

Supplement AOS Grand Alliance Of Chaos : Armies Of Slaanesh 1.0

By saiman010



Introduction:	4
Slaanesh Blessing:	5
Army List:	9
Generals:	9
Chaos Lord Of Slaanesh	10
Herald Of Slaanesh	11
Keeper of Secrets	12
Heroes:	13
Alluresses	13
Infernal Enrapturesses	14
Contorted Epitome	15
Shardspeaker of Slaanesh	16
Lord Of Pain	17
Chaos Lord Of Slaanesh	18
Infantry:	19
Blissbarb Archer	19
Daemonette	20
Slaangor Fiendblood	21
Symbaresh Twinsoul	22
Myrmidesh Painbringer	23
Chosen of Slaanesh	24
Cavalry:	25
Hellstrider	25
Blissbarb Seeker	26
Seeker of Slaanesh	27
Pleasure Knights of Slaanesh	28
Slickblade Seeker	29
Seeker Chariot of Slaanesh	30
Hellflayers	31
Exalted Seeker ChariotsSeeker	32
Monsters:	33
Fiend of Slaanesh	33
Soul Grinder	34
Scenarios:	35
Slaanesh Gifts:	37
Daemon Generals and Heroes only :	37
Exalted Keeper Of Secrets only :	39
Generals and Heroes only :	41
Wizard units only :	44

Infantry only :	47
Cavalry only :	49
Monster only :	51
Accession to Daemon Prince/Princess of Slaanesh	53
Drawbacks:	57
Notes:	58

Introduction:

Jumper, you have been traveling beyond the multiverse, indulging in the dark desires that have plagued your soul for eternity. These desires were once bottled up due to the constraints of real-world society, where you had to function as a normal member. But not anymore. On this journey, you are free to do as you please across the many worlds you visit.

Your actions have drawn the attention of the dark prince, Slaanesh. The depravity you seek has piqued her interest, and she has bestowed upon you one of the most depraved armies within the Chaos forces, naming you her champion. Slaanesh expects only one thing from you: to consume pleasure beyond what any mortal man can hope to experience.

However, Slaanesh has added a little hindrance as payment for receiving this gift. On the first world you visit with this army, you must choose one depraved activity to indulge in daily to keep your mistress happy. This could be sex, drugs, alcohol, or any other activity that provides great satisfaction in excess. Don't worry; this crippling addiction will only last on the first world you visit with this army.

This supplement can be used in any jump of your choosing. Take this 100 Favor and build your army as you see fit.



Slaanesh Blessing:

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

Mark Of Slaanesh [Free]:

On your body, the Mark of Slaanesh is a striking and disturbing emblem, a symbol of allegiance to the Dark Prince of Excess. The mark exudes an unsettling beauty, often surrounded by intricate patterns and designs that echo themes of indulgence, seduction, and excess. These designs shift and move subtly, creating an almost hypnotic effect. The Mark of Slaanesh bestows enhanced physical capabilities, particularly in terms of speed, agility, and reflexes. The bearer moves with a fluid grace, able to react swiftly and precisely in combat or other activities.

Exalted Of Slaanesh [1 Favor]:

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

Lore of Slaanesh [1 Favor]:

The Lore of Slaanesh is a collection of spells and magical abilities drawn from the dark powers of Slaanesh, the Chaos God of Excess and Pleasure. These spells are designed to manipulate the senses, emotions, and minds of others, inflicting both overwhelming pleasure and excruciating pain. Practitioners can enthrall enemies, incite uncontrollable desires, and summon the seductive yet deadly energies of the Warp to corrupt and dominate their foes. With the Lore of Slaanesh, spellcasters wield the ability to both beguile and destroy, embodying the essence of their dark patron.

Chaos Plate of Slaanesh [Free]:

Adorned with the insignias of Slaanesh, the Chaos Plate armor stands as a profound testament to the wearer's unwavering dedication to the excess of life. Bestowed as a divine boon from the she who thirst , each ensemble is a blasphemous masterpiece, intricately adorned with carvings devoted to Slaanesh's chaotic essence. These infernal armaments transcend mortal craftsmanship. Clad in Chaos Plate, warriors are often hailed as indestructible, for common weapons splinter against its impenetrable surface, and arrows are deflected harmlessly. Remarkably, the armor seamlessly melds with the wearer, offering unmatched flexibility and ease in combat, conforming effortlessly to their physique, regardless of any mutations they may bear. Furthermore, Chaos Plate boasts the extraordinary capability to self-mend over time, ensuring its endurance even during the most grueling of campaigns. Whether preserved in its original state or modified to emit an even more chaotic energy, Chaos Plate endows its wearer with unparalleled defense and fortitude, serving as a harbinger of destruction to all who dare to challenge the chaotic forces of Slaanesh.

Whip Of Slaanesh[Free]:

This whip is no ordinary weapon; it is a special gift bestowed upon the chosen champion of Slaanesh. Bathed in the chaotic energies of the realm of Slaanesh, it gleams with exquisite beauty, adorned with countless jewels and ornate decorations that make it a sight to behold on the battlefield. But the true power of this whip lies in its versatility. With a mere thought, the wielder can determine how each strike will affect their target. They can choose to inflict maximum physical damage, shattering limbs and rending flesh with each lash. Alternatively, they can eschew physical harm and instead maximize the sensations of pain or pleasure, plunging their victims into ecstatic or agonizing states beyond imagination. And if that weren't enough, the whip holds yet another ability within its seductive coils. With a flick of the wrist, the wielder can send their foes into a blissful dreamland where their deepest desires are brought to life. Within this dream, they are at the mercy of the wielder, who holds the power to awaken them from their reverie or prolong their indulgence as they see fit.

Possible mount upgrades can only choose one :

Horse Of Slaanesh [1 Favor]:

These shadowy steeds are the favored mounts of the savage Chaos Knights dedicated to Slaanesh. Among the steeds granted to followers of the Chaos Gods, these creatures stand out for their exceptional speed and agility, surpassing even those aligned with other deities.

Exalted Steed Of Slaanesh [2 Favor]:

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

The Seeker Chariots [3 Favor]:

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

Hellflayers [4 Favor]:

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

Exalted Seeker Chariot [5 Favor]:

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



Army List:

Before we proceed with recruitment, you will receive one Hero at base points for free. It's worth noting that units with higher favor values and fewer numbers are generally more powerful.

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

Generals:

These units represent the elite of the Dark Princess army, blessed by himself. As great champions of Slaanesh, they stand by your side, ensuring order and cohesion within your forces. The presence of these mighty champions reduces the need for micromanagement, allowing you to focus on leading your army to victory.



Chaos Lord Of Slaanesh [3 Favor]:



The Lords of Slaanesh stand as some of the most perilous of all His mortal devotees, wielding both brutal martial prowess and charismatic influence with alarming effectiveness. They have proven themselves not only as fearsome warriors, but also as fervent ambassadors of the Dark Prince's cause. Spreading Slaanesh's corruption amongst the naive and unsuspecting, they promote such extreme heresy and deviance that it defies the very laws of nature.

Possible Upgrades

- *Exalted Of Slaanesh*
- *Horse Of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *Exalted Seeker Chariot*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

Herald Of Slaanesh [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *The Seeker Chariots*
- *Hellflayers*
- *Exalted Seeker Chariot*

Equipment

- *Lore of Slaanesh*
- *Claws*

Keeper of Secrets [6 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Lore of Slaanesh*
- *1 Great Weapons or 1 weapon and shield*

Heroes:

These units serve as beacons of inspiration for their fellow Slaanesh allies and as catalysts for recruiting new followers into the ranks of the princes of excess. Their presence within your army bestows buffs that amplify the destructive potential of your forces, ensuring greater carnage and devastation upon your enemies. But their buffs are optimal on leading six units.

Alluresses [2 Favor]:



The Alluresses move swiftly across the battlefield, their lithe legs carrying them with effortless grace. The vivid patterns of their gaudy tattoos swirl and dance, forming mesmerizing fractals of color and shape that captivate the eye. They lead the Daemonettes into battle increasing their speeds even further.

Possible Upgrades

- *Exalted Of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *The Seeker Chariots*
- *Hellflayers*
- *Exalted Seeker Chariot*

Equipment

- *Lore of Slaanesh*
- *Claws*

Infernal Enraptureesses [3 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Lore of Slaanesh*
- *Slave Harp*
- *Claws*

Contorted Epitome [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Lore of Slaanesh*
- *Ornate Mirror*
- *Claws*

Shardspeaker of Slaanesh [2 Favor]:



Shardspeakers play a role akin to soothsayers within the cultist circle and leading them, wielding their hypnotic gaze to peer into the souls of Slaanesh's followers and unveil hidden lusts. In combat, they harness their magics of pleasure and pain to devastating effect against their foes. Armed with a Haze Staff and shadow-cloaked claws, Shardspeakers are formidable sorcerers. Through their dark invocations, they can manipulate a man's nervous tissue as easily as unraveling thread, or compel their enemies to offer up their own organs to Slaanesh in a gory display. Accompanied by scented mist-daemons, these sorcerers can command these ethereal entities with a delicate gesture, using them to shield themselves from harm or suffocate foes who dare to draw too close.

Possible Upgrades

- *Exalted Of Slaanesh*
- *Horse Of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *Exalted Seeker Chariot*

Equipment

- *Lore of Slaanesh*
- *Haze Staff*
- *Shadow-cloaked claws*

Lord Of Pain [3 Favor]:



Lords of Pain are elite commanders who focus on the vice of enduring and inflicting agony on a massive scale. Strutting at the forefront of Hedonite armies, they are revered as paragons of Slaanesh's dark faith. Often hailing from the dark martial orders dedicated to Slaanesh, particularly leading Myrmidesh blade warriors, these individuals become fixated on pain. They train themselves to the peak of mortal capability, mastering the art of slaying adversaries by accumulating and amplifying agony with each tormenting blow. Lords of Pain are committed sadists, their entire existence revolving around the infliction of crippling pain.

Possible Upgrades

- *Exalted Of Slaanesh*
- *Lore of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *Exalted Seeker Chariot*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

Chaos Lord Of Slaanesh [3 Favor]:



Lords of Hubris are master duelists and flamboyant swashbucklers who ensure they are always the center of attention. In combat, these arrogant heroes relentlessly taunt their foes, strutting into battle with a swagger that dares anyone skilled enough to challenge them in single combat. They flamboyantly seek out the finest among their enemies, goading them into duels. So confident are they in their abilities that they often allow their opponents to strike the first blow, fully certain they can deflect it with ease. Their audacious display of skill and bravado serves to both humiliate their adversaries and elevate their own status as unmatched warriors.

Possible Upgrades

- *Exalted Of Slaanesh*
- *Horse Of Slaanesh*
- *Exalted Steed Of Slaanesh*
- *Lore of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

Infantry:

600 Blissbarb Archer [1 Favor]:



Blissbarb archers are the lowest of Slaanesh's mortal devotees, and as such, their domineering champions do not yet permit them to engage in the glory of hand-to-hand combat. Instead, they bring pain and destruction to the enemy from afar, becoming nimble and deadly archers. Blissbarb retinues are often accompanied by shuffling figures known as Homonculi—creatures that gather wherever the Carnivals go. These Homonculi are responsible for creating the incredibly potent Blissbrew toxin used by the archers, harvesting the remains of enemies and sacrificed captives to produce this deadly substance.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Armour*
- *Treasured Bows.*
- *1 chaos weapon*

300 Daemonette [2 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Claws*

150 Slaangor Fiendblood [2 Favor]:



Slaangor Fiendbloods are fierce warriors of Slaanesh. Completely consumed by their most primal urges, they serve as shock troops, recklessly charging into enemy lines with no regard for their own survival. Their ferocity and relentless aggression make them invaluable to the Sybarite carnivals, where they are held in high esteem. These brutal fighters epitomize the chaotic and hedonistic nature of Slaanesh's followers. Their reckless abandon and sheer force disrupt and devastate enemy formations, creating opportunities for the more strategic elements of the Sybarite armies to exploit. Despite their wild nature, the Slaangor Fiendbloods are deeply loyal to their dark master, embodying the savagery and excess that define the legions of Slaanesh.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Claws and Horns*

60 Symbaresh Twinsoul [3 Favor]:



Symbaresh Twinsouls are warriors, often former Myrmidesh, within the Slaanesh Sybarites who sought to rise above their faceless peers by embracing possession by a daemon of Slaanesh. This transformation is achieved through ritualistic marking of their bodies with runes of conjugation and the sacrifice of six aelven souls. While this arrangement grants the Twinsouls phenomenal speed and strength, it comes at a steep cost. Over time, they exhibit a curious lack of self-awareness, speaking in the third person or remaining oblivious to even the most grievous wounds. These cracks in their psyche provide the daemon with opportunities to wrest control from the host.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

60 Myrmidesh Painbringer [3 Favor]:



Myrmidesh Painbringers are members of an elite Slaaneshi warrior cult within the Slaanesh Sybarites. Each Painbringer considers themselves a paragon of battle, taking immense pride in delivering death in the most painful yet aesthetically pleasing manner. These warriors embody the martial pride of the Dark Prince, finding pleasure exclusively in the thrust and parry of combat. Unlike many of their fellow Sybarites, who indulge in various forms of depravity and excess, Myrmidesh Painbringers maintain a stoic and impassive demeanor. They view themselves as superior to most other members of their carnival, priding themselves on their discipline and their exquisite skill in inflicting precise and agonizing pain on their foes. Through their dedication to the art of combat, they reflect the twisted ideals of beauty and perfection that define the worship of Slaanesh.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

30 Chosen of Slaanesh [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

Cavalry:

300 Hellstrider [3 Favor]:



Hellstriders of Slaanesh are muscular warriors of the Hedonites, riding upon the backs of impossibly swift, daemonic Steeds of Slaanesh, whose attacks include deadly strikes with their poisoned tongues. These warriors are devoted to torment, dedicating their lives to inflicting pain and despair in exchange for physical power. Hellstriders aim their blows to prolong the agonizing moments of death for their victims, savoring each second of suffering they cause. When they finally slay their foes, they are rewarded by Slaanesh with a burst of intoxicating energy, further fueling their relentless pursuit of pain and excess.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos armor*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

150 Blissbarb Seeker [3 Favor]:



Blissbarb Seekers are Blissbarb Archers who, having grown weary of engaging their enemies from a distance, have sought to acquire an Exalted Steed of Slaanesh. In their pursuit of greater glory and closer combat, they name themselves after their daemonic counterparts, a display of both pride and hubris. Riding these swift and deadly steeds, Blissbarb Seekers retain their archery skills but now combine them with the mobility and ferocity of their mounts. Their Exalted Steeds not only grant them exceptional speed and maneuverability but also add a new dimension to their combat capabilities, allowing them to strike swiftly and unexpectedly.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Armour*
- *Treasured Bows.*
- *1 chaos weapon*

100 Seeker of Slaanesh [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Claws*

60 Pleasure Knights of Slaanesh [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

60 Slickblade Seeker [4 Favor]:



Slickblade Seekers are the chosen mortal knights of the Slaanesh Sybarites, having evolved beyond the satisfaction of killing from afar as they did when they were Blissbarb Archers or Blissbarb Seekers. Now, they crave the visceral experience of hearing the screams of the dying up close and feeling the spatter of hot gore upon themselves and their Exalted Steeds. Immense pride defines the Slickblade Seekers, as they consider themselves the princes of the battlefield, always striving to outdo any who would challenge their status. Inspired by the Myrmidesh, they have perfected the art of the high-velocity cut. By observing Lumineth cavaliers, they have learned techniques to cleave through multiple foes on foot without breaking stride. In their desire to shame the brutish warriors of Khorne, they relish decapitating foes with a single, precise blow.

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Chaos Plate of Slaanesh*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

6 Seeker Chariot of Slaanesh [5 Favor]:



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

Equipment

- *Claws and Tongue*
- *2 Chaos weapons*

6 Hellflayers[5 Favor]:



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

Equipment

- *Claws and Tongue*
- *2 Chaos weapons*

`3 Exalted Seeker ChariotsSeeker [6 Favor]:



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

Equipment

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

Monsters:

30 Fiend of Slaanesh [4 Favor]:



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

Possible Upgrades

- *Exalted Of Slaanesh*

Equipment

- *Claws and tongue*

Soul Grinder [6 Favor]:

WARHAMMER COMMUNITY



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

Equipment

- *Warp Claws or Giant Warp Sword*
- *Warp Canon*

Scenarios:

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

1.Pride in Excess

Slaanesh, the God of Excess, delights when his followers indulge in their hearts' darkest desires, whatever they may be. He has bestowed upon you the eternal task of corrupting individuals to join your cult of pleasures. For every 600 people you convert by the end of the jump, you will receive 1 favor from Slaanesh.

2. Feast For Slaanesh

This scenario is only applicable in worlds where elves exist. Slaanesh, born from the indulgence in elves' dark desires, has set you a clear task: embark on a rampage against the elven population dwelling in this world, ensuring that at least 60% of their numbers are annihilated. The feast of these ancient souls serves as a dark offering to the Dark Prince, earning you 60 favor in Slaanesh's eyes at the end of the jump.and for every 6% of the population you sacrifice after 1 unit gains the Slaanesh's Gifts.

3. Raze the Temples

In this scenario, tailored for worlds where the divine actively intervene in mortal lives, such as in High School DxD, Slaanesh revels in the existence of gods whose sanctity can be profaned, who depend on mortal prayers for power. Under the command of Slaanesh, your task is to obliterate and desecrate every temple and holy site erected by these deities. At the conclusion of your jump, count the number of temples destroyed for each god. For every 6 temples of each god razed, you will receive 10 favors from Slaanesh. Furthermore, choose one unit in your army to receive Slaanesh's Gifts for every 10 favors gained.

4. Daemon World [Incompatible with Apocalyptic Conquest and The Great Game]

Slaanesh has identified the potential of this world as perfect for his domain, rich with excess and indulgence. Slaanesh commands you to transform it into a reality befitting of his image. Your sole means of departure from this jump is by metamorphosing this world into a daemon world in the likeness of Slaanesh. This transformation will be achieved through a blend of seducing the land and its inhabitants with the energy of Slaanesh through elaborate rituals, erecting demonic gates where the essence of the pleasure realm begins to seep and merge with the world, and by unleashing hedonism and decadence. Upon successfully reshaping this world into a daemon world, you will receive 160 favors from Slaanesh, and you will gain the ability to govern this Daemon world, where you can recruit mortals and summon demons from this newly transformed realm.

5. Apocalyptic Conquest [Incompatible with Daemon World and The Great Game]

Slaanesh is profoundly disheartened by the inhabitants of this world, deeming them dull and lacking in passion. Therefore, Slaanesh commands you to transmute this world into a canvas devoid of life. Your sole means of departure from this jump is to eradicate every living being on this world and transform it into a desolate wasteland. Upon successfully transforming this world into a lifeless expanse, you will receive 100 favors from Slaanesh, and your entire army will be bestowed with one of Slaanesh's Gifts.

6. The Great Game [Incompatible with Daemon World and Apocalyptic Conquest]

As part of the Great Game, this world has become a battleground for the Chaos Gods. Khorne, Tzeentch, Nurgle, and Slaanesh have all sent their champions to corrupt and conquer this realm. You are tasked with leading Slaanesh forces in this conflict, fighting not only against the champions of the other Chaos Gods but also against rival champions of Slaanesh himself. You will remain in this realm for 60 years as the battle for dominance unfolds. At the end of the jump, for every champion you defeat who worships the other Chaos Gods, you will gain 100 Favors. Additionally, for each rival champion of Slaanesh That you defeat, you will gain control of their army, which will salute you as their new general. Be warned, these champions are formidable adversaries, possessing strength and abilities that rival your own.

Slaanesh Gifts:

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

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

Daemon Generals and Heroes only :

This is restricted to *Keeper Of Secrets*, *Daemon Princes*, *Herald of Slaanesh*, *Alluresses*, *Contorted Epitome* and *Infernal Enraptureesses*.

Roll 1d6

1. Portal Keeper

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

2. Perfected Form

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

3. Faultless Duellist

This unit now possess an instinctive understanding of your opponent's moves and intentions, allowing them to anticipate their every action with uncanny precision. Their strikes are executed flawlessly, with each movement calculated

to maximize both offense and defense. This mastery of dueling not only makes them a formidable adversary on the battlefield but also grants you a sense of poise and confidence in all aspects of life. Whether facing foes in mortal combat or navigating the intricacies of social interaction, you exude an aura of unshakeable self-assurance and grace.

4.The Beguiling Gem

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

5.The Endless Grin

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

6.Figureheads Of The Dark Prince

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

Exalted Keeper Of Secrets only :

These Gifts are restricted to ***Keeper Of Secrets***. And each can only take one gift from this section. Roll 1d6

1. Epicurean Of Agonies

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

2.Diaphanous Panoply

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

3.The Insatiable Onslaught

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

4.Echoes of Ecstasy

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

5. Ascendant Dominion

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

6. Resilience of Excess

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



Generals and Heroes only :

Roll 1d6 to see what they get.

1.Stimulated by Pain

This unit thrives on the agony of battle. The more wounds it sustains, the more powerful it becomes. Each time the unit takes damage, its strength and combat prowess increase, allowing it to fight with greater ferocity and resilience. The sight of blood, whether their own or their enemies, only fuels their rage and determination.

2.Armour of Abhorrence

This blasphemous creation forged from the tortured souls of Slaanesh's victims and the twisted essence of the Warp. Its surface writhes with pulsating veins of sickly energy, exuding an aura of malevolence that unnerves even the most hardened warriors. Those who don the Armour of Abhorrence are granted unnatural resilience and strength, their bodies protected by layers of ethereal ichor that flow like liquid metal. The armour molds itself to the wearer's form, becoming an extension of their will and amplifying their combat prowess to terrifying heights.

3.Strongest Alone

This unit excels when fighting independently. When not near allied units, their strength, speed, and resilience increase significantly, making them a deadly force capable of taking on multiple enemies single-handedly.

4.Soulstealer

This weapon possesses the ability to drain the very essence of its enemies. With every strike, it siphons the souls of its foes, replenishing its own strength and vitality. This dark power not only weakens opponents but also invigorates this unit, allowing it to sustain its unholy onslaught indefinitely. Each soul consumed fuels the soul making it grow stronger and more formidable with every life it takes. This weapon also gains the effect of having anti elf peroperties. As their race is the favorite snack for the dark princess.

5. Whip of Agony

This exquisitely crafted weapon is infused with the essence of torment and suffering. This unit wields the Whip of Agony with unparalleled skill, each lash delivering excruciating pain and sapping the will of those it strikes. The whip's barbed strands can flay flesh from bone, and the agony it inflicts reverberates through the victim's mind, causing debilitating psychological trauma. The Keeper of Secrets delights in the suffering caused by this weapon, using it to break both the bodies and spirits of its foes.

6. Daemon Weapon

When a daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. But not to worry, as this daemon has submitted to your will. Choose any melee weapon in your arsenal to seal the daemon in it. The daemon inside will augment your durability immensely but also grants you an extra unique ability of its own. Now, roll a 1d6 to determine what abilities your demon weapon bestows upon you.

1. This daemon weapon channels the raw energies of the chaos realms, granting its wielder enhanced spellcasting abilities and increases the speed of the spells Incantation.
2. It radiates a palpable aura of hedonistic energy that seeps into the minds of all who gaze upon it. Under its influence, allies become frenzied with an insatiable desire for pleasure and excess, driving them to fight with unparalleled fervor and abandon.
3. This weapon grants the ability to manipulate the minds and wills of both allies and enemies. Those touched by its power experience surges of extreme emotions, ranging from euphoric bliss to maddening despair.
4. A jewel is now embedded into the weapon. It can extract secrets, exploit hidden fears, and manipulate the thoughts of their enemies and allies alike.
5. This weapon now emits a mesmerizing melody on the battlefield, captivating and confusing your enemies. But that's precisely the point – you crave attention and validation on the battlefield, considering it worth risking everything for.

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



Wizard units only :

This is restricted to every unit equipped with the ***Lore of Slaanesh and those who have purchased the upgrade of having the Lore of Slaanesh.***

Roll 1d6

1.Fatal Sonancy

This cursed artifact is a twisted instrument of Slaanesh's design, capable of producing haunting melodies that ensnare the souls of those who hear it. Those who succumb to the Fatal Sonancy are consumed by a maelstrom of pleasure and pain, their senses overwhelmed by the chaotic symphony of Slaanesh's realm. Their bodies contort and convulse in ecstasy, their minds shattered by the relentless onslaught of sensation. In the end, all that remains is a lifeless husk, drained of vitality and soul.

2.Intoxicating Musk

This unit exudes a potent, alluring musk that intoxicates and confuses its enemies. The musk affects all enemy units within a certain radius, causing them to become disoriented and less effective in combat. Their attacks become slower and less coordinated, making them easy prey for the dark princess servants. Allies, on the other hand, are invigorated by the scent, gaining increased morale and combat effectiveness.

3.Remnant of the Maraviglia

The Remnant of the Maraviglia is a relic steeped in dark legend and whispered tales of ancient power. It is said to be a fragment of a once-glorious artifact crafted by the hands of Slaanesh's most devoted followers, imbued with the essence of excess and hedonism. This sinister artifact exudes an aura of decadence and corruption, drawing those with dark desires into its thrall. Those who come into contact with the Remnant of the Maraviglia find their senses overwhelmed by visions of forbidden pleasures and twisted delights, their minds ensnared by its insidious influence.

4. Distortion

The Distortion is a relic shrouded in mystery and whispered rumors among the followers of Slaanesh. It is said to be a manifestation of the Dark Prince's capricious nature, a tangible symbol of the chaotic and ever-shifting essence of excess and indulgence. This enigmatic artifact exerts a subtle but profound influence over reality, warping the perceptions of those who come into contact with it. Its presence distorts the senses, casting illusions and phantasms that blur the line between reality and fantasy. Those who gaze upon the Distortion find their perceptions twisted and manipulated, their minds ensnared by its hypnotic allure.

5. Eternal Spells of Slaanesh

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

The three Eternal Spells that you can summon are :

1. Dreadful Visage

The Dreadful Visage is more than just a mere mask; it is a conduit for the malevolent energies of Slaanesh, infused with a dark sentience that hungers for chaos and despair. Legend has it that this sinister artifact once adorned the face of the Dark Prince during the Masquerade of the Palace Grandiose, a night of revelry and decadence beyond mortal comprehension. During that fateful event, the Dreadful Visage took on a life of its own, imbued with the essence of Slaanesh and granted a twisted sentience all its own. Now, it exists as a potent sorcerous entity, capable of manifesting the wearer's most horrifying aura and projecting it into the Mortal Realms with terrifying effect.

2. Mesmerising Mirror

The Mesmerising Mirror is a cursed artifact of insidious allure, a creation sent forth from the decadent halls of Slaanesh's palace to ensnare the unwary and consume their souls. Its surface, polished to an unearthly sheen, reflects the twisted desires and darkest fantasies of those who gaze upon it, drawing them ever deeper into its mesmerizing depths. Those unfortunate souls who succumb to the mirror's irresistible allure find

themselves trapped in a nightmarish prison of their own making. As their gaze lingers upon its surface, they feel a ripping pain in the very fabric of their soul, a sensation akin to being torn apart from within.

3. Wheels of Excruciation

The Wheels of Excruciation, sinister manifestations of Slaanesh's dark will, spin with malevolent purpose around the towering spires of the Dark Prince's palace. Like a flock of crows descending upon a temple's spires, these macabre wheels can be summoned into the Mortal Realms by a devoted follower of Slaanesh. Once unleashed, the Wheels of Excruciation become relentless hunters, seeking out untainted flesh with uncanny precision. Their razor-sharp blades slice through the air with deadly accuracy, inflicting uncounted cuts upon any unfortunate soul who crosses their path.

6. Daemon Summoning

Now you possess the ability, through your chants, to summon daemons to the battlefield once a day. These daemons will remain until the battle is won or they are banished. When you perform the Daemon Summoning, roll a 1d6 to determine what is summoned each time.

- 1. 300 Daemonettes**
- 2. 30 Fiend of Slaanesh**
- 3. 6 Hellflayers**
- 4. 3 Exalted Seeker Chariot of Slaanesh**
- 5. 1 Daemon Prince**
- 6. 1 Keeper of Secrets**



Infantry only :

This includes Generals and Heroes excluding ***Keeper Of secrets and any unit that took any of the Mount upgrades***

1.Loathsome Grace

Despite their horrifying appearance, this unit moves with an eerie, almost unnatural grace. Their movements are fluid and unpredictable, making them difficult targets to hit. In battle, they dodge and weave through enemy attacks with ease, countering with deadly precision. This grace also extends to their strikes, allowing them to bypass enemy defenses and hit critical weak points with devastating effect.

2.Best of the Best

This unit is recognized as the elite among the army of pleasure, exhibiting superior skills and strength. They have enhanced combat abilities and leadership qualities, inspiring those around them to fight harder and more effectively.

3.Hurler of Obscenities

This unit might be known for their brazen disregard for conventional morality, using foul language, lewd behavior, or shocking displays of excess to challenge and subvert societal norms. They may take pleasure in pushing others out of their comfort zones and revel in the reactions their actions elicit, finding satisfaction in the chaos and disruption they cause.

4.Monarch of Lies

This unit is a master manipulator, capable of weaving intricate webs of deception to ensnare their enemies and rivals. They could possess an uncanny ability to charm and beguile others, masking their true intentions behind a facade of charm and charisma. Their lies might be so convincing that even the most discerning individuals find themselves drawn into their web of deceit.

5.Strength of Godhood

This Unit is a central figure within Slaanesh's domain, serving as a champion or avatar of the Dark Prince's will. As the embodiment of excess and desire, possess overwhelming physical prowess, supernatural abilities, and an insatiable thirst for power and pleasure. They might be depicted as a towering,

awe-inspiring presence, radiating an aura of irresistible allure and terrifying majesty.

6.Locus of Diversion

This unit have an irresistible allure or fascination, causing enemies to become entranced or distracted by its presence. This could be portrayed as a supernatural aura that emanates from the entity or object, captivating all who behold it with visions of pleasure and desire. In battle, this unit could serve as a potent tool for disrupting enemy formations and strategies, drawing foes away from their intended objectives and scattering their forces in disarray. Enemies might find themselves compelled to abandon their posts or forsake their duties as they are overcome by waves of hedonistic indulgence.



Cavalry only :

This includes Generals and Heroes that ***took the Mount Upgrade.***
Roll 1d6 to determine what Gift they get.

1.Savagery Of Chaos

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

2.Hunter Supreme

This individual is depicted as a sleek and agile predator, adorned with the trappings of their craft such as trophies from past hunts or ritualistic markings symbolizing their dedication to the hunt. Their presence would exude an aura of predatory grace and danger, drawing admirers and rivals alike into their orbit.

3.Speed-Chaser

This unit is now a highly agile and nimble entity, capable of darting across the battlefield with incredible speed to hunt down and eliminate specific targets. And strategy could involve utilizing fast-moving units or hit-and-run tactics to harass and disrupt enemy formations. Followers of Slaanesh might employ lightning-fast assaults to isolate vulnerable targets or outmaneuver slower adversaries, relying on speed and agility to gain the upper hand in battle.

4.Into the Fray

This unit now focused on aggressive engagement, with Slaaneshi forces launching lightning-fast assaults to overwhelm and disorient their opponents. Daemonettes and Seekers of Slaanesh might lead the charge, their lithe forms darting effortlessly through enemy lines as they sow chaos and confusion.

5.Scholars of the Perfect Strike

In battle, these warriors might employ a combination of agility, speed, and technique to outmaneuver and outsmart their opponents, striking with calculated precision to exploit weaknesses and create openings for their attacks. They may also incorporate elements of style and finesse into their fighting techniques, viewing combat as a form of artistic expression as much as a means to achieve victory.

6.Tireless Rider

The mount of this unit no longer tires after charging all day on the battlefield, ensuring the relentless pursuit of pleasure.

Monster only :

This includes *Keeper of Secrets, Daemon Princes*. Roll 1d6 to determine what Gift they get.

1.Siege. Weapon

Destroying buildings and other constructs may not be the Dark Princess top priority, but regardless, this unit has now gained the ability to effectively combat constructs

2.Regenerates

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

3. Chaos Guns

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

4.Titans' Size

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

5.Aura Of Excess

The corruptive influence of excess and dark morality spreads like a sinister shadow wherever this monstrous entity lingers for extended periods. Its mere presence taints the surroundings, infusing them with a palpable aura of decadence and depravity. As time passes, the corruption seeps into every facet of the environment, twisting and distorting the natural order. Plant life grows wild and unruly, blooming with unnatural colors and intoxicating fragrances that

ensnare the senses. Animals become warped and aberrant, their behavior devolving into a frenzy of hedonistic indulgence.

6.Explosive End

When this unit meets its end, it will explode, unleashing a massive wave of miasma from its corpse, infecting everything and everyone with the rot and decay of the Plague God. Some may welcome these gifts, but most will scream in agony and despair.

Accession to Daemon Prince/Princess of Slaanesh



This is limited to mortal Generals and Heroes only.

Daemonhood is considered the ultimate boon bestowed upon mortals by She who thirst. It signifies ascension to a higher plane of existence, where one transcends the limitations of mortality and becomes a daemon, serving the dark Princess for eternity. However, not all who seek this divine gift are deemed

worthy by Slaanesh. Some may instead face the gruesome fate of becoming a chaos spawn, twisted and mutated by the raw energies of chaos.

For those deemed worthy of ascension, the path to daemonhood is arduous and demanding. It does not bestow this blessing lightly, requiring those who seek it to prove their worth through deeds of unparalleled indulgence of extreme excess and spreading the concept of indulgence to create nations of depravity . Only those who are able to create many followers of Slaanesh have a chance to transform.

To qualify for the opportunity of daemonhood, a mortal must demonstrate exceptional devotion to Dark Princess by creating the ultimate addiction/ poison in his honor . This can be achieved by fulfilling at least two of the following criteria:

1. Create at least 600,000 Followers of Slaanesh. And you need to do this by yourself; this includes the power of machines.
2. By accumulating a total of eight of Slaanesh's Gifts, bestowed upon you as tokens of his favor and recognition of your dedication to Him :
3. Spread 6 forms of unique addictions that feed on the darkness of the mortal soul and spread them to at least 6 worlds.
4. Present the tormented soul of a divine being to Slaanesh. If you present a soul of an elven god. Than you will automatically become a daemon Prince as it counts as two.
5. Sacrifice a minimum of 600,000 elveish soul on a Slaanesh altar within a span of 6 years.
6. In each world they visit, each unit rolls 3d8. If all values of the dice are 6, then the unit has to fulfill one requirement to reach daemonhood. This option cannot substitute for options 1 to 5 and can only be used to fulfill one out of the two requirements for daemonhood.

Regardless of which requirements you or your followers have fulfilled, upon completion, the sky would turn green, and the earth would produce toxic gas of hallucination and cracked sweet wine, imbuing the mortal flesh with warp energy. Transforming them into a Daemon Prince. As a Daemon Prince of Slaanesh, they receive the following benefits:

1. The unit is now immortal, unaffected by the passage of time, always in optimal shape, and their memories remain unchanged, perfectly recalled.
2. Another effect of Daemonhood is that the body of the unit has grown by at least four times its previous size. Additionally, when slain, they are instead banished to the Pleasure Palace and will reappear in the mortal plane after one year has passed.
3. The form gained by the unit is usually either they could look extremely attractive based on the mortals standards. or You could be one of the most horrifying things that a mortal could imagine.
4. Normally, a Daemon Prince is bound to the will of Slaanesh whims and plans. However, in this case, this unit has retained its autonomy.
5. Slaanesh Powers run deep within the very essence of the unit's being. As a result, any and all abilities granted by the Dark Princess have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Keeper of Secrets without any issue in terms of strength.
6. As Daemon Princes, they retain any Slaanesh Gifts they received while still mortal. However, they cannot roll again in the infantry section. In return, upon ascension, this unit receives four Slaanesh Gifts for free in any sections that it fits the criteria to. Additionally, their limit of Slaanesh gifts that they can receive has been increased to 16.
7. All possible equipment and mounts that this unit has access to have been upscaled to fit the new size of its body. For example, the Juggernaut that it was riding has now grown to the size of an elephant.

8. The unit's very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of Slaanesh prove that immortality is within their grasp. Those who wish to attain such power will follow the will of Slaanesh without hesitation.

Drawbacks:

+0 Supplement:

This supplement can be utilized across multiple jumps. However, only on the first jump where this supplement is employed will you receive the 100 Favors of Slaanesh for free, as you are indulging in crippling hedonistic acts while in the jump you first receive this army. Subsequent uses of this supplement will require fulfilling scenarios from previous or future worlds to acquire more units and potentially upgrade them through this supplement.

Notes:

1. This is the sixth supplement of the chaos gods. I hope you enjoy it.
2. You can import your army into one companion slot or break into multiple slots.
3. The units here are mostly effective in leading and being lead by Slaanesh followers.
4. If you use this supplement and had any other marks of the chaos gods. Than your mark is transformed into the mark of Chaos Undivided. And this mark has the combine abilities of all the chaos gods that you previous had plus Slaanesh.
5. Changes:
 - Update the name of the supplement