed one world and is batting for two. Slaanesh has been captured by aelves, the souls They had devoured being gradually freed, and the Great Horned Rat has taken the Prince of Pleasure's place among the Four. Their forces include the Slaves of Darkness (Chaos Undivided), Blades of Khorne, Maggotkin of Nurgle, Skaven, Disciples of Tzeentch, Hedonists, Beasts, & Legion of Azgorh (Chaos Duardin).

DESTRUCTION - Hordes of barbaric forces fighting for freedom, loot, or the love of conflict. Maw-Tribes of Ogors, Orruk Warclans, gargantuan Sons of Behemut and Gloomspite Gitz. Git ready for WAAAAAGH!

DEATH - The living are so *noisy*. Always fighting, screaming, begging. Nothing like the peace of Death, which Nagash hopes to bring to all with his ghostly Nighthaunt, delusional Flesh-Eater Courts, Deathrattle, Soulblight Gravelords and Ossiarch Bonereapers.

FACTION

Refine your choice. Pick one, six perks discounted, plus two more from inside your Grand Alliance.

Cities of Sigmar (ORD) From Hammerhal to Settler's Gain, the Living City to Greywater. The Cities of Sigmar are visions of civilisation and hope made manifest. Gleaming metropolises built around the towering bastion of a Stormkeep, they are heavily fortified against the armies of darkness. Within their high walls, aelf, duardin and human thrive in somewhat peaceful coexistence.

- **Drillmaster** (-100 CP, FREE Cities) You have a well-earned reputation for strict and demanding training regimes, able to turn a rabble into a fine militia in no time.
- **Warriors of the Realms** (-100 CP, FREE Cities) Inhabitants of the God-King's cities learn to adapt to and master their native realms
- **Aura of Serenity** (-200 CP, discount Cities) You have found an inner peace, and unshakeable calm which inspires your warriors to stand without fear against the worst the Realms can offer.

- **Illicit Dealings** (-200 CP, discount Cities) To have power and influence in Anvilgard, one must know the right people. You have a vast network of underworld contacts to provide intelligence or support your efforts.
- **Amplified Sorcery** (-400 CP, discount Cities) Intense study allows a Collegiate Arcane to summon particularly devastating spells.
- **Warden of the Flame** (-400 CP, discount Cities) This title is bestowed upon the leader of Hallowheart's standing army, a role granted only to the shrewdest of tacticians, such as yourself.

Stormcast Eternals (ORD) The Ground Marines are the souls of mortal heroes that have been transformed into supernatural warriors in the forges of Azyr, each the embodiment of Sigmar's storm. They are the God-King's wrath made manifest, the SigMarines and they were created for one single purpose: outright war!

- **Scions of the Storm** (100 CP, free Stormcast) Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival. You may arrive wherever seems advantageous on the battlefield.
- **We Cannot Fail** (100 CP, free Stormcast) The Hammers of Sigmar have stared down the greatest of horrors without yielding, refusing to fall until their task is completed. Your will to continue and courage are legendary.

- **Celestial Radiance** (200 CP, discount Stormcast) The power of the heavens cloaks this warrior, turning aside even the most lethal of blows.
- **One Step Ahead** (200 CP, discount Stormcast) Just as lightning never strikes twice, so too do the Stormcast fight in unpredictable fashion. Experience and observation and schemes avail not your foes.
- **Blaze of Glory** (400 CP, discount Stormcast) Should a Stormcast Eternal be defeated in combat, the soul-charged energy released upon their ascension scorches any who dare stand over them, and they rise again less some memories, and perhaps a shred of their humanity.
- **Masters of Heavenly Lore** (400 CP, discount Stormcast) No arcane secrets are as carefully guarded as the lore or High Azyr, the magics that make the Stormcast doctrine work. Yet you have mastered these secrets.

Lumineth Realmlords (ORD) The Lumineth are often mistaken for angelic beings of pure light, for they glow with the glorious power of Hysh. Their incredible intellects were once turned to the pursuits of art, magic and philosophy, but now they are attuned to the business of war. To fight them is to battle not only the aelven warhosts but the Realm of Light itself.

- **Aelf** (100 CP, FREE Lumineth) All Aelves are supernaturally swift, agile and graceful, and long are their years. So is it with you.

- **Lightning Reactions** (100 CP, FREE Lumineth) Lumineth Realm-lords possess a natural skill and talent that far outstrips that of most other races. When combined with decades of martial training, this creates an elite warrior who can think faster, act more decisively and fight more proficiently than any other.
- **Enduring as Rock** (200 CP, discount Lumineth) As the Alarith, hailing from the high mountains of Hysh, you have learned to meditate upon mountains and harden your flesh as if stone.
- **Gravity Defying Champion** (200 CP, discount Lumineth) You are a celebrated champion, even among the aelves your speed, dexterity and will are legend. The speed and skill of your motions earns you the respect of even the most jaded Hurakan Windcharger.
- **Grand Strategist** (400 CP, discount Lumineth) From Tyrion you have learned to prepare every battlefield and leverage every possible advantage against your foe. You are by far his greatest student in the art of war.
- **Power of Hysh** (400 CP, discount Lumineth) In the World-That-Was you would be accounted a great master of Light Magic.

Kharadon Overlords (ORD) High above the clouds of the Mortal Realms there thrives an empire of unrivaled prosperity and aerial power. Guided by the wisdom of their Code, the Steampunk Sky-Pirate Dwarves send forth airship fleets to dominate the skyways – all who challenge the Kharadron's supremacy are quick to suffer the wrath of their techno-arcane war machines.

- **Duardin** (-100 CP, FREE Overlord) You are one of the Duardin, short but one of the toughest and strongest of mortals. Also longer lived than humans.
- **Stick to the Code** (-100 CP, FREE Overlord) The Code is the great constitution that guides every aspect of the Kharadron Overlords' lives. However, the duardin of the different sky-ports have wildly varying interpretations of its many rules and exceptions. You are a master of navigating this and all other complex structures of law and bureaucracy.
- **Grudgebearer** (-200 CP, discount Overlord) You never forget a slight, biding your time until you take your revenge. You are far stronger when fighting someone who has bested or wronged you before.
- **Stormcaller** (-200 CP, discount Overlord) An experienced Aetheri Navigator, you are sensitive to the slightest changes in the wind, aware of weather long before it hits.
- **Cunning Fleetmaster** (-400 CP, discount Overlord) An experienced sky-sailor, able to strike from any direction, never strikes where expected. You have mastered the art of unpredictability.
- **Tough As Old Boots** (-400 CP, discount Overlord) A grizzled veteran of a thousand battles, your resilience is legendary even among the Duardin.

Fyreslayers (ORD) The Duardin warrior-god Grimnir fell in battle, his divine flesh turned to Ur-gold and scattered across the realms. His disciples try to piece together his divinity, working as fierce mercenaries for ur-gold to turn into empowering tattoos.

- **Duardin** (-100 CP, FREE Fyreslayer) You are one of the Duardin, short but one of the toughest and strongest of mortals. Also longer lived than humans.
- **Fury of the Fyreslayers** (-100 CP, FREE Fyreslayer) 'Attack, attack and attack again' is the Fyreslayer's mantra. You have the ferocity, will & perseverance of a true Slayer.
- **Relentless Grudge Settler** (-200 CP, discount Fyreslayer) When their quarry is in their sights, these warriors charge headlong across the battlefield, eager to seek vengeance for past transgressions against them and their lodge.
- **Stubborn to the End** (-200 CP, discount Fyreslayer) You stand defiant in battle even after suffering the most grievous of wounds.
- **Ash-Beard** (-400 CP, discount Fyreslayer) So great is your mastery of magmic energies that you slightly smolder eternally. You can call upon the fires of Vulcatrix, and know the secrets to forming Ur-Gold tattoos with special powers.
- **Spirit of Grimnir** (-400 CP, discount Fyreslayer) You welcome all duardin into the ranks and lead them with a united purpose, each proudly bearing the runes of the Fyreslayers upon their bodies. Besides being a superlative leader, your very presence sets Ur-Gold ablaze with heightened power.

Sylvaneth (ORD) They are the watchers in the wood, the gale that howls through forest canopies. They are the fury of the wild places. As changeable as the weather, as merciless as nature itself, they are the Ents, vengeful forest spirits of terrifying power, and to any who enter their lands unbidden, they are death.

- **Master of the Hunt** (-100 CP, FREE Sylvaneth) Heartwood Sylvaneth are devout followers of Kurnoth, and honor him through the unflinching pursuit of their quarry. You are a most skilled hunter.
- **Seasons of War** (-100 CP, FREE Sylvaneth) The Sylvaneth are at one with nature, attuned to their surroundings in ways beyond the ken of other beings. It is a symbiotic relationship that reflects the seasons of the realms, and sees the Sylvaneth change in both appearance and demeanor to better suit the territories they safeguard. Gain a different bonus depending on season: regeneration in the spring, strength in summer, magic in autumn and damage in winter.
- **Our Roots Run Deep** (-200 CP, discount Sylvaneth) Ironbark Sylvaneth are steadfast defenders, forming up into grim living barricades from which they strike back at attackers. You are immovable in the face of adversity.
- **Radiant Spirit** (-200 CP, discount Sylvaneth) Shielding emerald energy surrounds you like a leafy sanctuary.

- **Spellsinger** (-400 CP, discount Sylvaneth) Like pollen caught on the wind, this wizard's magic can travel far afield indeed.
- **Warsinger** (-400 CP, discount Sylvaneth) You spur on Alarielle's children with stirring songs. You are adept at calling out to the essence of the natural world around you, wielding the land as both shield and sword to disrupt the approach of foes.

Daughters of Khaine (ORD) Aelves serving Morathi in the shadow realm of Ulgu, a cult to the lost God of Murder (secretly, to empower Morathi herself). Some come out of Slaanesh's belly wrong, with snake or birdlike features. The men have most of their strength and will stripped away, the women slaughter endlessly for their patron.

- **Aelf** (-100 CP, FREE Daughter) All Aelves are supernaturally swift, agile and graceful, and long are their years. So is it with you.
- **Master of Poisons** (-100 CP, FREE Daughter) You have an intimate knowledge of all poisons and can easily coat your blades in an elixir that can kill a warrior with a scratch.
- **All-Out Slaughter** (-200 CP, discount Daughter) The leaders of the Daughters of Khaine can exhort their warriors to commit acts of terrible slaughter. You know how to awaken a terrible bloodlust and animal ferocity in your forces.
- **Blood Rites** (-200 CP, discount Daughter) Before battle, the Daughters take part in holy rites of bloodletting. With each

sacrifice, the faithful are imbued with a fraction of their god's furious power.

- **Bladed Killer** (-400 CP, discount Daughter) Forged in the arena death-pits, you are among the most masterful warriors in the Mortal Realms.
- **Master of the Shadowpaths** (-400 CP, discount Daughter) Well versed in the arcane lore of shadows and the secret ways of the shadowpaths, you strike where least expected

Idoneth Deepkin (ORD) From out of blackness they come, emerging from the depths of the realms' seas upon a surging tide of magic. These merciless raiders do not seek merely to slaughter or enslave, however, for they are the Underwater Elves– they have come to take their victims' very souls. So yeah. Some aelves were too scarred by their time in Slaanesh's belly and were banished to the sea where they carved a civilization. One which raids others for souls to reproduce, but still opposed to Chaos.

- **Aelf** (-100 CP, FREE Deepkin) All Aelves are supernaturally swift, agile and graceful, and long are their years. So is it with you.
- **Predators of the Deep** (-100 CP, FREE Deepkin) The Idonesth are comfortable at any depth, able to breathe underwater and resist pressure.
- **Born of Agony** (-200 CP, discount Deepkin) The unimaginable suffering the Idoneth endured before their liberation from Slaanesh has inured you to all pain.

- **Soul Harvesters** (-200 CP, discount Deepkin) Over many battles, Deepkin warriors have perfected the art of the strike that incapacitates but does not immediately slay, allowing the Soulrenders to perform their grim duty at their leisure and ensuring no souls elude capture by the Idoneth.
- **Forgotten Nightmares** (-400 CP, discount Deepkin) The Idoneth disappear from the consciousness of their enemies almost instantly, leaving only a feeling of unease, like a dimly remembered nightmare.
- **Isharann Rituals** (-400 CP, discount Deepkin) The Isharann use their arcane talents for a wide range of tasks, including building, healing, soul harvesting and war. They draw energies from the realms, the seas and their own repressed emotions, and can perform esoteric rituals that unleash this dark power upon the battlefield, concealing fog to raging storms.

Seraphon (ORD) The Seraphon are the implacable turning of the cosmos personified. No mercy lies in their hearts – only a chillingly single-minded dedication to their goal. They are an enigmatic force in the Mortal Realms, an ancient race from beyond the stars born from an amalgam of celestial power, alien technology and a core of primal savagery.

- **Ferocity Unbound** (-100 CP, FREE Seraphon) The predatory instincts of the Seraphon have been honed over countless battles and through gallons of spilt blood.
- **Thickly Scaled Hide** (-100 CP, FREE Seraphon) The hard scales covering your skin can deflect even the sharpest blade.
- **Dominating Mind** (-200 CP, discount Seraphon) You can telepathically seize control of the monstrous beasts your servants bring to war, directing their every action to ensure the Great Plan continues apace.
- **Vast Intellect** (-200 CP, discount Seraphon) No secret is unknown to the mind of this unfathomable being.
- **Lord of Celestial Resonance** (-400 CP, discount Seraphon) You have become so attuned to the energies of the heavens that you can manipulate them with a mere thought. Commanding the flow of magic across the battlefield.
- **Master of the Material Plane** (-400 CP, discount Seraphon) The proficiency shown by the slann in manipulating their physical surroundings is beyond compare. Their secrets are also yours.

Slaves to Darkness (CHAOS) Where the worshippers of the Dark Gods march, the Mortal Realms tremble. Under the gaze of their dread pantheon, the Slaves to

Darkness carve their way through all who stand before them in pursuit of dark glory. At their head stride some of the most powerful servants of Chaos, forever seeking new challenges and conquests. (Chaos Undivided)

- **Countless Recruits** (-100 cp, FREE Slave) You find it easy to turn people's frustration with their lives to devotion to the Ruinous Powers.
- **Vow of Darkness** (-100 cp, FREE Slave) In the name of the Chaos Gods, you promise to bring wrath and ruin upon their hated enemies and may ask for their favor in return.
- **Favored by the Pantheon** (-200 cp, discount Slave) The Dark Gods pay special attention to you, granting boons and punishments in proportion to your deeds. In future Jumps this makes you highly visible to other gods.
- **Marked** (-200 cp, discount Slave) You have been marked as a Chaos Champion, with a number of enhancements and minor powers.
- **Idolator Lord** (-400 cp, discount Slave) Serving the Dark Gods as an oracle or prophet, you corrupt the masses and raise a rabble of frenzied worshippers to battle.
- **Daemon Prince** (-400 cp, discount Slave) The goal of all Chaos worshippers, you have ascended to become a Greater Daemon, having risen to a post where Chaos' pyramid scam largely benefits you.

Blades of Khorne (CHAOS) Devotees of the god of war and slaughter, Khornates charge into battle with a reckless disregard for their own lives. Only the killing matters, blood for the Blood God, skulls for his throne.

- **The Edge of the Axe** (-100 CP, FREE Khorne) Like the daemonic hounds that prowl around Khorne's throne, the Blades of Khorne are tireless in the pursuit of worthy prey. In battle they can barely be restrained, racing forwards and eager to be the first to see the blood flow.
- **Merciless Killers** (-100 CP, FREE Khorne) Their minds filled with nothing but a burning desire to hack the enemy to pieces, Khorne's warriors are nigh unstoppable in combat. Slaughter shall suffice in place of rest.
- **Hatred of Sorcery** (-200 CP, discount Khorne) Armies that mass beneath the banners of the Blood God not only share their patron's scorn for sorcery but are granted resilience against it. Should their rage prove hot enough to burn away foul magics, Khorne will no doubt bestow a blessing upon them.
- **Diabolical Purpose** (-200 CP, discount Khorne) You are a paragon of slaughter, and seek out worthy champions against which to test their blade. You can always pick out the commanders and champions of the opposing side.
- **Embodiment of Wrath** (-400 CP, discount Khorne) Wherever you tread, the air shudders and the land seethes as the Blood God's domain seeks to encroach upon the mortal plane. This can be toggled off.
- **Skulls For the Skull Throne** (-400 CP, discount Khorne) Khorne's warriors receive divine rewards from their master when blood is shed; whether the sacrifice is theirs or that of their foes matters not. The more you kill the more Khorne's blessings fall on your and your warriors.

Disciples of Tzeentch (CHAOS) While the crude warlords of the mortal races measure their success by territory conquered, the Disciples of Tzeentch seek nothing less than to capsize reality itself. They are masters of the sorcerous rite and the devious plot, if only too likely to realize too late they were never more than a pawn.

- **Glimpse the Future** (-100 CP, FREE Tzeentch) By focusing on the skeins of potential fates, the skilled sorcerer can glean hints as to future events in time to manipulate them to their advantage.
- **Miasma of Adaptation** (-100 CP, FREE Tzeentch) The very bodies of Tzeentch's veteran warriors have become imbued with the magical energy of Tzeentch, mutating to survive every environment.
- **Illusionist** (-200 CP, discount Tzeentch) You use misdirection and cunning, and false images and sounds, to render your enemies clueless.
- **Locus of Change** (-200 CP, discount Tzeentch) The miasma of instability that follows the minions of the Great Conspirator can send even the most focused warriors insane, the deceit of their own eyes rendering any martial skill useless.
- **Arch-Sorcerer** (-400 CP, discount Tzeentch) You are driven by an obsession to obtain as much of Tzeentch's wisdom as possible. Magic in all its forms comes easily to you.
- **Nexus of Fate** (-400 CP, discount Tzeentch) You manipulate what mortals consider 'destiny' as if it were a puppet, charting a course to your desired outcomes.

Skaven (CHAOS) The skaven are a race of mutant ratmen. They are true beings of Chaos, their every thought turned towards selfish advancement and conquest. Their technologies and magics are powered by the foul substance known as warpstone. Anarchic, prolific and deranged, the skaven are a threat to every living being in the Mortal Realms.

- **Lead From the Back** (-100 cp, free Skaven) In skaven society, the rear of a formation is seen as a position of honor. This is so that a warlord can use their underlines as a living shield. You are not expected to be in front of a charge.
- **Scurry Away** (-100 cp, free Skaven) To the skaven, prudent cowardice is a virtue, and their leaders do not think twice about scampering to safety when the going gets too dangerous. You know when to bail.
- **Incredible Agility** (-200 cp discount Skaven) You move with almost supernatural swiftness, leaping high over the heads of foes and scrambling up sheer surfaces with ease.
- **Master Scavenger** (-200 cp discount Skaven) Such an avaricious rat, you always seem to have a small horde of warpstone, skavenbrew or anything else you might need.
- **Moulder Supreme** (-400 cp discount Skaven) You are a master of the mutating, flesh-shaping arts of the Moulder Clan. Your creations are beyond compare.

- **Supreme Manipulator** (-400 cp discount Skaven) Even amongst a race as devious and self-serving as the skaven, there are those with minds so cunning and labyrinthine that they are able to manipulate their kin to do their bidding.

Maggotkin of Nurgle (CHAOS) Nurgle is the Chaos God of plagues, whose power waxes strong when disease and despair ravage the Mortal Realms. Though he is a source of fear and revulsion to his enemies, Nurgle is a perversely paternal god, generous with his foul gifts and proud of his worshippers' every disgusting achievement.

- **Bloated with Corruption** (-100 CP, FREE Nurgle) Your swollen body is turgid with foul secretions. Should your flesh be pierced, these rank fluids will squirt out to drench those nearby.
- **Diseased** (-100 CP, FREE Nurgle) Each of the Maggotkin is a walking vector of disease, a willing incubator for maladies that ravage the body and spirit with horrific virulence.
- **Boon of Virulence** (-200 CP, discount Nurgle) Nurgle has bestowed his fetid blessings thricefold upon your weapons, such that they positively hum with lethal maladies.
- **Disgustingly Resilient** (-200 CP, discount Nurgle) To slay one of the Maggotkin is a fearsome challenge; their bodies are all but immune to pain and their organs practically worthless compared to the corrupt energies which animate them.

- **Blessed with Fecundity** (-400 CP, discount Nurgle) Just as pollen clings to bees, you are weighted down with clusters of spore puffing fungi and carrion-scented blooms. Wherever you tread, sickening flora sprouts in great profundity and mycelial tendrils worm their way into the bones of the realms.
- **Unnatural Regeneration** (-400 CP, discount Nurgle) Wounds inflicted upon your flesh quickly fill with gunk and seal over - one might as well try to carve a rune in a bowl of rancid gruel as cause any lasting damage.

Hedonites of Slaanesh (CHAOS) The followers of Slaanesh take many forms, but every one of them is consumed with the thrill of excess. In times of war their obsessions reach lethal intensity, all semblance of sanity discarded as they plumb the depths of indulgent violence. They may appear ecstatic, but the Hedonites of Slaanesh are cursed beyond all measure.

- **Goading Hedonite** (-100 CP, FREE Slaanesh) You know how best to antagonize your opponents, luring them deeper into the clutches of Slaanesh's temptations.
- **Revel in Depravity** (-100 CP, FREE Slaanesh) To the Hedonites of Slaanesh, suffering - be it their own or that of others - is a formidable source of power. The more torment that smothers a battlefield, the faster and stronger these unholy hosts become.

- **Exquisite Dexterity** (-200 CP, discount Slaanesh) In the unlikely event that these warriors come across a worthy opponent, they use all their martial prowess to counter the foe's strikes.
- **Into the Fray** (-200 CP, discount Slaanesh) To be slow is to die! You understand in battle you must keep moving, reaching a deadly velocity that leaves a trail of corpses in their wake.
- **Monarch of Lies** (-400 CP, discount Slaanesh) With a flicker of hooded eyes, you can learn the secrets of those around them and whisper unsettling truths that distract your foes at a critical moment.
- **Best of the Best** (-400 CP, discount Slaanesh) You have to be at the apex of your craft at all times, and will fight all the harder if another threatens to eclipse you.

Beasts of Chaos (CHAOS) A new world and multiple ages past, and the Beastmen are still nobody's favorite army. They are anarchy given form, monstrous amalgams of animal and man intent on tearing down the wonders of civilisation and reducing the Mortal Realms to ruin. Birthed from the warping taint of Chaos and imbued with bestial fury, they stampede towards their foes in vast herds, leaving only horror and devastation in their wake.

- **Bestial Cunning** (-100 CP, FREE Beast) Guided by predatory instincts, this general orders the herd to lie in wait and prepare to ambush the enemy.

- **Sacrifice Seeker** (-100 CP, FREE Beast) You have become proficient in seeking out the most worthy sacrifices and dragging them back to be butchered before the herdstone.
- (-200 CP, discount Beast)
- **Wilderness Stalker** (-200 CP, discount Beast) You know how to fade into the shadows with unnatural speed, only to reappear at the enemy's flank.
- **Propagator of Ruin** (-400 CP, discount Beast) Your form seethes with anarchic power to throw off restraint and traps of all kind, bringing ruin to the world.
- **Twistfray Cursebeast** (-400 CP, discount Beast) Dark omens are spat from your maw, lore of the twisted wilds and dark storms and particularly curses..

Legion of Azgorgh (CHAOS) The Legion of Azgorh are the Chaos Dwarf forces that garrison the bleak and foreboding Black Fortress in the southern Dark Lands. The duty of this potent army of Chaos Dwarfs and Hobgoblin slave-soldiers is to raid across the River Ruin and patrol the savage wastes of the surrounding regions to maintain the Chaos Dwarfs' tentative dominion over the deadly, monster-plagued expanse.

- **Contemptuous** (-100 CP, free Azgorgh) You despise all other forms of life and see them as contemptible inferiors who only deserve death or enslavement. No need for guilt or remorse here!

- **Grotesque** (-100 CP, free Azgorgh) Your face is an unnerving sight in battle, twisted into a hideous appearance that exudes bestial malice and terrifies lesser foes into uselessness.
- **Furious Attack** (-200 CP, discount Azgorgh) You rain down blows with a terrible ferocity, staggering your foes no matter how braced they think they are.
- **Relentless** (-200 CP, discount Azgorgh) You are implacable and relentless when they attack the foe's elites, and scornful of their enemy's ability to stop them.
- **Blazing Body** (-400 CP, discount Azgorgh) You can ignite your body with a terrible, furnace-like glow which bars most foes from even approaching.
- **Hand of the Black Tower** (-400 CP, discount Azgorgh) You are a terrifying figure of command and learned in the fire sorceries of Azgorgh.

Orruk Warclans (DES) Greenskins, the chosen people of Gorkamorka, god of Destruction who forsook his alliance with Sigmar in the Realmwar, leading the first great WAAAGH! The warclans of the orruks are a big green fist that

slams into the guts of the Mortal Realms with each new day. Fighting purely for the savage joy of fighting.

- **Power of the Waaagh!** (-100 CP, FREE Orruk) When orruks gather together as part of a Big Waaagh!, the power of Gorkamorka builds in them over time, reaching a climax of violent energy that is eventually unleashed with utterly destructive results.
- **Strength of Purpose** (-100 CP, FREE Orruk) Da zealous self-belief of orruks disrupts the magic of daemons and turns spirits corporeal just long enough to hit 'em.
- **Killa Instinkt** (-200 CP, discount Orruk) Ya knows exactly where to strike fer maximum effect.
- **'Ere We Go, 'Ere We Go, 'Ere We Go!** (-200 CP, discount Orruk) The leaders of a Big Waaagh! know that a rousing chorus of 'Ere We Go does wonders for stoking the power of the Waaagh!
- **Mega Bossy** (-400 CP, discount Orruk) Yer a true leader of orruk-kind, and know just how to get the most out of a seething green sea of boys. This usually involves demonstrating that yer the 'ardest and 'killiest of the lot, of course. Yer booming voice constantly rings out across the battlefield, 'encouraging' the lads to get stuck in.
- **Take Dat, Ya Suckerz!** (-400 CP, discount Orruk) You can make orruks fight with discipline, even waiting to attack until the opportune moment, to pull off some brutally 'kunnin tricks.

Ogor Maw-Tribes (DES) When the Ogor Mawtribes march to war, the ground shakes beneath a rolling avalanche of unwashed flesh. Living embodiments of gluttony, ogres worship the ever-hungry Gorkamorka, whom they call the Gulping God. By stuffing their gaping mouths with raw meat, bone and whatever else they can get their greedy hands on, they give praise to their ravenous deity.

- **Impressive Bulk** (-100 CP, FREE Ogor) Having grown fat on the spoils of war, you fall as an avalanche of flesh when you crash into the enemy.
- **Thick Blubber** (-100 CP, FREE Ogor) A wall of fat allows you to weather volleys of missile fire from the enemy as you close the distance.
- **Gastromancer** (-200 CP, discount Ogor) There is no gory ritual that you do not know. All the lore of gut magic is an open book to you.
- **Surprisingly Hard to Kill** (-200 CP, discount Ogor) You and your minions are experts at dodging attacks!
- **Blessings of the Gulping God** (-400 CP, discount Ogor) When the feasting is good and the tribe is satisfied, the Gulping God shall extend to you a boon. Often a divine item, sometimes a power or mutation.
- **Chosen by the Everwinter** (-400 CP, discount Ogor) To wage war against the Beastclaw Raiders is to battle the brutality of winter itself. The magical ice storms that follow the Beastclaw tribes can bring death to those who face them in battle, as flesh and bone splinter in the supernatural cold. The icy touch of the Everwinter clings to you with extra severity, engulfing enemies who stray too close in a lethal storm of snow and hail.

Sons of Behemat (DES) Bellowing, stomping and crushing all before them, the gigantic Sons of Behemat are all but impossible to stop. Though they owe allegiance to no man, many are mercenaries, and fight all across the Mortal Realms. On the charge, a group of gargants can flatten a battleline whilst suffering only flesh wounds and the odd broken toe in return.

- **Grab Those Rocks And Chuck 'Em!** (-100 CP, FREE Sons) You can quickly and accurately throw rocks. Which means something entirely different at gargant scale.
- **Thick-Skinned** (-100 CP, FREE Sons) Tough as old boots, you have no problem ignoring the arrows and missiles of your enemies.
- **Lanky Git** (-200 CP, discount Sons) Your lengthy stride makes you far faster than your fellows.
- **Extra-Calloused Feet** (-200 CP, discount Sons) You've gotten so used to stomping on even the toughest enemies that your feet are legendary weapons in their own right.
- **Inescapable Grip** (-400 CP, discount Sons) Very few creatures can get away from your grasping fingers, or slip from your hold.
- **Seeing Red** (-400 CP, discount Sons) There's a tribe, the Breakers who are so incensed by any buildings, banners and attempts to claim land, they go into an unstoppable rage. Besides being a berserker, you are very good at quickly demolishing structures of all kinds.

Gloomspite Gitz (DES) Gretchins, some clans with spider mounts, and Troggoths who worship the Bad Moon and follow its random crooked path through the Realms. When the light shines forth, they are empowered in lunacy and you can expect an army of Grots.

- **Sneaky Gitz** (-100 CP, FREE Gits) You have mastered the ways of stealth and backstabbing.
- **Creepy Crawlies** (-100 CP, FREE Gits) You have an affinity for arachnids and other giant bugs, able to befriend and tame them.
- **Green Fingerz** (-200 CP, discount Gits) You're an expert at finding the best shrooms and fungi, and brewing powerful concoctions from them. Any herbs or fungi you need for your work are guaranteed to exist in future Jumps.
- **Fight Another Day** (-200 CP, discount Gits) You have mastered the art of disengaging and getting yourself out of a sticky situation.
- **Harbinger of the Everdank** (-400 CP, discount Gits) You rank the greatest among Gloomspite shamans, having mastered the lore of each group. You can cast all faction spells including but not limited to: Itchy Nuisance, Nikkit! Squig Lure, Hand of Gork, Scuttling Terrors, Sneaky Disraction, Curse of da Spider God, Scuttletide, Mork's Mighty Mushroom & Malevolent Moon.
- **Blessings of the Bad Moon** (-400 CP, discount Gits) It's said the light of the Bad Moon makes Gretchins ten times stronger and more dangerous. It certainly does for you, granting strength, regeneration, a toughened armored hide, increased magical prowess and the ability to summon and lead a horde. In future

Jumps this works with local moon phases, waxing and waning with the month.

Flesh-Eater Courts (DEATH) Hidden among the ruins of the Mortal Realms are the Flesh-eater Courts. Bound by the madness of their cursed monarchs, throngs of creatures known as mordants eke out a wretched existence, waging wars against kingdom after kingdom in order to feast on the flesh of their enemies, all while under the delusion that they are noble knights and ladies.

- **Bringer of Death** (-100 CP, FREE Flesh-Eater) Every enemy is a pitiful wretch that must be put out of their misery. Your contempt adds bite to your blade.
- **Frenzied Flesh-Eater** (-100 CP, FREE Flesh-Eater) The sight of a bleeding foe spurs ghouls into a frenzy, granting a surge of strength and resilience.
- **Completely Delusional** (-200 CP, discount Flesh-Eater) Your followers see all that is in your mind's eye, sharing your worldview and values.
- **Cruel Taskmaster** (-200 CP, discount Flesh-Eater) You drive your minions harder than ever, and they love you for it and can go for more.

- **Dark Wizardry** (-400 CP, discount Flesh-Eater) An aura of necromantic energy hangs thick around you. You are a master of the magics of death.
- **Savage Beyond Reason** (-400 CP, discount Flesh-Eater) The fury of battle drives you into an intense rage, becoming a powerful and frenzied berserker.

Nighthaunt - A fell wind is rising. From the darkest pits of Shyish comes a storm of ethereal figures. An eerie mist spreads before them, blotting out the sun. They muster upon corpse-strewn battlefields or ancient burial grounds, a ghostly army of phantoms. They are the supernatural, the dead, the damned – the Nighthaunts.

- **Terrifying Entity** (-100 CP, FREE Nighthaunt) Some powerful spirits take a gruesome appearance or an overwhelming aura of horror to entire new heights.
- **Hatred of the Living** (-100 CP, FREE Nighthaunt) The deep loathing the spirits of the Nighthaunt feel for those who still live is easily stoked. Your blades bite deeper into warm flesh.
- **Lingering Spirit** (-200 CP, discount Nighthaunt) So much amethyst magic exists within your spirit that its ethereal form is more resilient than most.
- **Spiteful Spirit** (-200 CP, discount Nighthaunt) A gheist's bitter resentment of its cruel existence is palpable, and can be channelled

into a vengeful curse to punish those who would do it harm. Retaliation against any who wound you.

- **Cloaked in Shadow** (-400 CP, discount Nighthaunt) Eerily intangible, your ethereal form fades in and out of existence like some wispy cloud of supernatural mist. Basically, you can turn intangible.
- **Ruler of the Spirit Hosts** (-400 CP, discount Nighthaunt) The deathly power of your spirit is like a siren call, an unseen signal that beckons to others from beyond the grave. Ghosts and spectres of all kinds flock to and obey you.

Ossiarch Bonereapers - The Ossiarch legions are an undead force like none before. Created to be autonomous, they are trusted to enact Nagash's will on a hundred war fronts at once. Their empire gathers war materiel from the cadavers of each battle, harvesting bone with which to create new warriors, build fortifications and begin the cycle of death all over again.

- **Deathless Warriors** (-100 CP, FREE Bonereaper) The soul-crafting process grants Ossiarch Bonereapers iron self-control with no room for any fear or doubt.
- **Simmering Rage** (-100 CP, FREE Bonereaper) The Ivory Host harbour a deep-seated rage that can explode into berserk violence.

- **Mighty Archaeossian** (-200 CP, discount Bonereaper) The fossilized bone from which your body is formed is supernaturally hard.
- **Aura of Sterility** (-200 CP, discount Bonereaper) Ending magics shroud you, sapping the force from arrows and other projectiles.
- **Dark Acolyte** (-400 CP, discount Bonereaper) You've been entrusted with potent secrets of necromantic lore.
- **Show of Superiority** (-400 CP, discount Bonereaper) Infused with especially cunning souls, you use all manner of snares and ruses to hinder a foe's advance. Nothing enthuses you more than countering the tactics of the foe and bringing their strategies to naught.

Soulblight Gravelords - Beneath the pallid yet strangely beguiling appearance of a Soulblight vampire count lies an inhuman terror that forever lusts after the taste of blood. Impossibly strong and preternaturally skilled in necromantic sorceries, they lead their resurrected legions against the living, fighting a relentless war in service to their monstrous hunger.

- **Hunter's Snare** (-100 CP, FREE Gravelord) So potent is your bestial soul that even shambling Deadwalkers act with increased haste in your presence. You are adept at picking the perfect moment to strike.
- **Monstrous Might** (-100 CP, FREE Gravelord) So crazed and blood-hungry are you, that you ignore all but the most titanic

blows, while lashing out with a desperate strength that tears steel and shatters bone.

- **Deathless Minions** (-200 CP, discount Gravelord) The undead are oblivious to injury and empowered by their masters' presence.
- **Unbending Will** (-200 CP, discount Gravelord) Your iron determination extends even beyond the grave.
- **March of a Thousand Corpses** (-400 CP, discount Gravelord) Just as the living dare to hope that the last of these Deadwalkers has fallen, the revenants stagger to their feet once more, groaning with mindless hunger. Once per battle you may raise your fallen soldiers.
- **Undead Bladelord** (-400 CP, discount Gravelord) As an undead warrior-lord with ages of experience, you need only observe a martial technique in order to be able to employ it.

SKILLS

A Man's Romance (-50 CP) You have the most magnificent facial hair in all the Mortal Realms. Duardin respect your clear wisdom and masculinity, and many of the race of men as well.

Heroic Stature (-50 CP) You tower above others of your kind, granting an advantage in toughness and reach, but most particularly an inspiring ability. You are literally larger than life.

Incorruptible (-50 CP) It's dangerous to go alone, take this! Total protection from the corruption of chaos, from mutation or any form of twisting you. Unless you're into that.

Indomitable (-50 CP) You have a willpower equal to that of Sigmar, who clasped the molten heart of a world to his chest even as it burned him. More importantly, you have his ability to adapt, get up and live your life again when catastrophe strikes.

Skilled Leader (-200 CP) You are a skilled commander, able to inspire others to hold the line. Barring any other considerations like sorcery and daemons, you could take an army into battle with six times their forces and reliably achieve at least a stalemate.

Look Who's Back (-300 CP) Stormcast aren't the only ones to come back from the dead. Once per Jump or decade, whichever is sooner, you can miraculously escape certain death or return from the sunless Realm.

Master of Magic (-300 CP) You have mastered a lore of magic, to the point where few if any could be said to equal you. Your spells reshape the battlefield and will last until dispelled.

Incarnate (-600 CP) More than a mere sorcerer, you have come to embody an aspect of magic from one realm, much as Sigmar does for Azyr, Teclis & Tyrion for Hysh, etc. You could be a god, or a heck of a monster. Your power over your respective magic is almost unchallenged save by other Incernates, your power shapes the world around you and empowers those worthy and aligned with you.

FRIENDS

Anyone (FREE) Should you befriend someone who is not famous or powerful, you may Companion them at no cost. An orphan waif, a common footsoldier, and so on.

Lifestone Circle (FREE) You may choose to be branded with a glowing mark of one of the Realms/Magics, such as Aqshy or Ghur. If so, you will be required to gather seven people who are also so marked and perform a ritual together at the city of Lifestone in Ghyran to renew the flow of magic. In the process, you will gain lifelong Companions each with an outlook shaped by their magic and realm.

An Army (-50 CP) Three companies of your faction's basic infantry swear themselves to you as your followers. This may be taken multiple times.

Elites (-50 CP) An elite or fast attack squad, a caster or a hero unit accompany you. This may be taken multiple times.

Warbound (-50 CP) Import any number of Companions with 800 CP of their own to spend, and any appropriate discounts. Companions may only take drawbacks that give them enemies.

Pantheon (-200 CP) An Incarnate joins your travels. Sigmar, Tyrion, Teclis, Nagash, Alarielle, Morathi, Malerion, Gork and/or Mork, Archaon, a Chaos God. The big boys, basically. This may be taken multiple times.

WARGEAR

Gain +400 just for this section. Discount any Item for your army, and two more floating discounts for your Grand Alliance. Discounted 100 CP Items are 50 CP. Assume similar items, such as armor or blades, can be combined to grant the special abilities of all.

Arms (FREE/50/100 CP) Basic weapon and armor of your faction. For 50 CP, of above average quality. For 100, mastercrafted.

Mount (-50/100/200 CP) A ride for getting around. For 100 CP, a flying and /or fighting mount. For 200 CP, something like a Troggoth or Dragon.

Amulet of Destiny (-100 CP) This amulet subtly influences the fate of the one who bears it.

Vial of Manticore Venom (-100 CP) This potent venom can be applied to a weapon's edge, rendering it even deadlier.

Arcane Tome (-200 CP) Allows non-Wizards to cast, and with time learn, basic spells.

Ghal Maraz (-400 CP) Sigmar Butterfingers lost his signature divine weapon *again* in the Realmwars. His loss is your gain.

ORDER WARGEAR

Maestro Vivetti's Miraculous Macroscope (-100 CP, discount Cities) This telescope is fitted with lenses of rare Hyshian glass. The view it provides allows the bearer to track enemy movements from afar and launch long-range attacks with deadly accuracy.

Pauldrons of Living Flame (-100 CP, discount Cities) Fashioned from primordial emberstone, these pauldrons can unleash gouts of flame.

Phoenix Pinion (-100 CP, discount Cities) The bearer of this radiant feather is granted great swiftness and the power of flight.

Venomfang Blade (-100 CP, discount Cities) This weapon weeps with deadly poison.

Amber Armor (-200 CP, discount Cities) This armor is fashioned from an impervious golden resin.

Seerstone Amulet (-200 CP, discount Cities) This scrying gem allows the bearer to communicate with the seers of Tempest's Eye.

Shadowsilk Armor (-200 CP, discount Cities)Woven from wisps of Ulguan magic, this armor is as light as gossamer but stronger than tempered steel.

Talisman of Dispellation (-200 CP, discount Cities) This lambent charm can rob endless spells of animus, easing the removal of huge area-effect magics.

The Twinstone (-200 CP, discount Cities) A gem imbued with Fire and Life, either healing or dispensing damage. Takes a minute to swap purposes.

Amulet of Silvered Sigmarite (-100 CP, discount Stormcast) Shining with a sacred aura, this charm gleams so bright it can dazzle the enemy.

Fang of Dracothion (-100 CP, discount Stormcast) Blessed by the Great Drake, this void-cold blade burns those it touches.

Hammer of Might (-100 CP, discount Stormcast) This weapon unleashes a thunderclap that can shatter every bone in the victim's body.

Quicksilver Draught (-100 CP, discount Stormcast) This potion lends uncanny speed to those who imbibe it.

Drakescale Armor (-200 CP, discount Stormcast) A guardian spirit lives on in this armor's iron-hard scales, protecting the bearer against the mightiest strikes.

Luckstone (-200 CP, discount Stormcast) Some say the Luckstone is so redolent with good fortune it survived the death of the World-that-Was. Whatever the case, it brings good fortune to the bearer.

Mirrorshield (-200 CP, discount Stormcast) This shield reflects the sun's rays in questing beams that seek out the eyes of enemy marksmen.

Obsidian Amulet (-200 CP, discount Stormcast) This amulet absorbs magical energy like a surgeon's sponge soaks up blood.

Aetherquartz Reserve (-100 CP, discount Lumineth) Every Lumineth Realm-lord carries with them a tiny reserve of aetherquartz that they keep in a gem-like container. In extremis, the Realm-lord can break the vessel's seal,

allowing them to momentarily increase their physical and arcane prowess, albeit at a heavy emotional cost.

Senlui Amulet (-100 CP, Lumineth) This amulet bestows great swiftness upon the wearer when their fingertip is traced along the elegant rune graven upon it.

Windblast Fan (-100 CP, discount Lumineth) With a flick of the bearer's wrist, this fan can project a great gust of air that drives back the foe.

Windstone (-100 CP, discount Lumineth) This clouded gem can be hurled with the force of a cannonball.

Magmic Hammer (-200 CP, discount Lumineth) This volcanic hammer shimmers red-hot as it unleashes powerful arcane bolts. The user is protected from the sheer heat of this nearly-molten weapon.

Phoenix Stone (-200 CP, discount Lumineth) This ancient crystal can heal those on the brink of death, once a day.

Sunmetal Arms (-200 CP, discount Lumineth) Wielded by the Lumineth, these blades burn with the power of a tiny sun, often incinerating foes from within. You may apply this effect to any bladed weapon.

Waystone (-200 CP, discount Lumineth) This small sliver of dark rock hovers above the bearers outstretched palm, leading them along hidden paths towards that which they desire.

Blazebeard and Sons' 'Drakk-hobbler' Mag Bolas (-100 CP, discount Overlord) This patented device can entwine large warbeasts and monstrous foes, impeding their advance to allow more firepower to be brought to bear upon them.

Celestium Burst Grenade (-100 CP, discount Overlord) Typically used by the Grundstok 'black marines', this specialized anti-ethereal weapon can nullify magical wards.

Phosphorite Bomblet (-100 CP, discount Overlord) When these grenades explode, they scatter blazing phosphorite all around that burns with a white-hot heat.

Prudency Chute (-100 CP, discount Overlord) When you make your home in the sky, you design a parachute to be as certain and unobtrusive as possible.

Gunship (-200 CP, discount Overlord) You very own speedy airship, from the reliable Endrinworks, with an armored hull and cannons, and a range of modifications from a ram to scuttling charges and collapsible troop compartments.

Masterwrought Armor (-200 CP, discount Overlord) This finely wrought and detailed suit of armor is the acme of the armorer's art.

Spell in a Bottle (-200 CP, discount Overlord) The Aether-Khemists have used the alchemical arts to transmute an endless spell into an inert gas and trap it in a specialized container. When the container is shattered, the endless spell is freed. Pick one

Voidstone Orb (-200 CP, discount Overlord) This small, unassuming black globe contains the power to disrupt spells that an enemy might try to cast.

Draught of Magmalt Ale (-100 CP, discount Fyreslayer) This fiery beverage sends energy surging through a Fyreslayer.

Droth Helm (-100 CP, discount Fyreslayer) This ancient helm is said to have been worn by the first Zharrgrim priest to tame a Magmadroth, and greatly aids in the taming of the Fyreslayer's mount of choice.

Fiery Ring (-100 CP, discount Fyreslayer) This ring is set with a dark ruby that, when activated, unleashes a torrent of fire.

Ur-Gold Runes (-100 CP, discount Fyreslayer) Your body bears a tattoo of the divine gold. Choose a rune of: farsight, fiery determination, fury, awakened steel, or relentless zeal. Naturally this can be taken multiple times, the additional purchases are discounted.

Axe of Grimnir (-200 CP, discount Fyreslayer) Rumored to have been forged from a mysterious metal shard recovered after the duardin god's battle, this axe imbues the bearer with Grimnir's resolute strength and unstoppable fury.

Daemon Slayer (-200 CP, discount Fyreslayer) Many a fiend has met its doom on the edge of this axe; the blades glow white-hot as it shatters even the most powerful of arcane wards.

Nulsidian Icon (-200 CP, discount Fyreslayer) This icon diffuses arcane energy into the bedrock.

Volatile Brazier (-200 CP, discount Fyreslayer) The blasts of heat from this brazier augment the magmic powers of Zharrgrim priests.

Crown of Fell Bowers (-100 CP, discount Sylaventh) Rooted in this elegant circlet, a canopy of spectral branches forms above the foe, rendering them strangely vulnerable to the enchanted weapons of the Sylvaneth.

Greenwood Gladius (-100 CP, discount Sylaventh) Malice and mercy dwell in this gemstone in equal measure, visible as fey lights swirling at its core.

Oakenbow (-100 CP, discount Sylaventh) A great bow of living wood, no mortal hand could draw it fully if it did not cooperate.

Throne of Vines (-100 CP, discount Sylaventh) Borne aloft upon a seething throne of summoned vines, the user may drink deep of the magical energies that flow through the Mortal Realms.

Acorn of Ages (-200 CP, discount Sylaventh) This unassuming acorn is verdant life given form, ready to spring into an Awakened Wyldwood in moments.

Luneth's Lamp (-200 CP, discount Sylaventh) A relic saved from a shrine desecrated by corrupted power, this lamp's flame flares whenever hostile power seeks physical form, and is a fantastic tool of banishment.

Seed of Rebirth (-200 CP, discount Sylaventh) Should its bearer ever fall, the Seed's rejuvenating energies will pour into its host to grant them new life.

The Vesperal Gem (-200 CP, discount Sylaventh) Malice and mercy dwell in this gemstone in equal measure, visible as fey lights swirling at its core. Able to unleash the lore of Life.

Bloodbane Venom (-100 CP, discount Daughters) A deadly poison that causes even the tiniest wound to bleed openly and profusely, exsanguinating the victim in seconds.

Blood Sigil (-100 CP, discount Daughters) This token is inscribed with a mysterious sigil of power and entrusted to only the highest-ranking Khainites, serving as a sign of favor within the cult.

Crown of Woe (-100 CP, discount Daughters) Forged from the cult of Khaine's first sacrificial altar, an aura of dread surrounds the wearer of this baleful crown.

Shadracar's Fang (-100 CP, discount Daughters) Carved from a tooth of the legendary Umbral Dragon, this sword drains the color and life from those it strikes, turning them into a formless shade.

Amulet of Dark Fire (-200 CP, discount Daughters) This amulet wreathes the wearer in flames that burn magic, granting powerful protection against spells.

Crone Blade (-200 CP, discount Daughters) As a Crone Blade drinks deep of its victims' lifeblood, its wielder grows visibly younger before her enemies' very eyes, her vigor and murderlust restored.

Crystal Heart (-200 CP, discount Daughters) This mage's heart was turned to living crystal and the great magic that resides within can be used to exert control over malign sorceries.

Sevenfold Shadow (-200 CP, discount Daughters) A wizard's living shadow that can, at a command, envelop them and transport them across the shadow realm.

Bioshock Shell (-100 CP, discount Deepkin) This mollusc shell has fossilised within a Fangmora den over thousands of years. It has absorbed so much of the creatures' crackling energy that it now acts as a generator, whose pent-up electrical fury can be released by the bearer at need.

Disharmony Stones (-100 CP, discount Deepkin) These rare deepwater rocks can be attuned to the soul-force of a mortal being. If two of them are struck together, the resulting burst of discordant energy can cause dreadful harm to those connected to them.

Potion of Hateful Frenzy (-100 CP, discount Deepkin) Distilled from the blood of the mighty ketus-shark, this potion turns the drinker into a hate-fuelled engine of destruction but leaves them exhausted once the effects wear off.

Master-crafted Weapon (-100 CP, discount Deepkin) An extraordinarily well-made blade, or other melee weapon.

Armor of the Cythai (-200 CP, discount Deepkin) This gleaming panoply was given by Teclis to the ancestors of the Idoneth. Upon the command of its bearer, it can radiate the raw power of Hysh, a blinding light - a fitting property for a gift from the Great Illuminator.

Kraken Tooth (-200 CP, discount Deepkin) This fragment of the sword-length tooth of a Ghurish kraken can be used to summon a manifestation of the ferocious beast's slavering maw.

Rune of the Surging Gloomtide (-200 CP, discount Deepkin) This runic sigil can be used to summon a phantasmal riptide that hastens the arrival of ancient wreckages adrift in the great currents of the ethersea. In short, it summons an ethereal shipwreck swarming with undersea predators that provides cover and protection to the user and allies.

Whorlshell (-200 CP, discount Deepkin) This spirit-sensitive shell opens a whirling passageway through the ethersea that allows its audience to view the bearer's most repressed memory. Those without the strength of will to bear the knowledge of this terrible secret find themselves pulled into an abyss of despair.

Blade of Realities (-100 CP, discount Seraphon) This pandimensional weapon exists to bring about the end of tyrants.

Coatl Familiar (-100 CP, discount Seraphon) Though only a juvenile example of the great feathered serpents, this winged creature is still sacred to the mage-god Tepok.

Sotek's Gaze (-100 CP, discount Seraphon) The eyes of this gilded war-mask resonate with the pitiless hunger of the Serpent God. Lesser foes cannot help but be cowed by its gaze.

Throne of the Lost Gods (-100 CP, discount Seraphon) The hovering palanquin that bears you is a particularly advanced example of Old One technology, a truly stately throne.

Bloodrage Pendant (-200 CP, discount Seraphon) Carved from the bones of savage reptilian megafauna, the Bloodrage Pendant spurs a warrior's killing rage - all the more should they themselves shed gore.

Crystalline Skull (-200 CP, discount Seraphon) Fashioned from meteoric diamond, this strange-looking skull can not only illuminate the presence of ley-line convergences but also unleash devastating bursts of raw arcana.

Sacred Stegadon Helm (-200 CP, discount Seraphon) The horns of this golden helm are said to be fragments of the great Xelbabia's, a truly colossal Stegadon who served the Old Ones at the dawn of history. Those who wear it are gifted with the strength of Xelbabia's unstoppable charge.

Spacefolder's Stave (-200 CP, discount Seraphon) By focusing on this esoteric baton, the Starmaster sees the teleportation technologies of their vessel glow with enhanced power.

CHAOS WARGEAR

Chaos Familiar (-100 CP, discount Slave) This impish daemon has memorized a single spell on behalf of its master, and waits for the moment its knowledge is called upon.

Hellfire Blade (-100 CP, discount Slave) This blade was made from a single searing flame that was hammered into material form and quenched in the blood of a fire-djinn.

Helm of the Oppressor (-100 CP, discount Slave) The blackened bone plates of this helmet induce soul-piercing dread in the champion's enemies.

Infernal Puppet (-100 CP, discount Slave) This one is fun for meddling wizards. Mark this twisted doll with the name or image of a mage, and for the rest of the day or until they somehow overcome the effect, casting will cause them great pain and some harm as their mystic energies backlash.

Conqueror's Crown (-200 CP, discount Slave) Said to have been forged at the dawn of the Age of Chaos for a mighty warlord who sundered countless civilisations, this blasphemous diadem grants the bearer dominion over lesser mortals.

Daemon Weapon (-200 CP, discount Slave) A daemon is bound into the form of a melee weapon for you to use, with a variety of delicious or horrifying effects on its victims.

Doombringer Blade (-200 CP, discount Slave) When this cruel blade is pointed at a hated foe, searing visions pain the bearer's minions until the target has been slain, driving them ever towards the target.

Realmwarper's Twist-Rune (-200 CP, discount Slave) One who bears this cursed rune upon their flesh can bind warped landscapes to their will. Ruptured chasms open at their beckon as thick palls of dark energy obscure the favored and their servants from view.

Banner of Blood (-100 CP, discount Khorne) The blood-scent of this banner drives the followers of Khorne into a frenzy.

Blood Rune (-100 CP, discount Khorne) When this flesh-carved sigil glows red with hellfire, it signifies that Khorne is pleased with the offerings of worthy blood made by the bearer. Your rage will empower you greatly.

Crimson Plate (-100 CP, discount Khorne) This ancient armor bestows Khorne's protection upon its wearer, provided it is burnished daily with the blood of champions.

Gorecleaver (-100 CP, discount Khorne) This double-edged axe was long ago possessed by a daemon with a horrific appetite for mortal flesh. Should its wielder land a solid blow, the weapon will hungrily chew into the victim, tearing out ragged chunks of flesh as it is withdrawn.

Ar'gath, the King of Blades (-200 CP, discount Khorne) This daemonic blade hungers for the flesh of champions and will not be denied by trickery or magic. All mystic or elaborate defenses fail before this sword.

Halo of Blood (-200 CP, discount Khorne) A corona of crimson light glares above your head, marking you as a true lord of war. You always strike first.

Mark of the Bloodreaper (-200 CP, discount Khorne) Khorne's baleful gaze never wanders from the bearer of this brutal rune. He will not fall easily, or alone.

Skullshard Mantle (-200 CP, discount Khorne) Adorned with shards from the Skull Throne, this cloak is near immune to magic.

Ambition's End (-100 CP, discount Tzeentch) Many a sorcerer's quest to master the magical arts has ended upon this weapon's blade, for it spills not only blood but knowledge itself.

Changeblade (-100 CP, discount Tzeentch) To fall to this blade is to be transmuted into a writhing mass of flesh and tentacles.

Pyrofyre Staff (-100 CP, discount Tzeentch) This ornate staff is wreathed in flickering warpflame, and any touched by the aetheric fire channeled through it are purged of any arcane energy they hold.

Secret-Eater (-100 CP, discount Tzeentch) Should this weapon slay one touched by fate, its bearer inherits a measure of their destiny.

Daemonheart (-200 CP, discount Tzeentch) Through a dark ritual, the heart of a daemon dwells within the bearer's chest, where its dread power can be unleashed to greatly augment the strength of its host.

Eternal Shroud (-200 CP, discount Tzeentch) It is said that this feathered mantle is imbued with the magic of the Well of Eternity, granting its wearer visions of the future.

Nine-Eyed Tome (-200 CP, discount Tzeentch) Some of the most terrible arcane secrets known to the Change God are contained within this ancient tome, the surface of which is dotted with unblinking eyes.

Timeslip Pendant (-200 CP, discount Tzeentch) Time is a mutable concept to the bearer of this amulet, flowing faster or slower as needed. Once in a long while, it can undo a grievous mistake at the cost of greatly fatiguing the bearer.

Gnawshard (-100 CP, discount Skaven) Said to be a fragment of one of the Horned Rats fangs, this dagger leaves splinters in the wound that keep chewing until its victim is reduced to a hollow sack of skin.

Foulhide (-100 CP, discount Skaven) Fashioned from the flensed flesh of Rat Ogors and soaked in cloying alchemical agents, this stinking armour sticks to its wearer like a bloated second skin and regrows as fast as it can be hacked apart.

Lash of Fangs (-100 CP, discount Skaven) This coiling lash is studded with scavenged Jabberslythe fangs. Its bite sends victims into a gibbering spiral of madness.

Shield of Distraction (-100 CP, discount Skaven) This shield boasts cracked and tilted mirror-surfaces enchanted with unsettling glamours that induce confusion, nausea and paranoia in the foe.

Farskitter Cloak (-200 CP, discount Skaven) With a swirl of this cloak's hem, the wearer can slip through the cracks in reality to squirm back into the light elsewhere.

The Fumigatous (-200 CP, discount Skaven) Should a name be spoken while this ornate censer is being swung, the cloud of pungent toxins surrounding it will coalesce and seek out the one who possesses that name.

Gnawbomb (-200 CP, discount Skaven) This fearsome weapon uses gnawhole technology to tear a temporary rent in reality, plunging nearby foes into the Realm of Chaos.

Rustcursed Armor (-200 CP, discount Skaven) Not only does this heavy suit of rust-thick armor deflect blows but the ruin-hexes scored into its plates spread tendrils of oxidizing entropy racing back across the attacker's treasured artifacts.

Fecund Flask (-100 CP, discount Nurgle) It is said that an ocean of infectious waters was trammelled in this grimy glass bottle. Its bearer can drink deep of its endless flow, allowing the blessings of Nurgle to restore their vitality - though not always in the way the drinker may have hoped.

Rustfang (-100 CP, discount Nurgle) Rustfang is a cursed battle-ax whose blade crawls with a thick layer of sentient corrosion. The slightest touch of this blade spreads its ferric blight, chewing away the foe’s armor in moments.

Shield of Growths (-100 CP, discount Nurgle) This revolting shield is fashioned from diseased troggoth flesh grown around a frame of rusted iron. The more damage it takes, the more it regrows, bulging outward into a ponderous bulwark of rotting blubber and skin.

Splithorn Helm (-100 CP, discount Nurgle) This rusted helm was scrimshawed from a shed chunk of a Great Unclean One’s antler. Daemonic energies still linger around it, blessing its wearer with supernatural resilience.

Eye of Nurgle (-200 CP, discount Nurgle) This ancient bronze amulet has a tri-lobed keyhole, through which Nurgle himself occasionally peeks with one vast, rheumy eye. Should a foe be unlucky enough to stand before the bearer at such a time, they are instantly overwhelmed by the Plague God’s noxious gifts.

Fetid Shroud (-200 CP, discount Nurgle) This mildewed cloak clings to its wearer's body as though drenched in fever-sweat. Enemies find themselves entangled in its clammy folds, their blows reduced to a fumbling struggle to escape the shroud's sopping grasp.

Flesh Peeler (-200 CP, discount Nurgle) When this cursed bell is tolled, it emits waves of necrotic energy that slough flesh from bone and rot living victims into heaps of slime in moments.

Tome of a Thousand Poxes (-200 CP, discount Nurgle) This rotting book is so bloated that it requires a trio of chattering Nurglings to carry it into battle. Its groaning pages are thick with foul secrets of sorcerous plague lore that can reduce strongholds to tumbled ruins and armies to heaps of flyblown corpses.

Beguiling Gem (-100 CP, discount Slaanesh) Any who gaze upon this intricately carved talisman are transfixed by its otherworldly appearance.

Breathtaker (-100 CP, discount Slaanesh) Laced with ornate filigree and capable of moving with unnatural grace, this gorgeous blade captivates those around it and saps their will to retaliate against attacks.

Girdle of the Realm-Racer (-100 CP, discount Slaanesh) This magic belt digs in painfully at the waist. It renders the bearer feather-light, allowing them to skip across their enemies and even the most hazardous terrain.

Icon of Infinite Excess (-100 CP, discount Slaanesh) Slaanesh's most opulent standard drives both followers and enemies of the Dark Prince into orgiastic fits of violence.

Cameo of the Dark Prince (-200 CP, discount Slaanesh) This locket holds a cameo magically sculpted to emit Slaanesh's radiance. To look upon it is to feel a great surge of inspiration and resolve.

Crown of Dark Secrets (-200 CP, discount Slaanesh) This diadem reveals hellish truths to the wearer. Each lends power over a particular foe, usually the price of learning them is eternal servitude to Slaanesh.

Rod of Misrule (-200 CP, discount Slaanesh) This bejeweled staff of office plants suggestions of megalomania in the mind of anyone who holds it, lending them charisma while also spurring them on to ever greater acts of depravity. You are immune to the negative effects.

Threnody Voicebox (-200 CP, discount Slaanesh) When swallowed and held in the gullet, this tiny music box allows the bearer to let fly a mournful melody that can lull enemies into a stupor.

Brayblast Trumper (-100 CP, discount Beast) Carved from the bone of a Shaggoth, the thunderous blasts of this horn draw the true children of Chaos towards it.

Impaler (-100 CP, discount Beast) A spear with no particular magic, but covered in barbs and rings, allowing none but its master to remove it from a body.

Rotfray Plaguepelt (-100 CP, discount Beast) A hide shot through with rot, surrounding the wearer in a terrible miasma of disease, weakening and repelling foes.

Slitherwrack Helmet (-100 CP, discount Beast) This war-helm was fashioned from the skull of an infamous toad dragon, its pure repulsiveness causes enemies to retch and reel, rendering them helpless in their disgust.

Axe of Morghur (-200 CP, discount Beast) The edge of this pitted greataxe fizzes with the corruption of the Shadowgave and tears through steel, bone and arcane ward alike.

Blackened Talisman of Chaos (-200 CP, discount Beast) Whenever magic is cast in the presence of this talisman, it pulses like a beating heart, greedily devouring the swirling eldritch energies.

Bleating Gnarlstaff (-200 CP, discount Beast) Infused with the warping taint of Chaos, the bestial sounds emitted by this twisted branch cause stones and plants to awaken with animalistic fury and attack people nearby.

The Knowing Eye (-200 CP, discount Beast) This misshapen lump of flesh has an all-seeing eye at its center that forever gazes in the direction of its quarry. The bearer knows not where the eye guides them but soon learns to trust its divinations.

Blackshard Armor (-100 CP, discount Azgorh) The armour worn by each of the warriors in the Legion of Azgorh is wrought from iron shot through with refined shards of Aqshian realmstone. Each suit is a masterpiece of the Daemonsmith's craft, and is imbued with a measure of Aqshy's burning power

Hailshot Blunderbus (-100 CP, discount Azgorh) A devastatingly powerful, but short ranged, firearm that turns tightly packed enemies into so much meat.

Obsidian Axe (-100 CP, discount Azgorh) An enchanted axe with a blade as black as the deepest tunnels.

Fireglaive (-100 CP, discount Azgorh) A repeating rifle that is also an axe, the elite of the Legions use these to lay down their foes left and right.

Armor of Bazherak the Cruel (-200 CP, discount Azgorh) Bazherak had this mighty suit of armor fashioned by the greatest artificers of his time. It can resist blows of any force.

Chalice of Blood & Darkness (-200 CP, discount Azgorh) This chalice contains a curse that can be unleashed to steal arcane power from spell-casters.

Hashutaar (-200 CP, discount Azgorh) An ornate helmet in the image of a bull, tempered with ash and the blood of sacrifices, this headgear grants super-duardin strength and endurance, and the ability to spit forth a cloud of hot cinders.

Hellshard Amulet (-200 CP, discount Azgorh) Made by an ancient sorcerer-prophet, whose icy malice was amplified a thousand times in this black crystal, ready to be unleashed on whomever draws the blood of the wearer.

DESTRUCTION WARGEAR

Boss Skewer (-100 CP, discount Orruks) This gigantic spike has held aloft the heads of conquered kings over many long centuries. It inspires the boyz to fight harder.

Freezin' Strike (-100 CP, discount Orruks) Icebone orruks, from the tundra of Ghur, are armed with weapons made from ice infused with Waaagh! energy that are capable of freezing whatever they hit.

Spiker Seeds (-100 CP, discount Orruks) When cast upon the ground, these seeds sprout a mass of iron-hard thorns. They cause mayhem when thrown in front of a charging foe.

Mork's Eye Pebble (-100 CP, discount Orruks) When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.

Beast-Lure Glyphs (-200 CP, discount Orruks) An orruk shaman marked with these tattoos or warpaint draws errant beast-spirits to him like a dying rhinox draws hungry Snarlfangs, allowing him to harness their power in the midst of battle

Dokk Juice (-200 CP, discount Orruks) A sip of this brew temporarily grants the imbiber the regenerative qualities of a troggoth - if they are able to keep it down for long enough, that is.

Armor of Gork (-200 CP, discount Orruks) This bashed-together armour is thick and heavy, and when it was blessed by Gork, it gained its own fierce fighting spirit.

Destroyer (-200 CP, discount Orruks) This brutal weapon can topple a gargant with one swing, though once discharged, its special powers can only be recharged under a blood-red moon.

Caravlox Flank (-100 CP, discount Ogor) The meat of these avian creatures is much sought by Frostlords, as Icefall Yhetees crave it above all else. A regenerating stock for trade or bait for the mighty beasts.

Flask of Stonehorn Blood (-100 CP, discount Ogor) This icy blue liquid imbues one with the toughness of a Stonehorn.

Gruesome Trophy Rack (-100 CP, discount Ogor) This collection of skulls, entrails and hides is a potent indication of the warrior's formidable prowess in battle, and frightens your food.

Splatter-Cleaver (-100 CP, discount Ogor) The serrated edge of this cleaver sprays blood, gore and bone in all directions. An ogor's resolve is strengthened if they are caught beneath this shower of ichor.

Elixir of Frostwyrm (-200 CP, discount Ogor) Distilled from the blood of a giant Frostwyrm, this rare elixir ravages the drinker's insides, turning their blood to liquid ice before they vomit forth an unstoppable torrent of frost magic.

The Fang of Ghur (-200 CP, discount Ogor) This ancient weapon is said to hold the fury of Ghur within it. Makes a fine berserker and a wonderful mess.

Frost-Talon Shardbolts (-200 CP, discount Ogor) Blessed with the sting of winter, these missiles turn the victim's blood to ice.

Seat of Alvagr (-200 CP, discount Ogor) This beast-saddle is inset with rune-tokens hewn from the heart of Mount Alvagr. When called upon, they imbue your mount with unstoppable ferocity.

Amberbone Token (-100 CP, discount Sons) A totem of Ghurish realmstone. No matter how long you run for, the urge to hunt still burns within, energy filling your frame.

Kingslaughter Cowl (-100 CP, discount Sons) Those who wear this handed-down leather hood make it their business to crush upstart monarchs and warlords across the realms. (bonus damage to champions).

Scavenger Wake (-100 CP, discount Sons) You are constantly followed by various wolves, blood vultures and other carnivorous creatures looking for an easy meal. Though these beasts tend to prefer carrion, sometimes their hunger gets the better of them.

Wallopin' Tentacle (-100 CP, discount Sons) Still writhing long after the original owner's death, the Wallopin' Tentacle can be used as a bludgeon that grasps stunned prey in its crushing, rubbery grip.

Glowy Shield of Protectiveness (-200 CP, discount Sons) A shield studded with sickly green rock - warpstone, raided from those ratty pipsqueaks. Enemies who get close sometimes have their heads explode, which is always good for a laugh.

Club of the First Oak (-200 CP, discount Sons) This immense club heals and invigorates the bearer, even beyond the point of their demise - provided they keep it in their grip at all times.

Great Wrecka (-200 CP, discount Sons) All things bludgeoned by this masonry-and-chain combination crumble to dust.

Glowy Lantern (-200 CP, discount Sons) Stolen from the aelves of Hysh after a botched alliance, this aetherquartz jar was at first carried around simply because it was shiny; however, over time, it grants the wielder control over malign sorceries.

Clammy Cowl (-100 CP, discount Gits) This enchanted hood wreaths its wearer in damp gloom, causing enemies to swing wildly at their blurred outline and weapons to slip in suddenly moistened palms.

Headdress of Many Eyes (-100 CP, Gits) The wearer can see attacks coming, even from the sides, behind or above.

Leering Gitshield (-100 CP, Gits) The spiteful enchantments woven into this hideous shield ensure terrible misfortune falls on any who dare attack its bearer.

Moonface Mommet (-100 CP, Gits) This creepy little doll can be used to call down misfortune on the foe.

Backstabber's Blade (-200 CP, discount Gits) A slitta made from pure shadow and malice, this blade always finds its victim's weak spots.

Nibblas' Itty Ring (-200 CP, discount Gits) This crude iron ring contains the enraged spirit of a trapped orruk Weirdnob, letting you add its power to your own.

Speaky Skull Fetish (-200 CP, discount Gits) Fashioned from the remains of wizards, soothsayers and even orruk shamans, these skulls whisper thoughts and ideas into the mind of the bearer, blessing you with piercing insight or arcane secrets.

Staff of Sneaky Stealin' (-200 CP, discount Gits) This loonstone staff siphons away the enemy's magic and channels it into its wielder's spells instead.

DEATH WARGEAR

Bilious Decanter (-100 CP, discount Flesh-Eater) The fluid in this offal flask fills the drinker with unquenchable rage.

Keening Bone (-100 CP, discount Flesh-Eater) After this gnarled club has been hurled at an enemy, it will return to the hand of the last fiend to have tasted its juicy marrow.

Medal of Madness (-100 CP, discount Flesh-Eater) This gruesome badge is staked to the chest and allows the bearer to speak with the voice of their abhorrent master. Handy to delegate.

Signet of the First Court (-100 CP, discount Flesh-Eater) Carved into the tangled sinew of this ancient ring is a deranged symbol that bestows the wearer with monstrous strength.

Carrion Wand (-200 CP, discount Flesh-Eater) The thigh bone of this Ghoul King still carries a portion of his mad magic, allowing the wielder to cast Arcane Bolt.

Dermal Robe (-200 CP, discount Flesh-Eater) Once the skin of a powerful sorcerer, this cloak enhances magic but can only be donned by eating the current wearer out of it.

Heart of the Gargant (-200 CP, discount Flesh-Eater) This quivering slab of flesh still beats with the strength of the gargant from which it was torn, and each bite bestows colossal might.

Blood-River Chalice (-200 CP, discount Flesh-Eater) When the blood contained in this vessel is quaffed, the grisly fluid reknits even the most grievous wound.

Covetous Familiar (-100 CP, discount Nighthaunt) This spiteful poltergeist swirls around its master's essence, lashing out at any other soul that draws too close.

Pendant of the Fell Wind (-100 CP, discount Nighthaunt) A chill gale blows ever behind the wearer of this dark trinket, carrying them into battle on gusts of suffocating air.

Shadow's Edge (-100 CP, discount Nighthaunt) It is impossible to tell if this ebon blade is corporeal or mere shadow, yet its touch tears through flesh and bone with ease.

Slitter (-100 CP, discount Nighthaunt) Forged from the shivs and cut-throat razors of a thousand serial killers, this dagger is murder made manifest. Any slight wound has an excellent chance of killing outright.

Beacon of Nagashizzar (-200 CP, discount Nighthaunt) The malignant light of Nagashizzar burns within the flames of this lamp, calling the loyal souls and fell power of Shyish to the battlefield, ready for the Reaping.

Cloak of the Waxing Moon (-200 CP, discount Nighthaunt) Each blade that passes through the wispy folds of this dark garment begins to lose its substance as it too becomes ethereal.

Soulfire Ring (-200 CP, discount Nighthaunt) Gouts of lashing green flames leap forth from this ring as it consumes the souls of those slain by the wearer for healing or extra power.

Wychlight Lantern (-200 CP, discount Nighthaunt) The otherworldly incense that billows from this lantern merges with the bearer's spectral form, lending them great power over deathly magics.

Helm of Tyranny (-100 CP, discount Bonereapers) This helm radiates the oppressive will of the wearer, filling nearby foes with supernatural dread.

Lode of Saturation (-100 CP, discount Bonereapers) This ingot of nadirite-iron alloy, when pressed against a bone construct, renders its structure nigh invulnerable.

Mindblade (-100 CP, discount Bonereapers) A shimmering blade that emits a thin scream when it is drawn, the Mindblade can sever the intellect from those whose flesh it cuts.

Nadirite Blade (-100 CP, discount Bonereapers) A metal mined in the deepest, most lightless part of Shyish, the blades of the Bonereapers siphon off the souls of their enemies with every strike and touch.

Artisan's Key (-200 CP, discount Bonereapers) Only the most gifted Boneshapers are entrusted with an Artisan's Key, an intricately crafted relic that bolsters their ability to shape constructs, or lets anyone use Boneshaping.

Gothizzar Cartouche (-200 CP, discount Bonereapers) Inscribed by Nagash himself, this cartouche is made from the bones of a fallen Chaos Lord. It is emblematic of the hatred the dead have for the living and stokes their desire for revenge.

Luminscythe (-200 CP, discount Bonereapers) This legendary artefact was made in the lightless depths of the Shyish Nadir. It cuts away daylight itself, casting palls of purple-black energy around the bearer with each killing swipe.

Marrowpact (-200 CP, discount Bonereapers) The glyphs borne to war by this champion bind those who view them in arcane pacts that siphon the energy from their bone marrow.

Breath of the Void Maw (-100 CP, discount Gravelords) These black shards, said to be crystallised motes of magic that escaped through the realmgate at the heart of the Avengorii's stronghold, can be shattered against the ground to summon a gale of killing Shyishan energies.

Ghorvar's Collar (-100 CP, discount Gravelords) The enchanted flesh-stitched ruff belonging to Ghorvar, the brutal former patriarch of the Avengorii, allowed him to cow any beast with but a glance. Such did not save him from the Mother of Nightmares' cold wrath, but his most famous relic remains a powerful tool of dominion.

Shard of Night (-100 CP, discount Gravelords) This black leather brigandine was crafted from the hide of an abyssal stalker and grants the wearer that creature's shadowy aura.

Amulet of Screams (-100 CP, discount Gravelords) The bearer of this amulet can flood the foe's mind with the tormented howling of damned souls, leaving them exposed to their sorcery.

Fragment of the Keep (-200 CP, discount Gravelords) Kastelai warriors dispatched on far-ranging errantry quests will often be gifted a single brick from the Crimson Keep, increasing their speed in hand-to-hand combat tenfold.

Orb of Enchantment (-200 CP, discount Gravelords) To glance into the swirling depths of this crystal orb is to become hypnotised by alluring visions and half-glimpsed futures.

Terminus Clock (-200 CP, discount Gravelords) Created by a mad clockwright of Ulfenkarn, this bizarre cogwork piece ticks without rhyme or reason. Whenever its eclectic count ends, however, the power of magic seems to deaden across the field.

PENALTIES

Another Age (+0/+200 CP) Perhaps the Age of Sigmar is a little dour, or insufficiently challenging. You may begin for no extra points in the Age of Myth, when the Realms were new. Or for an extra 200 CP, you may start in the Age of Chaos, when the heavens fell silent and the Ruinous Powers held sway over most of the Realms.

In Days of Old (+0 CP) Good news for all you purists, you don't have to spend any time in the Age of Sigmar but will spend your time in the World-That-Was, the Old World. You can supplement this to another Warhammer Jump or simply reside in your comfortable and safe space with your purchases here. Only do not think to outrun your other penalties.

Realmquest (+0 CP, incompatible with Warcry) Life in the Mortal Realms sure can be hard. We'll sand off some of the rough edges for you. There will still be war, slavery and death, but more... comfortably PG-violence. Like the sort of thing an eight-year-old could watch without raising eyebrows.

Warcry (+0 CP, incompatible with Realmquest) On the other hand, maybe you dislike how optimistic this place is compared to the World-That-Was. Prepare to experience Warhammer at its most violent, nihilistic and grimdark if you prefer the atmosphere or the challenge. Hey, they don't call it Diplomacyhammer.

Long Game (+50 CP) Add 5 years to your stay. This can be taken as many times as you like, if you've the ability to weather the years and the skills to avoid being slain in that time, we leave to your judgment.

Dishonor (+100 CP) Your name is associated by your side with treachery, or a great defeat recently. You must work to regain any standing within your faction.

Mute (+100 CP) Good luck giving orders, through curse or injury or birth defect, you have no voice or ability to speak.

Scarred (+100 CP) Maimed, disfigured or heavily tattooed, you have one of the most distinctive and memorable faces in the Realms, and will find it all but impossible to go about unseen.

Legacy Rules (+200 CP) Every soldier has their superstitions on how to survive a battle, yours are a lot stranger than most. See, first edition had a bunch of jokey little rules for old armies that are grandfathered in, and you get to follow them all! Well, most of them. The funny ones. To retain your skills and powers in battle you must first: complain about something, pretend to ride an invisible horse, toast to the Lady of the Lake with a suitably magnificent goblet, and point over the battlefield and pronounce 'War' in a suitably pretentious voice. You also lose your powers should the enemy commander make you laugh. You are guaranteed a loss in battle and must flee with whatever forces you can save should you take a knee for any reason, because SETTRA DOES NOT KNEEL!

On a List (+200 CP) You have somehow slighted or cheated a major Duardin clan, of the Kharadon Overlords. By hook or by crook, through finances or force, they will get their own back and settle the score, or perish in the attempt.

Bad Moon on the Rise (+300 CP, incompatible with Gloomspite Gitz origin) Nobody can predict the Bad Moon, which wanders across the sky of each Realm, shedding a poisonous light, accompanied by the growth of strange fungi, the foul miasma called the Gloomspite and clans and armies of gretchins empowered by it, to overrun the area and build their crude shrines. Well, wonder no longer, at least once a year the Bad Moon is drawn to you with all its attendant problems.

The Dark is Rising (+300 CP) One of the rulers of Ulgu, and not the petty kings, has sworn themselves to your destruction. Either Malerion, Incarnate of Ulgu, the Shadow King once called Malekith, or his mother Morathi, leader of the Daughters of Khaine. You may take this a second time, in which case both pursue you, and have set aside their differences to work hand in hand.

Let the Galaxy Burn! (+400 CP, incompatible with any Chaos origin) Did you know, in older editions of WHF, Chaos could summon squads of Chaos Space Marines from 40K? Well, through the vagaries of the Realm of Chaos, Archaon has a more technologically sophisticated answer for the Stormcast Eternals, dark legions of superhumans and Hereteks to call on.

Impoverished (+400 CP) Lose access to your Warehouse and any Items, save those from the World-That-Was, aka any previous Warhammer Fantasy Jumps.

Powerless (+400 CP) Lose any perks and powers for the duration of your stay. Keep any knowledge or skills. The exception is any perks or powers from previous Warhammer Fantasy Jumps.

END

What will you do now? Settle down, go home, move on?