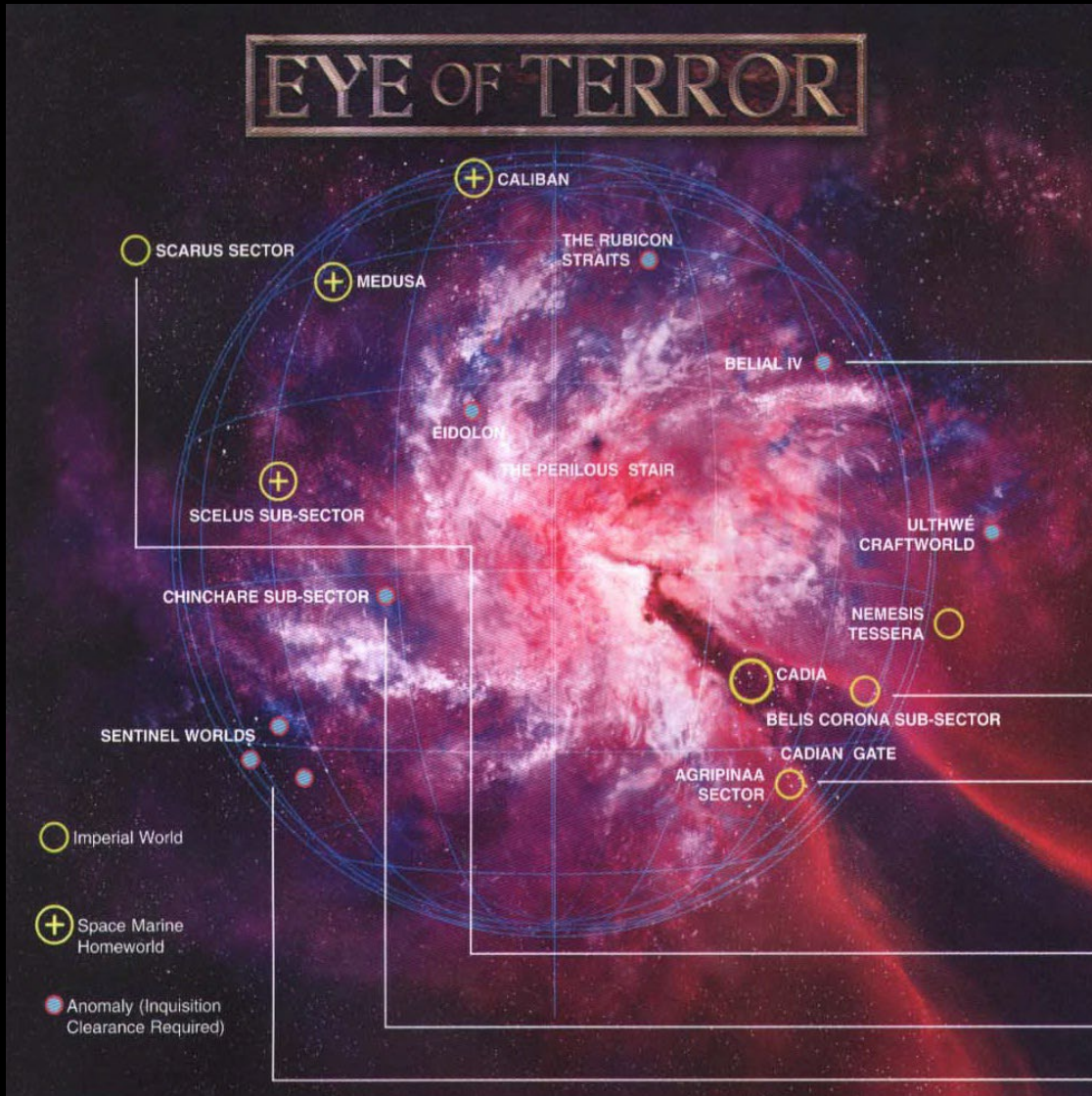


Realms of Chaos Gauntlet

By FancyFireDrake



This is... interesting.

Well Jumper this time you've really done it. Welcome to the Warp. Yes, that one. The Realm of the Chaos Gods of Warhammer 40K. One of the most dangerous locations in one of the darkest settings Jumpchain has to offer.

Perhaps you've been here before and have left your Mark on this Realm. Served or defied the ruinous powers. In either case... don't think you can just walk your way out of here. A powerful Jumper you may be but mortality used to haunt you too once. Or perhaps it still does. At the very least it does here. Are you ready for a challenge? For this is a Gauntlet. Your perks and Items are no good here. Warehouse access and companions are forbidden, and you are reduced to your Body Mod, starting with 0 CP.

The Challenge

The realm of the Four Chaos Gods is dangerous in every conceivable way. Even Gods can fall in this World and marching into such an ethereal beings Home is bound to be a treacherous Journey. But what could you do without your powers in such a Realm? Well what else than march on?

You will start at the 'edge' of one of the Chaos Gods Realms, the one you choose to enter, right at the border to it and the Formless Wastes. Even if you previously been aligned with them, any positive history with them is erased. On the bright side any negative history is as well. You'll just be treated as a random visitor.

Somewhere in the deeper parts of the Chaos Gods Realm is an Orb that only you can see, glowing in a colour associated with you. When you touch it you will count as having passed the Gauntlet. Sounds simple right? Well it is anything but.

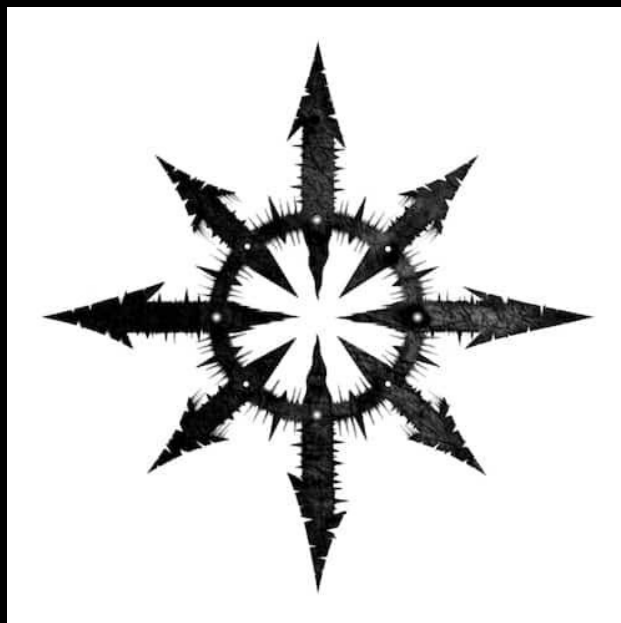
The Orb will always be in the deepest parts of the Realms. In Khorne's Citadel, Tzeentch's Labyrinth, Nurgle's Mansion. Slaanesh's Palace. You will instinctively know where to go but that sudden sense is not a perfect all knowing way to find the perfect path... more like an innate GPS. Meanwhile you have to deal with all the dangers of the Realms. Stray Daemons and their whims and the treacherous terrain to only named two examples.

Passing the Gauntlet will allow you to move on with all you purchased. Depending on which Realm you entered you also get a special reward.

Realm

You must enter at least one of the Realms listed.

You may also take up a Special Mission unique to the Realm. Every Realm has one Special Mission that in case you take it, you must also pass in order to succeed in the gauntlet. You get additional CP for doing so and at the end of the Gauntlet a Special reward.



Khorne's Citadel: Blood God's Domain



The Kingdom of Khorne. The Realm of Brass and Blood. The Lord of Rage, Taker of Skulls is wrath incarnate, the embodiment of a never-ending lust to dominate and destroy. All he desires is combat. His sole desire to drown the galaxy in a tide of slaughter, to conquer and kill every living thing until there is nothing left but spilt blood and shattered bone. It makes only sense that his Realm reflects that. It is filled with battlefields on the crimson wastes. The land itself seems to battle with brutal gale winds, earthquakes sending molten brass skywards, rivers of boiling blood and ever active volcanoes. EVERYTHING is an enemy here... as the Blood God desires it. You will start at Khorne's Rage, a collection of Volcanoes spewing toxic gas and scorching brass and have to make your way through the Daemon Forges, bloody lakes and to the Brass citadel..

-Special Mission: Tuska's Audience (+300): There once was an Ork who found out that he really enjoyed fighting Daemons. As such he came to the only logical conclusion... lead a WAAGH into the Eye of Terror. Daemon World after Daemon World was fought before Tuska and his orks met their match, but not before the Ork took the Daemon Prince with him. Khorne, greatly pleased by their performance, extended his hand to them and let's them fight in his Citadel with his approval.

Your additional goal will be to seek out the Orky Valhalla Tuska and his Boys have fought their way in. Warring against bloodletters, you'll get to join the fray. The goal will be fulfilled once you survive the wave fighting at Tuska's side, either till the wave falls or you see the Ork fall with a smile on his face to be reborn soon. Then you can move on.

Tzeentch's Labyrinth: The Realm of the Sorcerer



Architect of Fate and Changer of Ways are but two of the innumerable names Tzeentch possesses. As varied as the God, as flexible a being that feeds on change is, so is his realm, with some rumouring it to be the 'base' upon which all other realms are build on. Many commentators rely on paradoxical metaphors even to describe the process of perceiving Tzeentch's realm itself: sculpting with fog, describing a dream as it occurs, singing silently, painting with mist, and the like. However, something people can agree on is the shape of a Crystalline Labyrinth upon an iridescent plateau. No Daemons are needed as this deranged maze is protection enough for anyone who would dare to attack Tzeentch. It manifests fears and miseries, hopes and dreams. Going mad is a real possibility... as is wandering for eternity in this twisted realm.

-Special Mission: Childish Wonder (+300): Legend has it that behind nine gates, each only opening when a riddle is answered, will lead to infinite knowledge in the Crystal Labyrinth. Legend also tells of one being -- the only one in all history, who answered all nine of the questions correctly. Strangely, many versions of the story posit that this individual appeared in the guise of a young girl who was accompanied by a small black dog. Its hotly contested if that event really happened and what she was. A powerful Psyker getting lost in the Warp? Who knows really... Tzeentch is a confusing one.

Your additional goal will be to replicate this feat. You will have to traverse the gates, solve the riddles and walk the path the girl and her dog did. Upon passing the final gate, this will count as complete and you can move on.

Nurgle's Garden: The Land of the Plaguelord



The Plague Father, Lord of Decay represents the end of all. How all that lives will die and rot. So does his realm... a flourishing garden filled with rot and decay. Not at all a barren wasteland, this is a Paradise for disease and death with an immense variety of Flora and Fauna. Rotten boughs on moldering ground, beneath an insect ravaged canopy of leaves. Bloatflies in the skies carry many of Nurgle's experiments in their infested intestines, vomiting them all across the garden only to explode and serve as mulch for the Garden itself. One could find a field of tongues sprouting from the earth and a tree made of Eldar flesh. Muddy rivers slither across the bloated landscape and deep inside lies. Nurgle's Blighted Mansions of Misery and Mirth, made of rotted timbers and broken walls. Here the Plague Father goes to work with his Cauldron, giving rise to countless diseases... with the Audience of one of the Last Goddesses of a dying race.

-Special Mission: Isha's Savior (+300): The Eldar are a doomed race but not merely because of She Who Thirsts. Nurgle kidnapped one of the few remaining Goddesses in their Pantheon and has been subjecting her to countless diseases in a Rusty and Rotten Cage within his mansion. Some Eldar had sought to liberate her, only to end up as decoration in Nurgle's Garden. One of the few genuinely good beings in this Verse, Isha seems doomed to be used as Nurgle's subject for his diseases, only to whisper the cures into the Materium Whenever she sees the opportunity. So that we may save those afflicted. Expecting nothing in return.

Your additional goal will be to succeed where the Eldar troops failed. Free Isha from Nurgles grasp. You will receive a Key to her cage and upon reaching her and leaving the Mansion you will count as having passed and move on.

Slaanesh's Palace: The Dark Prince's Realm



Slaanesh, the Lord of Excess and Prince of Pleasure, does not seek to keep you away from their home. Instead what Slaanesh does is to welcome you in what appears to be an endless World of pleasures and excitement. Six circles lead towards the Palace where She Who Thirsts resides all promising great sensation and pleasure but more than able to doom you.

The first circle holds riches beyond compare that when touched will compel you to collect more and more till you are buried under its weight. The second circle grants food and drink of incredible taste but consume them and you will feed till you fall and become the meal instead. The third circle appeals to the carnal instincts as everything about it stimulates a stray wanderer, all pleasing like the Daemonettes offer with gorgeous bodies... which will rend those who succumb to shreds. The fourth circle offers the Adoration that all seek, be it a Governor seeing a Star System happily submitting to their rule or a Soldier who is greeted as a fantastical Hero. Self-doubt would reveal a vast black soot that like tar traps people in delusions. The fifth circle offers a weary traveller a chance to rest and recall their past achievements and what they could still do when sitting on a still pool in a beautiful forest. At least that is what it wants you to think for those that do will eventually be carved open by branches and vines. The sixth and final circle before the Palace is a heavenly place where all seems perfect and every moment fills you with greater bliss, but stop to savour it for even an instant and you fall into a coma to eventually die of bliss as the Cherubs turn to torture your soul for eternity. Even after passing all that... laying eyes on She Who Thirsts makes one submit utterly, body, mind and soul.

-Special Mission: Ynnead's Birth (+300): The ever hated and dreaded enemy of the Eldar race, the dying civilization has long sought to strike back at their Doom. Ynnead represents a last hope. The Eldar God of death they hope to create, shall... at least according to some of them, strike down Slaanesh. However to properly awaken him the Eldar need five blades known as the Croneswords. The Goddess Morai-Heg tricked Khaine into cutting off her hand to assimilate the knowledge in her veins by drinking it, whereas Vaul gathered her five fingers and forged them into these Blades. However this seems to be a doomed endeavor as the final fifth sword is in Slaanesh's own Palace, being put there by Shalaxi Helbane.

Your additional goal will be to retrieve the Final Sword. Upon laying claim to it you will take it as your own and be allowed to move on from this realm of 'delights'.

Drawbacks

Never Ending Warp (+100 per Pick for a maximum of +300/200): The Warp is Transcending and endless in every way. Why limit yourself to only one Realm? For every time you pick this you must Journey to another Chaos Realm to pass the Gauntlet. **You can however forfeit the extra CP to instead get Discounts for every Realm Associated Perks you take.** So if you enter both Khorne's and Tzeentch's Realms you will get Discounts for both their Realms Perk trees. However you WONT get Discounts for Nurgle's and Slaanesh's Perk trees. **For everytime you want to get a Discount for another Realm you enter you must pay 200, for a total of 600 if you wish to gain discounts from all Realms.**

Powerless (+200/+300): You may not make any Purchases from the Perks section. For +300 you do not even get the Benefits of your Species option.

Alone (+200/+300): You may not take any of the Free Companion options. For +300 you can not gain any companions whatsoever.

Unarmed (+200/+300): You no longer get your basic loadout of Equipment. For +300 you can not buy any Items.

For the Glory Of... (+300): By picking this you will not go into a Gods Realm as a free person. You will be a Herald for another of the ruinous Powers with these CP as your payment with your successful 'escape' being a show of dominance and causing an upheaval in the invaded Gods realm for your Patrons Daemons to pass through. This will also make it so that instead of getting discounts from the Perks of the God whose Realm you invade, you are locked into only getting discounts from your Patron God (Picking Slaanesh and invading Nurgle would only get you discounts for Slaanesh). This also counts for the Gauntlet Rewards (Picking Slaanesh and Nurgle to invade and be successful would get you 'Keeper of Jumper' while doing the Special Mission of Nurgle to 'rescue' Isha would instead give you the Croneswords as a Slaanesh Reward). This will also let any being outside of your Gods allegiance know you are a rival, sense your presence and actively know to stop you.

This will also make it Impossible to pick Never Ending Warp more than two times. You may however still pay for other Discounts.

Anathema's Request (+300/Incompatible with For the Glory Of...): A certain someone has come to you with a request, which you will accept if taking this drawback. On top of making your way across the Realm you must place 5 Aquila Feathers in specific locations of whatever Realm you invade. You can feel a strange kind of energy within these Feathers, but they won't help you travel to the locations you need to place them in, all of which being treacherous in their own right.



Made of Malice (+300/Requires Never Ending Warp three times): You wish to fight against all Gods now? Well I know one being who would enjoy your company. Whether or not you work for the Renegade God Malice or you simply wish to carve out your own legend by taking this you will have

to invade all four available realms. You will be seen as an enemy as if you had taken For the Glory Of... and you will not receive any discounts. However you will receive your own Reward at the end of this Document. God Specific and Special Mission Rewards will be kept. If you still want Discounts you may however still pay 200 Per Realm, for a total of 800 for all Realms.



Cultist Chans Attention (+300): Oh dear Emperor. This girl is a devoted follower of the Chaos Gods and for some reason managed to find you and find out about your presence. She latched onto you... but her mere presence makes things harder for you. She is seemingly incapable of being useful to you and just being around here seems to draw in bad luck and make things difficult. Like say getting the attention of a Daemon you successfully sneaked by or her 'trying to help you' and instead distract you. You can not kill her or get rid of her by any means.

Enslaver Target (+300): The Gods and Daemons aren't the only beings in the Warp. Another species to exist are the Enslavers. These beings drove the Old Ones to extinction and the Necrons to hibernation. They will psychically control the minds of creatures and turn them into Warp Portals and now its guaranteed that you will have an Enslaver come after you, being vulnerable to their powers and possibly even shining a Beacon for its kin.

Primarch's Rage (+500): Now you've really gone and done it. One of the Daemon Primarchs wants your head. There is nothing stopping them from seeking you out directly and they will use all their power to destroy you. If you are insane you can pick this more than once but in that case the Daemon Primarchs will work together. Keep in mind you will only have what you got in this Jump and Primarchs are already before their Apotheosis some of the Juggernauts of this Verse.

Species

40K is home to many creatures. What are you? You will be an average member of said species and get the 'standard' equipment a warrior might have (Space Marines would get an armor set and a Bolter for example and a normal human a Lasgun).

Human (Free): You are one of the many humans of the Imperium, one of the most dominant forces in the Galaxy. But like many before, the power of the Imperium is waning in the approaching End Times.

-Space Marine (200): Space Marines are the Emperor's Soldiers, standing several feet atop the normal man. You will be a Space Marine roughly equivalent to the average Ultramarine.

-Adeptus Custodes/Sister of Silence (600): The Emperor's Talons. The Custodes are his mightiest bodyguards, perfect specimens that are to Marines what Marines are to humans. Alternatively you can be a Sister of Silence, all female Assassins whose Soulless Blank nature actively disrupts Warp powers.

-Primarch (1000): The most mighty of the Emperor's Children, the Primarchs have been both the doom and salvation of the Galaxy, depending on which side of the Warp they stand. You are a match to the average Primarch with this. Great power no doubt.

Eldar (Free/+200 if taken with Slaanesh's Realm): A once mighty species, the Eldar have many years ago birthed one of the ruinous powers in their debauchery. Taking this and visiting Slaanesh might be a death sentence as She Who Thirsts forever hungers for your Souls to use for their perverted pleasure.

You may decide at will if you are an Eldar, Dark Eldar or Harlequin, or maybe even call yourself one of the Ynned.

-Phoenix Lord (1000): The greatest warriors of the Eldar, the Phoenix Lords are essentially the Primarch's of the Eldar Race, some of their greatest warriors and each a leader of their Aspect Warriors.

Tau (+100): A young, comparably innocent, species in the Milky Way devoted to their dogma of the greater good. The Tau have weak souls and barely a presence in the Warp, which could be either a boon or a crippling weakness in this realm.

Ork (100): The Ork's may at first glance appear to be a race of mindless brutes but they as a species might just be the most adapt to the Universe they live in. You get the Body of an Ork with all that entails, as well as their WAAGH, which will work subtly for you.

-Krork (1000): Oh now THIS is an odd option. You are perhaps the last Krork, the progenitors to the Orks. Larger than even they and with a basic understanding of your powers.

Daemon (200): Ah. So you'd like to join the inhabitants of this realm in nature? With this you become a Daemon yourself. Though strength wise you'd be barely above the average mindless Chaos Spawn. You will be independent of any of the four ruinous powers (unless you took For the Glory Of...) however and as such you will be no differently treated than a rogue human. However with this you will be much more at home around here.

Tyranid (+300): Interesting. You are one of the Tyranid lifeforms who seek to devour all of the Materium. How did you end up here? Either way you are disconnected from the Hivemind and will not have to be obedient to it, but the Warp's Sorcery is downright toxic to your Body, even **Safety Net**, which only protects against the law of physics being lost, will not stop this effect for long..

-Bio-Titan (600): At least your fleshly form is mighty. You are as strong, as tall and as deadly as a Bio-Titan, towering above many a warmachine.

Necron (600): Now how did you get here? The Necrons are the ancient rulers of the Galaxy, having slain their Gods and giving birth to Ork and Eldar alike by virtue of the Old Ones needing weapons to stop them. You have a body made of Necrodermis and no Soul in this state, meaning you should endure this hellish realm much better than most. You also keep your individuality.

Perks

Undiscounted

Safety Net (Free): It would be a shame if you were to just be Reality Warped out of existence. Well aside from protecting your chain, your ever gracious Jump-chan decided to give you some extra protection. The Gods cant just wave their hand and you fade away and any other Reality Warping instant loss you can ignore as well Think of it like having a personal Gellar Field around you at all times, protecting you against the Warps nature and enforcing some of the Materiums laws around you.

Psyker Awakening (100/200/300/400/500/600): The perhaps most commonly known power in 40K and the one that directly channels this Realms energy for its effects. You gain Psyker Power roughly equiavlent to whatever level you buy here. Epsilon being the weakest and Alpha Plus being the strongest available to you.

Epsilon: 100

Delta: 200

Gamma: 300

Beta: 400

Alpha: 500

Alpha Plus: 600

Eldar (only Eldar not Dark Eldar due to their atrophied psychic potential) get Gamma for free alongside knowledge how to channel their powers, they also only must pay 300 CP for Alpha Plus.

Blank (300/Free with Sister of Silence): You are now similar to a Sister of Silence, your Soul being inverted and possessing a Pariah Gene. As such you are very resistant, if not immune, to psychic powers, practically eating Daemons trying to possess you and you have no presence in the Warp, being very good at repelling the Warps creatures.

Incorruptible (300/Free with Adeptus Custodes): Much like the Custodes, you are truly Incorruptible to the Forces of Chaos. The only way you would ever turn is of your own volition, no forced corruption nor a silver tongue could make you stray from the light.

Anathema's Aid (500): Once during your travels in the Chaos Gods Realm, when you need him most, the Anathema will offer his aid. It may be in the form of a Child driving away corruption or a Golden Group of Aquilla defending you or simply a Resurrection when you were slain. If you don't want the Anathema's direct aid you may instead have a different Deus Ex Machina happen.

The Other Side (600): The Chaos Gods are more than just twisted Gods of Evil. They are the embodiments of all the things that make up the Sea of Souls. Bravery, Hope, Community, Love, all these things are under their curfew as well. Now with this you can realize such truths. You will be able to identify the true nature of any being in its entirety... and maybe even appeal to such deeper levels of their being.

Realm Perks

Discounts are 50% and 100 Perks Discounted are free. Depending on what Realm you pick you may take discounts from there. If you took **For the Glory Off...** you will get Discounts for their Perk Tree instead. If you took **Made of Malice** you get no Discounts unless you pay the fee.

Khorne

Tranquil Fury (100): One should not discard the value of strategy just because they'd rather tear you to pieces. No matter how angry you are, be it due to your own rage or a supernaturally induced one, you will always be able to keep a level head and won't lose yourself to said rage. Acting during rage also seems to make you more skilled overall.

Brutal Honesty (200): Khorne despises deception and trickery and as such his Daemons are the few ones you can, mostly, take by word. When you tell the truth, the one you say it too will know it is the truth. Furthermore you have a sense for when someone tries to deceive you.

Worthy Opponent (400): Khorne respects the battle and glory of taking Skulls and lives. But as one Tuska experienced he is not above respecting worthy warriors. You have a knack of being considered a Worthy Opponent by those you fight. They might even end up sparing you in the event they DO win against you, or give you advice during the fight even. To do this you must actually give it your all and to those that have a personal grudge against you this will be worthless.

Blood and Skulls (600): Following the God of Skulls and Blood will inevitably lead to battlefield after battlefield. The more you destroy, the more you slay in a fight, the stronger you are for it, slaughtering without exhaustion. You will also always grow stronger from battles, with greater boosts the more the Battle pushes you and always be able to improve your fighting skills.

Tzeentch

Mad Revelations (100): The path to knowledge is a dangerous one, for knowing too much may drive the seeker mad. Not for you though. Eldritch appearances, cursed spells or similar things can be as mad and mind breaking as they want, you can perceive them just fine.

Answer Seeker (200): The Answers are out there. Answer to change your fate and decipher truth of the Universe even. You become good at solving puzzles and riddles and know just where to go to find an answer you seek.

Endless Schemes (400): Tzeentch is the greatest ally and enemy of Chaos for as long as his schemes work the Great Game can never truly end. You become skilled at treachery and trickery, your tricks and ploys almost seeming to be blessed as little can be done to uncover, suspect or even stop them.

Arcane Wisdom (600): Tzeentch is the God of Psykers and Magic so of course his Magic is the most supreme. Taking this Discounts whatever level of **Psyker Awakening** you want to purchase, while humans get Gamma for free. Magic just seem to be innate to you as well, immediately gaining a mastery of such arts whenever you seek to pursue them.

Nurgle

Despairing Clarity (100): The followers of Nurgle know one truth, that all exists to die and rot. This clarity gives purpose and happiness. You, oddly enough, become immune to despair inducing effects and despair in general. You will always be able to keep pushing on no matter the odds with a smile.

Papa's Love (200): We are all the same under Papa Nurgle's gaze. This is something other animals and sentient creatures must think when looking at you. As long as you don't act aggressively, so will

they. This however depends on the person. Someone who would kill you just because or has a personal grudge towards you won't be affected, as would be anyone who has a personal grudge and reason to kill you. Also be aware for what someone who loves you might wanna do... the Beasts of Nurgle tend to kill their playmates.

Nurgle's Tough Love (400): Do you know what makes the followers of Nurgle a real pain to fight? Their sense of pain is borderline non-existent. You can put bolter round after round into them and it'll inconvenience them as much as being sneezed on, now you can function and operate on these same principles, enough damage will still kill you and you'll know the threshold, but you can give the random mugger the scare of his life as you pull out his blade while visibly undisturbed by his stabbing.

All Powerful Antibodies (600): The Warps threat isn't just in power but in corruption and Nurgles microscopic terrors show that the best. Good then that you won't have to fear it. You are completely immune to any disease and will heal from them in time, almost like the Goddess Isha.

Slaanesh

Eternal Sensuality (100): The followers of Slaanesh dread the lack of sensation more than anything else but even worse than that may be the possibility of losing the ability to enjoy the senses. You won't have to fear that, as you can choose whether or not you are immune or growing a resistance to sensations. A Steak will always be as delicious to you today as it was 40000 years ago or in 40000 years to give one example.

No Desire (200): Slaanesh has so many delights to offer, it is no wonder so many fall to them. Not so however with you. Desire, delightful things, no matter how great, can be resisted by you and you never lose yourself to one pursuit. Slaanesh herself could stand in front of you and you will not even be so much as compelled to bow.

Graceful Death (400): The Daemons of Slaanesh are as gorgeous as they are fast. Within the first moment you lay eyes on their beauty they could have already torn you to shreds. You become more agile and quicker in general, while displaying simply unworldly levels of beauty, seeming even mystical.

Devourer of Souls (600): Do you know the tale of Ax'Senaea the Thrice-Possessed? She earned her ascension as a Daemon Princess by essentially reversing Daemonic Possession. And leech of a Daemons energy. She trapped Daemons inside of her soul until they were sucked dry. A Keeper of Secrets was reduced to nothing but food for a mortal. You can do similar things, reversing possession and instead draining any eldritch abominations or other types to try and possess you and devour them, taking their powers for yourself. You can even devour Souls themselves.

Items

Base Equipment (Free): Depending on what Species you entered this Jump as, you get the average amount of Equipment they wield for free. For example a normal Human gets a Lasgun and some rations while something like a Custodes would earn the appropriate armor and weapons.

Jump-Chans Coupon (Free): This Coupon will be your Ticket out of here. By connecting this to the Orb you will be able to escape and the Gauntlet count as complete. Make sure not to lose it.

Chaotic Icon (100/One Free with For the Glory Off...): This Icon, in the image of one of many Chaotic forces, are wielded into Battle by their forces and acts as magnets for Chaotic powers. This makes you a bit more capable overall while granting you an additional effect based on the Icon itself. You can not pick a Icon of a Chaos God whose Realm you invade. Taking **For the Glory Off...** will get you said Gods Icon **and you wont be able to take another with the exception of the Icon of Vengeance.**

-Icon of Wrath: The red-hot curses of the Lord of Murder resound in the minds of those in the shadow of this Chaos Icon, compelling them to hurl themselves into the fray with wild abandon.

-Icon of Flame: In honor of Tzeentch, the coruscating energies surrounding this Chaos Icon swath the weapons of the devout with mutagenic flames.

-Icon of Despair: This Chaos Icon is surrounded by a miasma of disease and hopelessness, turning the thoughts of any nearby foes to the grisly and inevitable deaths that await them, badly damaging their morale.

-Icon of Excess: Depravity hangs about this Chaos Icon like cloying musk, driving those below it into an orgy of sensation-seeking that can only be halted by the total physical destruction of their bodies.

-Icon of Vengeance: Dedicated to the energies of Chaos Undivided, these artifacts shine brightly in the Empyrean, gathering the malefic energies of Chaos to those who bear them and spurring them on to acts of suicidal bravery.

A Mark of Chaos (200/One Free with For the Glory Off...): The Marks of Chaos are a sign that the individual bearing it follows their Patron to Hell and back, getting varied powers depending on the Mark branded on their Body and Soul. Per every purchase you can take one of these Marks and use their powers for yourself, without necessary obeying them. You can not pick a Mark of a Chaos God whose Realm you invade. Taking **For the Glory Off...** will get you said Gods Mark **and you wont be able to take another.**

-Mark of Khorne: You become more ferocious in close combat and loses all sense of fear while being more physically powerful and taking less damage

-Mark of Tzeentch: You becomes a Sorcerer, able to use psychic powers. If you have purchases any degree of psychic powers the powers will be double as powerful and more easily to control.

-Mark of Nurgle: You become near immune to pain and extremely difficult to kill, any damage healing over time. You also don't need to have Rotten Flesh for Skin.

-Mark of Slaanesh: You gain the power to emit a piercing scream that disorientates your foes. You also will become a bit faster, appear more alluring to those around you and be more beautiful in general.

Dreadnought (400): These walking Tombs are armed to the teeth with various weapons, one Dreadnought laying waste to armies worth of foes. It has a life support system that could keep you

alive for many, many years inside its confines. Unlike the other Dreadnoughts in this World however, you can leave and enter whenever you want.

Blackstone (500): This curious material is utilized by the Necrons and pillars of it have been one of the many reasons Cadia managed to fend off the forces of Chaos and the widening of the Eye of Terror for so long. You get several crates of this material which will refill once per week.

Khorne

Domineering Chains (400): These chains are made of the very same substance as Khorne's Collars, but instead of protecting you against Psychic powers, any bound in these will be unable to use theirs. Instead bound like that you may link them to a weapon instead and utilize their pitiful power as fuel. Runs the risk of sucking the bound psyker or Daemon dry over time.

Collar of Khorne (600): Khorne spits on the cowardly ways of Psykers and Sorcerers. He doesn't respect them as warriors so why should you? With this Collar any Psychic powers but also Magic just rolls off of you as long as you wear it, not even things like a car being psychically thrown at you being things you need to worry about. If bought with Psyker Awakening it won't impede your own Psychic abilities.

Tzeentch

Golden Eye (400): The eye of a Greater Demon turned into a Fossil for you to use. Those possessing powers of foresight can channel them into this Eye, boosting their accuracy and reach. Even those that do not possess such gain a sort of sixth sense for danger.

Soul Bane (600): This incorporeal blade inflicts no harm upon its victim's physical body, instead carving their very soul. It is impossible to cross blades with Soul Bane, for its ghostly edge will pass straight through any guard. Those struck by Soul Bane collapse in agony, writhing and screaming as their lacerated souls slowly bleed away into the ether from out of their unmarked flesh and undamaged armor.

Nurgle

Isha's Tear (400): A Tear shed by Nurgle's captive. This Vial refills every 24 hours with one of these tears, healing the one who drinks it from almost any injury and cleansing them of harmful illnesses.

Mortarion's Respirator (600): A certain Primarch had this made to adjust his body against the toxins of his world, wearing this will slowly grant you all the positives any disease can bring, such as enhanced strength or increased hearing.

Slaanesh

Lash of Torment (400): A twisted weapon for a twisted mind. In this case a copy of Lucius the Eternals own. A barbed whip that almost seems to move on its own, this weapon can ensnare its victim and feed on their pain and fear, projecting it for the enjoyment of the bearer and terror of all others around

Jewel of Excess (600): A Slaanesh Artifact worn by Exalted Keepers of Secrets, it appears as a perfect ornament, though is in fact a tormenting prison that houses the souls of every psyker ever slain by the Keeper of Secrets. Bound within the Jewel, their powers are now able to be used by the Greater Daemon. You gain a perfect copy of such an artifact, with the distinction that it can capture any being with a soul you slay to amplify your powers.

Companions

Captured Daemon (200/400): Daemons are otherworldly beings with great power, but not without weaknesses. Knowing a Daemons True name makes them utterly vulnerable and subservient to you, allowing you to bind them to your will. Every time you purchase this you gain one such a Daemon bound to your service. For 200 CP this is an average Daemon but for 400 CP it may even be a Daemon Prince or Princess, belongs to a God of your choosing. They can even be a Living Saint blessed with the Emperors Power.

Together in Hell (Free): You are not quite alone in this Hellish Realm after all. A small squad of whatever your chosen Species standard Troops are, are here with you. If you want you can Import a Companion into these places but they are stripped of their Perks and Items as you are and may NOT gain any CP for themselves.

Humans: A squad of Astra Militarum Soldiers from whatever World you preffer.

Space Marine: A handful of fellow Marine's from a Legion or Sublegion you would be loyal too.

Adeptus Custodes/Sisters of Silence: Three of your Brothers or Sisters, all a masterful hero or assassin.

Primarch: A squad of Space Marine's, made from your own Geneseed. The first of a Legion perhaps should you make it out of here, as their replenishible Geneseeds are very easy to harvest.

Eldar: A squad of fellow Aeldari, Ynnead, Harlequins or Drukhari warriors, all with good psychich power.

Phoenix Lord: Three of your finest aspect Warriors.

Tau: A full Squad of Fire Caste Warriors.

Ork: A small group of Boyz following your command.

Krork: A single other Krork ready fo battle.

Daemon: Four Daemons of comparable power to your own.

Tyranid: A small squad of Tyranid beasts that seem to accept you as the leader.

Bio-Titan: An entire armada of Tyranids much smaller than you but their Biomass could come in handy.

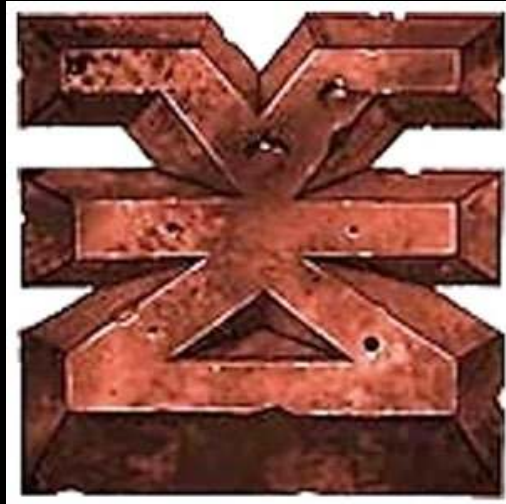
Necrons: A small group of Necrons, programmed to obey your will.

Familiar Faces (200/400/600): The Warp is endless and in its confines may just lie gateways to other realities. Where there rest people who you may be familiar with. You may get one of these as a Companion by paying the price. Depending on their power it will be more expensive. A normal human or daemon spawn, up to a Space Marine in terms of power, is 200. Anything comparable to a Custodes is 400. For a Primarch you may pay 600. These can be from Worlds different than this, playing by different rules. Perhaps one where a Primarch never fell or the Emperor was an Empress and as such her children were daughters not sons.

Rewards

As you escape the Gods clutches and succeed in this Gauntlet, you will find yourself rewarded. How? Well that depends whose Gods realm you entered and what you perhaps did other than surviving.

Khorne



-Throne of Skulls: The Blood God rests on his Skull Throne, ever pleased by the violence and war in the Galaxy. For every person slain in his name one Skull gets added on the Throne. Now you too can enjoy such an incredibly luxurious seat with some added features. In addition to a pile of Skulls that increases for any enemy you slay or is slain by your forces, when on it you will be able to see and reach out to all your forces, commanding them as if you spoke to them yourself. Leadership, respect and fear is boosted when you are in this Throne and for all the Skulls you get just that bit stronger. Blood for the Jumper and Skulls for the Throne.

-End of All Things (Requires Khorne Special): The Weapon a Blood God like Khorne would consider worthy of being wielded must be something special indeed. A great two-handed sword, a legendary blade with names like Woebringer, Warmaker and the End of All Things. You were blessed enough to get a small mini version of such a weapon, perfectly tailored for you and your fighting style. It never dulls and has the terrifying power of its sibling, being able to lay waste to Worlds with one blow. Its attacks can cut through reality itself, letting you tear down borders between realms and dimensions and open portals. Does it need to be said what such a weapon would do to your targets conventional defences? Even an immortal or impossible being like a Daemon will fear true death when confronted with this blade.

Tzeentch



-Crystal Shard: Once upon a time, the other three Gods of Chaos turned against the Changer of Ways when he wielded a Crystal Staff, when he was the supreme Chaos God. The other Gods united to overthrow Tzeentch, thus beginning a conflict that would leave much of the universe devastated. Tzeentch, ever the schemer, feared that the combined army of the other Gods would defeat him and opted for a third option. He yielded and broke his own staff as a token of surrender. In a sorcerous explosion, the staff shattered into countless pieces. Each of these fragments took the form of a different spell, and was flung to every corner of space and time, irredeemably lost. This event coincides with the birth of magic, and helped ensure that nobody would ever wield as much power as Tzeentch once did.

Now you have found one of these Shards it seems. A finely crafted blue crystal, glowing eerily and easily changing itself into any kind of accessory, be it a Ring or a Necklace or a Jewel. This shattered piece of the Source of Magic will boost your own abilities related to magic considerably. Not only that as Magic comes from Tzeentch's Staff, you will be able to control all forms of it to a degree.

-Endless Grimoire (Requires Tzeentch Special): This is a Daemon Weapon of Tzeentch said to contain infinite knowledge. In its never ending tomes lie every cantrip, incantation and spell Tzeentch ever conceived. Such infinite knowledge should only ever be usable by the Changer of Ways and yet here you are. Studying it is bound to make your Magics awe inspiring and it updates for every Magic System in the Worlds you were in or continue to enter.

Nurgle



-Nurgle's Cauldron: Within this Cauldron all the diseases in the Galaxy are born. Under the Plague fathers watchful eye, innumerable plagues were made. A smaller version, the size of a bathtub, is yours to use and any effort you make at diseases or any kind of chemical substance will be much more effective. The liquid that is in by default is notable as well, as when one bathes in it they will absorb it without harm, gaining power that matches Ku'gath the Plaguefather, once a humble Daemon who fell into his fathers Cauldron and emerged a powerful Daemon.

-Isha (Requires Nurgle Special): The Divine Mother of the Eldar, at last freed from her imprisonment. She will rejoice upon finally breathing fresh air instead of horrific plagues and know she has you to thank for it. By locking on you she is saved from the Immateriums dangers and ever the nurturing Fertility Goddess, she will follow you happily. Her ability to heal is great, no injury being too great for her and her tears can cure all diseases, alongside many other skills in Biomancy. One of the few purely good things in this World, she will care for the mortals like a true mother. Tell the Eldar of her freedom and they will be overjoyed indeed and be forever in your debt.

Slaanesh



-Keeper of Jumper: To resist the Prince of Pleasure is unthinkable to these six Daemons. How did you manage to resist everything Slaanesh has to offer? They have been watching you curiously, betting when you would succumb to temptation... only to be stumped you never did. Shocked by that, they decided they WILL show you the pleasures the Dark Prince can offer and joined all together, determined to corrupt you and use your own being as the base of their new form. This either backfired or went better than expected as the result is a Daemon Being that is tailored to be your Perfect partner. They love and adore you, even more so than once the Lord of Excess. They want nothing more than your happiness and are incredibly talented at doing just that. Be it in the Bed Room or on the Streets. You can likely expect quite the kinky mind here though. Not just that but they have great power, as much as is deserving of six such demons fusing. They are fast, graceful, beautiful and can change themselves to be whatever they wish... whatever you wish. Oddly Slaanesh will not mind at all their decision. Perhaps they hope your Daemon Waifu will convert you eventually? Who knows really.

Alternatively, if you already have a companion that fits criteria of Perfect Partner, you may have it happen so that this Companion absorbs the six Keepers of Secrets. Don't worry this won't affect them in any way. They'll only get an increase in power matching that of six such powerful Daemons, Shapeshifting abilities to match and the Daemonic nature with no downsides.

-Croneswords (Requires Slaanesh Special): As you take the Sword for yourself and escape from the Immaterium something curious happens and it is joined by its siblings. They are copies from the blades the Ynnari wield but no less effective and possessing all their power. Now all five Croneswords are yours to use. Kha-vir the Sword of Sorrows, turns its victims to ash. Asu-var, the Sword of Silent Screams absorbs its foes life essence. Vilith-zhar, the Sword of Souls is a shapeshifting blade forged in burning souls. The Spear of Twilight, a powerful weapon that can strike down a Hive Tyrant in one blow, although it takes the wielders own life-force and immortal soul, something you wont have to worry about.

With the mysterious unnamed fifth sword, all have become one blessing you with all their abilities and an increase in power. Not only that but once per Jump you may use this powerful weapon to bring forth a miracle. This could be the birth of a God or delivering great damage to one. Surely the Eldar would bask at this marvelous blade and see you as one worthy of attention, especially those who seek Ynnead's resurrection.

Other Rewards

Apotheosis (Requires taking Never ending Warp two times and For the Glory Of...):

By invading the other Gods Realms you will be noticed by the one you didn't invade. Pleased by your actions in harming its rivals, it will extend its hand to you. Take it and you will be their favorite Champion, ascending to Daemonhood as a Prince/Princess above all others.

With this come more Boons:

-Daemon World: Your own part of the Warp to call your home. On this Contaminated and Corrupted Planet you are the absolute ruler. You can shape it in any way you desire but by its nature it will be influenced by the God that ascended you. Invading everyone but Khorne would see to this World being influenced by his own for example.

Depending on which God you chose for **For the Glory Of...** take you will receive another boon with your Ascension.

-Khorne: You can summon a bloody Arena to your location, with regimens of loyal Warriors constantly improving their Battle skills and otherwise defending it to the last man. Drinking from the bloody rivers invigorates anyone you allow it, training efforts are boosted when it concerns combat and you can summon copies of opponents you faced for entertainment. It also possesses an Armory that possesses copies of noteworthy weapons and updates for every Jump to the settings weapons.

-Tzeentch: You can summon an insidious Maze to your location with Guard keepers at every door with riddles that only the greatest of minds could possibly hope to answer. On its walls are runes that empower any attempts at magic and you can even use it to form a network. You could place one entrance at this Planet and another at the other end of the Universe, even another realm entirely, and while you will always find your way through it in an instance any you don't allow might get lost forever.

-Nurgle: You can summon an untamed Jungle to your location, with friendly and loyal beasts of Nurgle thriving in it. The Jungle possesses a Fauna that is completely obedient to you and within it are countless diseases, infecting anyone who is foolish enough to enter without your permission as their armor and body decays. At its heart is a garden filled with every plant and disease you find on your journey, updating appropriately.

-Slaanesh: You can summon a luxurious Palace to your location, filled with food and riches and designed to your complete satisfaction. It will be staffed by hordes of extraordinarily attractive Daemons ready to fulfill your every desire and serve you to the best of their ability. Deep below is a Dungeon that once you imprison one in it, make escape impossible even for souls, allowing you to act on every twisted desire. Some Eldar souls are already present.

The Following DO NOT require the For the Glory Of Drawback

Malicious (Requires Made of Malice): If you HAVE invaded all four Gods Realms than that is more than worthy of a Reward. Maybe it is from the Renegade God or because that in escaping each and every Realm you slowly stole some of their powers but you will gain Daemonprincehood, on the level that you are now a lesser Warp God, equal to Malice himself. Alongside this comes a strange formless realm the size of a Planet, chaotic and untamed with so much potential to serve as a Daemon World.

You will be able to summon parts of this Pseudo Daemon World wherever you are, the mere presence of such Malicious contradictory powers messing with any supernatural abilities you don't give permission.

Anathema (Requires taking Aquila's Request): If you have managed to fight your way through all the Gods twisted Realms, the Warp itself must have grown to fear your potential. No normal mortal should be capable of such feats... and maybe that isn't too far off.

Around you is an Aura similar to that of the Anathema. You are the Bane of the Immaterium and all that is corrupted, vile and dark. Your attacks deal more damage, their corruption can never affect you and those that are corrupted can be saved as your mere presence drives these forces away. A lost corrupted follower can easily be cleansed.

Jumper Protects (Requires taking Aquila's Request and Never Ending Warp four times): You are an even match to the Anathema, the Emperor, in every possible way. Psychic potential, warfare, intellect... all that the Emperor can do you will be able to. This however only applies to the Emperor before he took the Golden Throne and before he was fed with worship of Trillions.

Cultist-Chan (Requires Cultist Chans Attention):



After dealing with this girl for the entirety of your stay, something seems to have changed. Maybe it was her genuine amazement at your skills in navigating the Immaterium, maybe traversing them at your side for so long somehow loosened Chaos Grip on her... or maybe its just a Fiat Reward for dealing with this annoyance for so long. You may take Cultist-Chan with you, now being an actual useful and dare I say, enjoyable companion and fighter. With a strength of a Khorne Warrior, the wits of a Tzeentchian sorcerer, the durability of a Nurgle beast and the speed of a Slaaneshi Daemonette, I am sure you will find her a lot more useful once you're out of this place.

If requested you could Import her into the Keeper of Jumper Reward should you have earned it.

Decision

Well than this was quite the trip outside of reality. Now what will you do?

Go Home: Had enough now of the World hopping? Very well than go home with all you earned and my personal thanks.

Stay: An odd place to rest but I will not judge. You may stay here and be returned to your full power.

-Stay a while longer: So now you feel curious and want to extend your stay in this Galaxy? Well alright than, continue with your chain but your next Jump will be a Warhammer 40K Jump. What you have done here will carry over to that Jump.

Move On: As usual. Proceed to the next Jump.

Special Task: Noblebright

The Redeemer of Chaos (Requires The Other Side): What the... well... I will admit I will be more than a little stumped if you take this option.

Chaos in and off itself is not necessarily evil. It is simple emotion. All the Ruinous powers are mere corruptions of such things. Honor, Wisdom, Love, Pleasure. They represent all these things too. But ever since the War in Heaven this Universe was doomed for misery and evil. But do you think this can be changed? Now it is your task to bring it forth.

In other words you need to try and redeem four beings that are basically four Cosmic Satans.

This will not be an easy task for reasons I hope I don't need to explain. But with some nudging of yours truly I might just pave you a way.

First of you need to do the **Special Mission** of whatever God you pick and take **Anathema's Request** weakening them. After that Task is done you must travel on, into 8 separate locations inside the Gods Realm, much like the 8 spiked Star of Chaos. At these locations you will find a well of immaterial energy, corrupted and twisted from so long ago. Within it will be the essence of what makes up the Chaos God. Now your task will be to take that essence and purify it by engaging with it in a discussion. This depends on what the Essence represents. You might have to convince a Essence Shard of Khorne that Hatred is pointless with self destruction or a Shard of Slaanesh that mastery in something does not have to bring joy. These are likely to be incredibly draining conversations. However manage that and that small fraction that makes up the God will be returned into a calm state. Do this for all the 8 locations and then confront the God directly. You will probably notice a change in their normal demeanor by then but even now be on your toes. Manage to launch this logic bomb of redeeming and purifying qualities however and for the first time since the very beginning of this twisted Cosmos, one part making up the Warp will be calmed.

Reward: Whatever God you managed to redeem, they and their Realm may follow you on your travels. If you have redeemed all four the entirety of the Warp itself may come with you, you yourself being the newly crowned fifth God of Chaos. You will have your own Realm inside the Warp and your own domain that you may decide yourself (by default this will be Belief/Corruption). Enjoy the power, you truly worked hard to get here.