

# Warhammer AOS SoulBound :Champions of Chaos

0.1

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## **Introduction:**

Welcome, Jumper, as you travel here... to this place of reckoning.

Perhaps it began with a whisper carried on a dark wind, or a fleeting vision of eight molten brands glowing like the breath of a furnace. Maybe you glimpsed a raptoryx watching you with gleaming red eyes. Something has been scratching at the base of your soul—an unease that refuses to fade. Not with wine, not with prayer, not even with spilled blood.

It is the Call to Glory, champion. Heed it. Claim your triumph. Prove you are strong enough.

Whose call? You know his name. All know his name.

This place you now stand upon—connected to every Mortal Realm yet bowing to none—is his. Long ago it bore another name, but that age is gone. Now it is known as the Eightpoints.

Here, on the brutal testing grounds of the Bloodwind Spoil, you must prove yourself worthy of his gaze. Only then may you earn your place among our ranks. If you fail... you will die. Or suffer something far worse, should you disappoint the gods you seek to serve.

This is where the worthy are forged—and the weak are discarded.

And you, Jumper... you have been judged worthy. Take these 1000 CP, and step forward.

A realm gate cracks open before you, shimmering like a wound in reality.

Your journey as a champion of the dark gods now begin.

## **Location**

Roll 1d6 or pay 50 CP to decide where in the mortal realm you start in.

### **1.Aqshy (Realm of Fire)**

A land of scorching deserts and volcanic activity, The Great Parch is a harsh, unforgiving environment where only the strong survive. The sky is often filled with ash, and rivers of lava carve through the landscape. Where the Blades of Khorne tries to dominate the realm in the name of the blood god.

### **2.Ghyran (Realm of Life)**

A lush, vibrant region filled with immense forests, thriving wildlife, and crystal-clear rivers. This realm is a paradise of greenery and natural beauty, constantly rejuvenated by life magic. And where Nurgle's Rotbringers seek to corrupt this realm with their plagues and decay.

### **3.Chamon (Realm of Metal)**

An ever-shifting landscape of metallic mountains and quicksilver seas, the realm is rich with precious metals and minerals. The environment is constantly changing due to the magical flux inherent in the realm. Here the followers of Tzeentch try to seize control of the realm for its constant changes pleases their god.

### **4.Ulgu (Realm of Shadow)**

Shrouded in perpetual twilight, the Realm of Shadow are a disorienting place of illusions and hidden dangers. Mist and fog cover the land, and shadows seem to have a life of their own. And for some reason and your brother and sister have gathered to this realm as prophecy of a gift from you absent god can be found here.

### **5.Ghur (Realm of Beasts)**

A savage land where massive beasts roam and survival is a daily challenge. The Amber Steppes are vast plains where only the fiercest predators thrive, and nature is red in tooth and claw. And here is where the beastman ravage the realm destroying it in the name of Chaos Undivided.

## 6. Eightpoints

The Eightpoints is a nightmarish nexus of realms, a war-torn landscape where the influence of Chaos is overwhelming and omnipresent. Once a central hub known as the Allpoints, this land was a strategic crossroads linking all the Mortal Realms. After falling to the forces of Chaos, it was twisted into a hellscape reflecting the malice and madness of its conquerors. The Eightpoints is the domain of Archaon and his forces, encompassing all the major Chaos factions



## Races

Here your very essence is a reflection of the Chaos-tainted lands you traverse. Choose your race wisely, for it shapes not only your appearance but also your strengths, weaknesses, and the role you play with your Soulbound Party. Each race offers unique traits and challenges, ensuring that your journey is as perilous as it is rewarding. And you can change your gender for free.

### Human

The most numerous and adaptable race within the Followers of Chaos, you are a normal human drawn to the Bloodwind Spoil. Whether you are a seasoned warrior, a zealous cultist, or a desperate soul with nowhere else to turn, your strength lies in your resilience and ingenuity. While you lack the raw power or durability of other races, your ability to survive and thrive in this brutal landscape makes you a valuable member of any warband. Your future is unwritten, waiting to be carved out by your ambition and skill. Your age is  $3d6 + 15$  years old.

### Skaven

You are now part of the Skavendom, which stands as one of the most numerous and dangerous species marching under the banner of Chaos. Standing shorter than a Human, the Skaven are large rat-like humanoids with pinkish faces, hands, and tails emerging from beneath their grimy, matted fur. They are often riddled with pox scars, parasites, and all manner of unpleasant afflictions—befitting their scabrous, disease-ridden nature. All Skaven endlessly jockey for position, bowing and scraping to those above them while treating those beneath them with sneering contempt. Cowardice is woven into their very character, for they always prefer to send others to die in their place rather than risk losing status or safety themselves. Your age is  $2d6 + 10$  years old.

### Beastman[100CP]

You are a Beastman, a savage and primal creature that embodies the raw and unrelenting power of Chaos. Beastmen are not merely corrupted animals; they are Chaos-born monstrosities, combining the feral instincts of beasts with the cunning of mortals. Your brutish strength, keen senses, and unshakable ferocity make you a terror on the battlefield. As a Beastman, you revel in the thrill of the hunt and the chaos of combat, seeking to prove yourself worthy in the eyes of the Dark Gods through bloodshed and dominance. You may lack the refinement of other races, but your raw power and animalistic cunning are unparalleled. Your age is  $2d6 + 15$  years old.

## Ogroid [200CP]

Though massive in stature and brutish in appearance, the ogroids of the Bloodwind Spoil once ruled a mighty civilisation of learned scholars and noble warriors in Ghur. Standing twice the height of a man and bound in immense muscle, the ogroids share some superficial similarities with Beastman. Despite their horns, cloven hooves, and lashing tails, they are in no way related, with the ogroids viewing the mutated Gors as mere beasts compared to their nobility. Your age is  $6d6 \times 5$  years old.



## **Arctype**

Here you will decide which god you have sworn allegiance to, and what sort of champion you have become in their name. The choice you make here will determine the skills you gain, the power you wield, and the domains you will have access to. So here choice from one of the major faction you are a part off and choice one hero archetype from that faction.

### **Blades of Khorne**

Blood for the Blood God! Skulls for the Skull Throne! This is your god's eternal mantra. You are now one of the many battle-crazed warriors of Khorne. The battlefield is your temple, and every moment is spent seeking combat in the Blood God's name. Your archetypes are:

#### ***Deathbringer***

A warhorde's Deathbringers are counted among its mightiest warriors. They have attained that rarest of things: recognition — whether inspired by fear or respect — for their unmatched talent in dealing death within a society that lives solely for battle and slaughter. The title of Aspiring Deathbringer carries its own irony, for of all their brutal talents, delivering a savage and final end to their foes is undoubtedly their greatest gift.

#### ***Skullgrinder***

When the Age of Chaos began, the gods bestowed terrible gifts upon their mortal worshippers. Many Bloodbound tribes received the brass anvils of Khorne. These anvils served not only as forges for brutal weapons and armour, but as brazen altars upon which captives were sacrificed. It is said that as a Skullgrinder approached, a fiery light blazed from the anvil. Reeling long brass chains from thin air—links still glowing as though pulled from the heart of a furnace—the warrior-smith wordlessly fastened the chains to the anvil of Khorne, each strike of his hammer bursting like a thunderclap as he forged the bond between himself and the Blood God's wrath.

## ***Slaughterpriest***

You are a blood-drinking Khornate demagogue, conjuring unrelenting carnage with your booming chants. Slaughterpriests serve as living conduits of the Blood God's power. It is said they gain their fearsome abilities by drinking the blood of their victims, their bodies warping as they receive Khorne's blessings during grisly rituals. Towering over the reavers and berserkers of the Bloodbound hordes, Slaughterpriests drive their warriors into maddened frenzy with bellowed prayers and thunderous chants to Khorne.



## **Disciple of Tzeentch**

You are now counted among the Disciples of Tzeentch, specialists in wielding the chaotic energies of magic. Tzeentch, the Changer of Ways, is the origin of all arcane lore in existence, and thus most — though not all — of his followers become master manipulators, schemers, liars, back-stabbers, and adept sorcerers.

## ***Magister***

Magisters are potent sorcerers and warlocks devoted to the Changer of Ways. Having sold their souls to Tzeentch, they are granted eldritch boons to further the twisting schemes of the Change God. Many Magisters can be recognized by the Tzeentchian runestaffs and warpsteel swords they wield. They are also marked by the bizarre mutations common among Tzeentch's servants: third eyes that never blink, vibrant feathers and bristling quills, or even jabbering faces and chanting heads emerging from their skin or shifting body mass.

## ***Curseling, Eye of Tzeentch***

The Curselings — also known as the Eyes of Tzeentch — are among the most grotesque yet gifted of the Changer of Ways' mortal servants. Each is the result of a twisted fate: a sorcerer whose own twin was absorbed into their body in the womb, only to awaken later as a monstrous, mutated creature fused to their flesh. The dominant twin becomes a powerful warrior-mage, clad in ornate armour and wielding enchanted weapons crackling with arcane energy. The absorbed twin, now a parasitic monstrosity protruding from their shoulder or back, whispers prophecies, utters impossible incantations, and channels raw sorcery that would shatter the mind of a normal mortal.

## ***Gaunt Summoner***

The Gaunt Summoners are among the most terrifying sorcerers in all the Mortal Realms, each one a near-immortal spellcaster personally created — or corrupted — by Tzeentch himself. Their power is so great that even the Everchosen, Archaon, keeps only nine of them at his side, for to trust more would be folly.

Thin, masked, and otherworldly, a Gaunt Summoner wields sorcery that can bend the fate of armies, rewrite memories, or hurl victims screaming into the Silver Towers of Tzeentch.

### **Maggotkin of Nurgle**

You are now part of the Maggotkin of Nurgle. Few creatures are as grotesque — or as paradoxically joyful — as these followers of the Plague God. They are a putrid mockery of life and death, a foul amalgamation of flesh, disease, and the warping power of Chaos. Each Maggotkin is a walking vector of plague, a festering incubator for toxins and maladies that assault both body and spirit. The unholy stench that radiates from a follower of Nurgle is enough to make even veteran warriors retch.

### ***Harbinger of Decay***

Feared and venerated in equal measure, these grim figures are surrounded by layers of superstition. Known by many names — Husk Men, Empty Ones, the Stolen — they are unsettling even to others devoted to Nurgle. The slumped, shrouded creatures called Harbingers of Decay hide their forms beneath deep, mouldering cowls and corroded plate armour coated in verdigris and rot. Mounted atop sagging, half-decomposed steeds, they are forever encircled by swarms of buzzing, bloated flies. Their parasite-ridden mounts leave sulphurous hoofprints wherever they pass, the ground blackening and sloughing away. Grass withers, soil curdles, and maggots push through the earth in their wake — heralds of the festering doom that follows them.

### ***Putrid Blightking***

A Blightking is a bloated, hulking monstrosity, its flesh swollen with festering pustules and plague. These pus-dripping abominations — riddled with open wounds, seeping sores, and spilt innards crawling with parasites and disease-bearing insects — possess an unnaturally tenacious vitality. Their transformation has stripped away pain and fatigue entirely. Drawing strength from their complete corruption, Blightkings take grotesque delight in wading through the thickest storms of arrows, utterly unfazed by sorcerous flames that scorch their rotting hides. As their enemies reel from the nauseating stench pouring from their bodies, the Blightkings' booming, scornful laughter echoes across the battlefield.

### ***Rotbringer Sorcerer***

Like other Rotbringers, the mortal Sorcerers of Nurgle may come from shamans already devoted to him — soothsayers and diviners who read rotten omens in mouldering entrails and pestilent skies. Yet many begin their path far from Grandfather's embrace.

No matter the cause, selfish or misguided, all it takes is a single step: a slime-dripping tome opened under the poisoned moon, a breath drawn full of mouldering spores, or the utterance of one cursed syllable from a forbidden incantation. From that moment, the soul is claimed. Once Nurgle has them, the sorcerer is drowned in fecund blessings and transfiguring miasmas until they become something far more fitting for the Plague God's ranks — a vessel of rot, disease, and corrupted vitality, eager to spread Grandfather's gifts across the realms.



### **Hedonites of Slaanesh**

The Hedonites of Slaanesh are utterly devoted to the pursuit of sensation—ever craving stronger, stranger, and more extreme stimuli. Mortals and daemons alike are united by their insatiable hunger for indulgence, each striving to outdo the others in ever more shocking, depraved acts to win the Dark Prince’s favour and hasten his return. Drawn by the promise of fresh thrills, many solitary Hedonites join Warbands of mixed Chaos followers, finding within them new experiences, new rivals, and new sensations unmatched by the swirling carnivals of their own kind.

### ***Myrmidesh Painbringers***

You are a proud and graceful killer, a living manifestation of Slaanesh’s exalted pride; the Myrmidesh are an elite warrior-cult devoted to flawless bladework and the intoxicating ecstasy found only in the exquisite dance of battle, maintaining crystal palaces and trophy-laden monasteries while also sending forth wandering sects that chase the faintest whispers of war, yet joining their ranks is brutally difficult, for aspirants must endure six grueling trials that assault mind and flesh alike before facing the final ordeal—drinking six alchemical potions and fighting through waves of foes while beset by hallucinations and dazzling mirages, a trial only those who can pierce illusion, master their senses, and embrace the pure exhilaration of combat can survive, earning at last the coveted title of Painbringer.

### **Shardspeaker**

A Shardspeaker is a manipulative sorcerer gifted a sacred fragment from the Temple of Twisted Mirrors, draped in opulent silk robes and carrying flesh-scrolls while mist-daemons coil protectively around them; their elegant staff bleeds hypnotic smoke filled with screaming faces, yet the true danger lies in the ornate mirror shard they clutch—a sliver of the Dark Prince’s own labyrinthine temple, once shattered during Khorne’s ravaging assault, now bestowed upon mortal spellcasters who dare gaze into its depths, for the longer one peers into that glittering fragment, the more the ravenous, perfect eyes of Slaanesh stare hungrily back.

## ***Symbaresh***

A Symbaresh is a willing host to a Slaaneshi daemon, living in a delirious blend of fading mortal memory and rapturous exaltation; born from Myrmidesh who reject anonymity and crave a glory far beyond martial perfection, they carve conjugation runes into their flesh, sacrifice six aelven souls, and seal a pact with a lesser daemon, emerging unveiled and helm-discarded so the Dark Prince may better admire them as they wield personally chosen weapons to flaunt their deadly artistry, forever competing in manic self-worship as they shriek praises of their own brilliance while striving to outshine every rival on the battlefield.



## **Slaves to Darkness**

The Slaves to Darkness are the relentless, armor-clad hordes of Chaos, brutal warriors and warlords who sweep across the Mortal Realms in a frenzy of conquest, each battle feeding their obsession with earning the favour of the Dark Gods; every triumph strengthens them, every kill fuels their ascent toward the dream of daemonhood, and as their rune-etched weapons blaze with sorcerous corruption and their banners crawl with twisting sigils, these marauding hosts—some still mortal, others already warped into monstrous shapes—march forth leaving lands twisted, skies darkened, and reality itself stained by their advancing tide of ruin.

### ***Chaos Sorcerer***

A Chaos Sorcerer is a conduit of raw, unshackled power, a mortal who has bartered sanity and soul for the favour of the Dark Gods and the ability to twist reality with blasphemous sorcery; draped in tattered robes heavy with runic wards, they stride into battle wreathed in swirling warpflame, muttering incantations that can melt flesh, shatter stone, or warp minds, all while their ever-shifting aura hints at the daemonic whispers guiding their hand as they plot, scheme, and claw their way toward greater favour and darker transformations.

### ***Chaos Warrior***

A Chaos Warrior is a hulking, iron-clad reaver sworn utterly to the Dark Gods, encased in rune-etched plate that seems fused to their corrupted flesh; they march with grim, implacable purpose, bearing heavy weapons that crackle with baleful energies, their silent determination more terrifying than any roar as they carve through foes, each kill drawing them one step closer to the favour, mutation, or damnation promised by the powers they serve.

### ***Darkoath Chieftain***

A Darkoath Chieftain is a fearsome tribal war-leader whose unbreakable oaths to the Chaos Gods fuel every deed, striding into battle bare-chested and scar-etched, wielding brutal blades and unshakable resolve; they command their warbands through sheer ferocity and mythic reputation, each victory proving their worth to the gods and each failure promising terrible consequences, driving them ever onward in their relentless quest for glory.

## **Skaven Clans[Skaven Race must take this alligance]**

No other creature in existence embodies the chaotic discord of the Warp quite like the Skaven. These malevolent ratmen infest every corner of the Mortal Realms, worshipping the Great Horned Rat — a god of famine, treachery, and ruin. Cunning, self-serving, and utterly megalomaniacal, each Skaven lives to advance their own agenda, backstabbing allies and rivals alike for the smallest of gains. Each believes themselves to be a genius beyond compare, yet, despite their self-destructive arrogance, underestimating a Skaven is a grave mistake. Both cunning and cowardly in equal measure, they will flee from battles that do not swing heavily in their favour. Skaven are inventive to the core; their wargear, though often unstable and haphazard, is remarkably effective.

### ***Deathmaster***

A Deathmaster is a Skaven assassin of unmatched cunning, a shadow in the war-torn alleys and labyrinthine tunnels of the Under-Empire, trained to strike swiftly and vanish without trace; cloaked in tattered black robes and armed with poisoned blades, garrotes, and explosives, they are masters of infiltration and subterfuge, capable of dismantling entire warbands from within, spreading terror and chaos while leaving no witnesses, and ever plotting the downfall of rivals as they serve the Great Horned Rat with lethal precision.

### ***Grey Seer***

A Grey Seer is a Skaven sorcerer of terrifying intellect and arcane mastery, a high priest of the Great Horned Rat who wields warp-infused magic to manipulate fate and sow discord across the Mortal Realms; cloaked in tattered robes etched with forbidden runes and carrying crooked staves that channel raw warp energy, they command legions of Clanrats and Stormvermin, summon pestilent vermin, and unleash devastating spells, all while scheming endlessly to further their own power and advance the secretive, malevolent agenda of their rat god.

### ***Master Moulder***

A Master Moulder is a twisted Skaven warlord and vile fleshsmith, a devoted servant of the Great Horned Rat who reshapes living creatures into nightmarish abominations; dwelling in fetid warrens filled with the screams of failed experiments, they craft monstrous Rat Ogres, warped beasts, and disease-ridden horrors to serve their commands, combining ruthless cunning with unholy science, ensuring that every creation spreads terror, plague, and the insidious influence of their malevolent god across the Mortal Realms.

### ***Plague Priest***

A Plague Priest is a Skaven warlock-priest devoted to spreading pestilence in the name of the Great Horned Rat, wielding foul sorceries that corrupt flesh and rot the land; cloaked in tattered robes smeared with filth and carrying twisted staves or pestilent relics, they summon swarms of disease-carrying vermin, inflict crippling plagues on their enemies, and inspire their warbands with terrifying rituals, embodying the deadly, insidious cunning that makes Skaven plaguebearers feared across the Mortal Realms.

### ***Stormvermin***

Stormvermin are the elite warriors of the Skaven clans, heavily armed and armored, trained to enforce the will of their masters with ruthless precision; disciplined and vicious in battle, they wield halberds, swords, or warpfire weapons, and march in tightly organized formations, striking fear into enemies far larger than themselves while protecting their weaker kin, all under the watchful eyes of the Grey Seers and Warlock Engineers who direct their deadly campaigns in the service of the Great Horned Rat.

### ***Warlock Engineer***

A Warlock Engineer is a Skaven technomancer, a twisted genius who melds warp-fueled sorcery with crude mechanical inventions to wreak havoc on the battlefield; cloaked in soot-stained robes and carrying wrenches, rods, and bizarre arcane devices, they construct warp-lightning cannons, ratling guns, and other lethal contraptions, directing the chaos of their inventions with cunning precision while manipulating Skaven troops, ensuring that every skirmish advances the agenda of the Great Horned Rat.

## **Attribute**

Every Champion of Chaos begins their path shaped by three core attributes—Body, Mind, and Soul. These traits define your physical prowess, mental acuity, and spiritual conviction, and each begins with a base value of 1, rising to a maximum of 8. As you grow in power, perform great deeds, and earn the favour (or wrath) of the Chaos Gods.

### ***Body***

Body represents your physical might, endurance, agility, and the instinctive control you possess over your own form. A character with Body 1 is comparable to an ordinary, healthy human being—capable, but hardly exceptional. As this attribute increases, so does your strength and reflexive ability. At Body 8, your physique rivals that of a Daemon Prince crafted in the image of your patron god, a being of overwhelming power whose physical presence alone is a weapon.

### ***Mind***

Mind governs intelligence, perception, logical reasoning, and the ability to assess and respond to danger. Those with a high Mind excel at solving problems, anticipating enemy actions, and adapting to unexpected situations. This attribute is also critical for wielders of magic. A minimum Mind 3 is required to cast spells at all, while at Mind 8, your arcane brilliance approaches that of a mighty Lord of Change, warping fate and sorcery with effortless mastery.

### ***Soul***

Soul is your inner fire—your conviction, charisma, and unwavering faith in the Dark Gods. It reflects your sense of identity, spiritual resilience, and the strength of your will. Those with high Soul become natural leaders, fearsome zealots, or exalted champions whose presence alone can sway warriors and inspire devotion. A minimum Soul 3 is required to even form a warband or chant true prayers to the gods, for anything less lacks the spiritual weight to be heard. At Soul 8, your aura rivals that of famed legends like Prince Sigvald, your charisma radiant, irresistible, and utterly commanding.

## Increasing Attributes

There are three primary ways your attributes can be increased. ***The first one comes from the race that you choose .***

### ***Humans & Skaven***

Humans and Skaven begin with no natural blessings from the Dark Gods, standing at the very bottom of the cosmic food chain. Yet that very weakness fuels their rise—humans driven by reckless ambition and Skaven by twitching, scheming paranoia.

### ***Beastman***

Beastmen are born as the true children of Chaos, their twisted bodies and snarling spirits already touched by corruption. Their innate savagery grants them an immediate surge of strength, increasing their Body Rank by 1, while their howling devotion to the Dark Gods strengthens their Soul Rank by 1 as well.

### **Ogroid**

Ogroids enter the path of Chaos as towering juggernauts, their monstrous frames swelling with unnatural muscle that raises their Body Rank by 2 from the outset. Yet beneath that brute power lies a sharp, predatory cunning that heightens their Mind Rank by 1, and a burning, iron-willed hunger for victory that strengthens their Soul rank by 1.

***The second way your attributes grow is through the archetype you have chosen.*** Every path of Chaos reshapes the body, mind, and soul of its champion, granting strengths that reflect the nature of the god or calling they serve.

### **Blades of Khorne**

Deathbringer – Body +3, Mind +1, Soul +1

Skullgrinder – Body +2, Mind +2, Soul +1

Slaughterpriest – Body +2, Mind +1, Soul +2

### **Disciples of Tzeentch**

Magister – Body +0, Mind +2, Soul +2

Curseling, Eye of Tzeentch – Body +2, Mind +2, Soul +0

Gaunt Summoner – Body +0, Mind +4, Soul +0

### **Maggotkin of Nurgle**

Harbinger of Decay – Body +2, Mind +1, Soul +1

Putrid Blightking – Body +3, Mind +1, Soul +1

Rotbringer Sorcerer – Body +1, Mind +2, Soul +2

### **Hedonites of Slaanesh**

Myrmidesh Painbringer – Body +2, Mind +2, Soul +1

Shardspeaker – Body +2, Mind +2, Soul +1

Symbaresh – Body +3, Mind +0, Soul +2

### **Slaves to Darkness**

Chaos Sorcerer – Body +1, Mind +2, Soul +2

Chaos Warrior – Body +2, Mind +2, Soul +1

Darkoath Chieftain – Body +2, Mind +1, Soul +2

### **Skaven**

All Skaven Archetypes – Body +1, Mind +2, Soul +2

### ***The third way to improve your attributes is through direct investment of CP.***

Each attribute rank must be purchased one step at a time, with the cost increasing as you push beyond mortal limits.

Raising an attribute from Rank 1 to 2, 2 to 3, or 3 to 4 costs 100 CP per increase. Advancing from Rank 4 to 5 or 5 to 6 costs 200 CP per increase, reflecting the growing difficulty of surpassing heroic limits. Finally, elevating an attribute from Rank 6 to 7 or 7 to 8 costs 300 CP per increase, as these heights approach the power of legendary champions and near-daemonic beings.

## Skills

Every Champion of Chaos is defined not only by raw attributes, but by the skills that have forged them into feared warriors and champions of the Dark Gods. **A skill's effectiveness is determined by what rank Of training you have Training**

**Training** represents the formal instruction, conditioning, and repetition invested into a skill. It has three ranks, ranging from Rank 1, which indicates basic competence, to Rank 3, which reflects professional, battlefield-hardened mastery. A champion with high Training has drilled the skill until it becomes instinctive.

**From your chosen archetype, you gain a Core Skill.** These skills begin at Training Rank 2 , reflecting abilities central to your path as a Champion of Chaos. Core Skills also benefit from discounted costs when upgrading their Training or Focus to the next rank.

In addition, **each archetype grants a wider Skill List.** From this list, three skills of your choice begin with Training Rank 1 at no cost, while all skills on the list receive discounts when upgrading its training .

Upgrading a skill Training follows the same CP costs. Raising a rank from 0 to 1 costs 50 CP, from 1 to 2 costs 100 CP, and from 2 to 3 costs 200 CP.

### Blades of Khorne

#### Deathbringer

- Core Skill : Weapon Skill
- Skill list :Athletics, Determination, Fortitude, Intimidation, Might, Survival, Worship

#### Skullgrinder

- Core Skill : Crafting
- Skill list :Athletics, Determination, Dexterity, Fortitude, Lore, Might, Reflexes, Survival, Weapon Skill

## Slaughterpriest

- Core Skill : Crafting
- Skill list :Athletics, Determination, Dexterity, Fortitude, Lore, Might, Reflexes, Survival, Weapon Skill

## Disciples of Tzeentch

### Magister

- Core Skill : Channelling
- Skill list :Arcana, Awareness, Cults, Determination, Guile, Intuition, Lore, Weapon Skill

### Curseling, Eye of Tzeentch

- Core Skill : Channelling or Weapon Skill
- Skill list :Arcana, Athletics, Beast Handling, Channelling, Cults, Enthrall, Guile, Lore, Might, Weapon Skill, Worship

### Gaunt Summoner

- Core Skill : Channelling
- Skill list :Arcana, Cults, Fortitude, Lore, Might, Weapon Skill

## Maggotkin of Nurgle

### Harbinger of Decay

- Core Skill : Fortitude
- Skill list :Athletics, Cults, Determination, Intimidation, Medicine, Might, Weapon Skill, Worship

### Putrid Blightking

- Core Skill : Fortitude
- Skill list :Athletics, Determination, Dexterity, Fortitude, Lore, Might, Reflexes, Survival, Weapon Skill

### Rotbringer Sorcerer

- Core Skill : Channelling
- Skill list :Arcana, Crafting, Cults, Guile, Lore, Medicine, Nature, Survival, Worship
-

## **Hedonites of Slaanesh**

### Myrmidesh Painbringer

- Core Skill : Weapon Skill
- Skill list :Athletics, Cults, Determination, Dexterity, Enthrall, Guile, Intimidation, Might, Reflexes
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### Shardspeaker

- Core Skill : Channelling
- Skill list :Arcana, Ballistic Skill,Determination, Cults, Enthrall, Guile, Intimidation, Intuition, Lore, Weapon Skill, Worship
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### Symbaresh

- Core Skill : Weapon Skill
- Skill list :Awareness, Athletics, Dexterity, Enthrall, Might, Worship

## **Slaves to Darkness**

### Chaos Sorcerer

- Core Skill : Channelling
- Skill list :Arcana, Awareness, Cults, Enthrall, Guile, Lore, Medicine, Weapon Skill, Worship

### Chaos Warrior

- Core Skill : Weapon Skill
- Skill list : Athletics, Crafting, Cults, Determination, Fortitude, Intimidation, Might, Nature, Survival

### Darkoath Chieftain

- Core Skill : Weapon Skill
- Skill list :Athletics, Awareness, Ballistic Skill, Determination, Dexterity, Guile, Intuition, Might, Reflexes, Weapon Skill

## **Skaven Clan**

### **Deathmaster**

- Core Skill : Stealth
- Skill list :Athletics, Awareness, Ballistic Skill, Determination, Dexterity, Guile, Intuition, Might, Reflexes, Weapon Skill

### **Grey Seer**

- Core Skill : Channelling
- Skill list : Arcana,, Cults, Enthral, Guile, Lore, Nature, Reflexes, Stealth, Worship

### **Master Moulder**

- Core Skill : Beast Handling
- Skill list :Arcana, Crafting, Fortitude, Lore, Medicine, Might, Nature, Weapon Skill

### **Plague Priest**

- Core Skill :Medicine
- Skill list :Arcana, Channelling, Cults, Fortitude, Lore, Nature, Stealth, Survival, Weapon Skill, Worship

### **Stormvermin**

- Core Skill : Weapon Skill
- Skill list :Athletics, Determination, Dexterity, Fortitude, Intimidation, Might, Survival, Stealth.

### **Warlock Engineer**

- Core Skill : Crafting
- Skill list :Ballistic Skill, Channelling, Guile, Lore, Reflexes, Weapon Skill

## **Skill List**

Here is a list of skills that you, as the Champion of Chaos, have access to. Each skill is also linked to one of your attributes in the form of (). The higher your attribute rank is to the link skill, the more likely you are to succeed when using that skill after adding your training and focus.

### **Arcana (Mind)**

You now have the knowledge of spellcraft and mystical erudition about the supernatural of the eight realms, including its daemonic inhabitants. Chaos is the very essence of the changing effects of magic. In future worlds, this skill will affect also any spellcraft and demonic inhabitants of that world.

### **Athletics(Body)**

Your body has adapted and been shaped by many years of surviving in the wastes and the harsh conditions that have shaped your body, making you tougher and stronger than your peers and more adapted in doing strength base task.

### **Awareness(Mind)**

Danger is everywhere, and spotting it before it arrives is essential to survive in the Eightpoints. Keeping your eyes and ears open to find hidden treasures or deadly traps, noticing concealed warbands preparing for an ambush, and listening for the stalking predators of the Bloodwind Spoil. Are all examples of how this skill works.

### **Ballistic Skill (Body)**

Here is just how good you are at using ranged weapons. Being able to kill an enemy from a distance is the surest way to stay alive in the Spoil. Whether using a Darkoath warbow or a Skaven warplack jezzail.

### **Beast Handling (Soul)**

Here is where you have the skill to show how easily you can tame beasts. This may be as simple as a Darkoath warrior breaking his warsteed to his will, and those with focus can tame the cunning and powerful beasts roaming the Spoil, and are able to lash a gorebeast into obedience.

### **Channelling (Mind)**

This skill corresponds to how easily you can harness and channel the powers of the Realms of Chaos, making it less likely to fail and have the spell blow up in your face, especially when conjuring powerful spells and prayers.

### **Crafting (Mind)**

Now, with the right materials and knowledge, you can create many types of items, from shelters made of bone, weapons of stone, or marked idols regardless. The more training and focus you have here, the better the quality of the products or items you want to create. Choose 4 materials you are good at crafting in.

### **Cults (Mind)**

This skill gives you knowledge of the many warband cults found in the Eight Mortal Realms, which includes their rituals and the trappings of the Chaos Gods. Perfect if you wish to create and maintain your own unique cult, as this knowledge gives you a better understanding of the nature of the Chaos Gods you worship. In future worlds this skill will give you knowledge of cults found in that world.

### **Determination (Soul)**

This skill represents just how resilient your mind is toward the horrors that Chaos may bring upon its own followers. This includes seeing a friend you knew transform into a Chaos Spawn that dies within minutes, as well as the ability to press on, defying anguish and throwing away cowardice to seize the power that is rightfully yours.

### **Dexterity (Body)**

Your hands are now very nimble and precise, perfect for carefully disarming a trap to get at the Invictunite hidden within the stash of a rival warband, picking pockets, and hiding items to deceive or misdirect others, and many more.

### **Enthrall (Soul)**

Enthrall represents your ability to enrapture others, perfect for you if you wish to make people listen to you and be empowered by your words as a prophet of the Dark Gods, making your fellow followers enter a dazed-like state may be good enough.

**Fortitude (Body)**

Your endurance has been enhanced significantly, as your body has now been given the ability to better resist and withstand the negative effects of life that might have driven you, such as thirst, poison, disease, and even wounds. Also here this skill is important to withstand gifts that come with negative side effects like Nurgle plagues.

**Guile (Mind)**

You are now trained in the art of how to deceive people around you, charm them to your liking, and convince people. Tzeentch loves it when his warriors are good deceivers like you.

**Intimidation (Soul)**

You are now simply intimidating like the worshippers of Khorne. Regardless, you are very good at intimidating people so people won't mess with you or make people do as you will.

**Intuition (Mind)**

Your instincts and gut feeling are now sharp, as you can tell if someone is lying. Your mind is now more suspicious of people and you can lie easily with ease.

**Lore (Mind)**

Here you are trained to recall many oral folktales found in the Eightpoints and the many warbands of Chaos, which is important if you wish to know legends and maybe locations of sacred artefacts of the Dark Gods. In future worlds, this skill will allow you to recall lore found in tribes and legends of your faction.

**Medicine (Mind)**

This skill gives you the knowledge of the many diseases, their treatments, and what scarce remedies can be found in the Bloodwind Spoil. In future world the knowledge will extend to disease found in that world.

**Might (Body)**

Here it will represent just how physically strong you really are, and how best to apply your strength in situations to glorify you in ways that the people will see you as their champion. This is effective in gaining favors with Khorne or any god of war in future worlds.

**Nature (Mind)**

You now have the knowledge of deadly beasts and toxic plants to be found in the Bloodwind Spoil, and even which ones can be processed and cooked to provide safe food and medicine. In future worlds it will function the same way.

**Reflexes (Body)**

Here you have learned the art of how to effectively dodge vicious attacks, avoid deadly traps, and snatch falling items out of the air.

**Stealth (Body)**

You've spent time learning how to remain still, camouflage yourself in various environments, cause distractions, read the body language of others, predict their movements to stay out of view, and become another face among the crowd.

**Survival (Mind)**

You now know how to forage for food, find safe shelter, and source clean drinking water as you roam across the wastes. It's a measure of your ability to simply stay alive in the unimaginable deprivation of the Eightpoints. In future worlds it will work for surviving in the wild of any world.

**Weapon Skill (Body)**

You now have mastered the art of using any 4 weapons you have decided to use. Also, the more training you put here, the more damage your attacks actually do when striking with your attacks.

**Worship (Soul)**

Here you have been trained in the ability to perform the rites of your specific god, whether that be the furious bloodletting rituals of Khorne or the joyous spreading of diseases of Nurgle. The more investment here, the more knowledge you are given, and the more likely the gods will answer your prayers. In future worlds, this will work with gods of any religion there.

## Talents

Now that you have determined your attributes and the training you have received in this world, you may choose your Talents. Talents represent the unique tricks, instincts, mutations, and hard-earned advantages that set you apart from lesser champions of Chaos. They are not learned in a single moment, but forged over a lifetime of survival, war, and devotion within the Eightpoints. ***A champion's Talents are shaped primarily by their race and the archetype*** they have chosen, reflecting both their origins and the path they now walk in service to the Dark Gods.

***Each archetype grants a Core Talent***, which you receive for free, representing the defining ability of that path. In addition, ***every archetype provides a Talent List from which you may choose Two additional Talents at no cost***. All other Talents on that archetype's list are considered familiar to you and may be acquired later at a discounted CP cost.

### Blades of Khorne

#### Deathbringer

- Core Talent : Blood for the Blood God
- Talent list :Ambidextrous, Battle Rage, Bulwark,Intimidating Manner, Sever, Skulls for the Skull Throne

#### Skullgrinder

- Core Talent : Tempered with Fury
- Talent list :Battle Rage, Blood for the Blood God, Combat Repairs, Demolitions Expert, Rending Blow, Skulls for the Skull Throne!, Spoil Barter

#### Slaughterpriest

- Core Talent :Blood Blessing
- Talent list :Battle Rage, Bulwark, Combat Ready, Intimidating Manner, Iron Will, Skulls for the Skull Throne!, Unbind, War Leader

## **Disciples of Tzeentch**

### Magister

- Core Talent : Spellcasting (Lore of Fate) and Unbind
- Talent list : Night Vision, Observant, Potent Spells, Scholar, Sixfold Surge, Witch-Sight

### Curseling, Eye of Tzeentch

- Core Talent : Spellcasting (Lore of Fate) and Unbind or Savagery Unleashed and Ambidextrous
- Talent list : Bulwark, Fearless, Potent Spells, Sixfold Surge, Witch-Sight

### Gaunt Summoner

- Core Talent : Spellcasting (Lore of Fate) and Unbind
- Talent list : Arcane Discipline, Chosen, Eidetic Memory, Graceful Landing, Mounted Combatant, Observant, Scholar, Sixfold Surge

## **Maggotkin of Nurgle**

### Harbinger of Decay

- Core Talent : Mounted Combatant
- Talent list : Barber Surgeon, Beast Whisperer, Chosen, Fearless, Grandfather's Blessing, Immense Swing

### Putrid Blightking

- Core Talent : Bulwark
- Talent list : Butcher Surgeon, Chosen, Fearless, Grandfather's Blessing, Hard to Kill, Immense Strikes, Iron Stomach

### Rotbringer Sorcerer

- Core Talent : Spellcasting (Lore of Malignance) and Unbind
- Talent list : Arcane Discipline, Barber Surgeon, Chosen, Grandfather's Blessing, Observant, Parley, Scholar, Witch-Sight

## **Hedonites of Slaanesh**

### Myrmidesh Painbringer

- Core Talent : Paragon of Battle
- Talent list :Chosen, Contortionist, Graceful,Landing, Pierce Armour, Revel in Sensation, Shield Mastery

### Shardspeaker

- Core Talent : Spellcasting (Lore of Pain and Pleasure) andUnbind
- Talent list :Arcane Discipline, Contortionist, Eidetic Memory, Potent Spells, Revel in Sensation, Scholar, Silver Tongue, Witch Sight

### Symbaresh

- Core Talent : Fiendish Body
- Talent list :Ambidextrous, Combat Ready, Contortionist, Graceful Landing, Opportunist, Revel in Sensation,

## **Slaves to Darkness**

### Chaos Sorcerer

- Core Talent : Spellcasting (Lore of the Damned) and Unbind
- Talent list :Arcane Discipline, Chosen, Night Vision, Parley, Potent Spells, Scholar, Silver Tongue

### Chaos Warrior

- Core Talent :Mounted Combatant or Shield Mastery
- Talent list :Bulwark, Fearless, Pierce Armour, Hunt the Betrayer, True Believer, War Leader

### Darkoath Chieftain

- Core Skill : Oath of Murder
- Skill list :Alley Cat, Betrayer, Fearless, Orientation, Spoil Guerrilla, Stalker of the Wastes, War Leader

## **Skaven Clan**

### **Deathmaster**

- Core Talent :Running Death
- Talent list :Alley Cat, Backstab, Contortionist, Graceful Landing, Lead From the Rear, Night Vision, Opportunist, Patient Strike, Sleight of Hand

### **Grey Seer**

- Core Talent : Spellcasting (Lore of Ruin) and Unbind
- Talent list :Ambidextrous, Battle Rage, Bulwark,Intimidating Manner, Sever, Skulls for the Skull Throne

### **Master Moulder**

- Core Talent : Stitched Monstrosity
- Talent list :Butcher-Surgeon, Beast Whisperer,Bulwark, Combat Repairs, Hard to Kill, Lead From the Rear, Scholar, War Leader

### **Plague Priest**

- Core Talent : Disciple of the Great Corrupter
- Talent list :Barber Surgeon, Chosen, Crushing Blow,Lead From the Rear, Night Vision, Scholar, True Believer,Witch-Sight

### **Stormvermin**

- Core Talent : Personal Bodyguard
- Talent list :Battle Rage, Bulwark, Combat Ready, Intimidating Manner, Lead From the Rear, Night Vision, War Leader

### **Warlock Engineer**

- Core Talent : Warlock Engineering
- Talent list :Combat Repairs, Demolitions Expert, Eidetic Memory, Lead From the Rear, Night Vision, Opportunist, Scholar

## **Talent List**

Here is a list of talents available to you as a Champion of Chaos. You will gain access to two separate talent lists.

One talent list is locked to your chosen race and contains abilities unique to that lineage. The other is a universal talent list, containing talents that any race may access.

Each talent costs 400 CP to purchase.

## **Race Talents**

### **Adaptability (Human Only)**

Humans are among the most adaptable races found within the Eightpoints. Because of this flexibility and ingenuity, you gain one additional talent from the Universal Talent List below, at no extra CP cost.

### **Red in Tooth and Claw (Beastman Only)**

As a Beastman, you are born with sharp horns, claws, and an instinctive lust for battle. You charge into combat with little thought beyond killing and maiming your enemies.

When you charge, the force of your impact is greatly increased. Your attacks strike deeper, causing more grievous wounds, and your defenses are not compromised by your high-speed assaults. Additionally, any enemy slain as a direct result of your charge restores minor wounds you have suffered.

### **Musk of Fear (Skaven Only)**

You are Skaven — and thus, profoundly cowardly. You fear pain and injury above all else, and you despise the thought of suffering personally.

Once per hour, you may redirect an incoming attack or spell that targets you onto a nearby ally instead. That ally takes all damage and negative effects of the attack. They will not retaliate or hold a lasting grudge over this betrayal, merely dismissing it as typical Skaven cowardice.

## War Discipline (Ogroid Only)

You are an Ogroid, a member of a proud and ancient warrior race that views most other species as lesser beings. Because of this ingrained martial tradition, you will never flinch, panic, or become distracted when facing enemies you can see or sense.

You gain mastery with one weapon type for free. You are significantly harder to knock off your feet and are highly effective when fighting in formation alongside allies.



## Universal Talents

### **Alley Cat**

You grew up on the streets, surviving within the settlements of the Mortal Realms. Because of this hard-earned experience, you find it far easier to hide within urban environments and to track or locate individuals among crowds and alleyways. You instinctively know which streets, backways, and hidden paths to take, and you can never become lost while inside a settlement, no matter how vast, crowded, or unfamiliar it may be.

### **Ambidextrous**

You can wield and juggle weapons with either hand effortlessly. Beyond this, your ambidexterity allows you to switch weapons from your inventory almost instantly, as well as don or remove armour in mere seconds, even under combat pressure. This talent makes you unpredictable in combat, as foes can never be certain which weapon you will draw next or from which angle the strike will come.

### **Arcane Discipline**

Whenever you cast an area-of-effect spell, you may freely choose to exclude any number of individuals that you can see or otherwise sense from its damage and secondary effects. Your mastery over spell shaping allows magic to flow around allies as if guided by intent alone, bending fire, lightning, plague, or warp energy with surgical precision.

### **Backstab**

Whenever you strike an enemy who is unaware of your presence, your attack magically bypasses all defensive measures, mundane or supernatural. These strikes exploit moments of absolute vulnerability, turning surprise into lethal certainty.

### **Battle Rage**

You may enter a berserker state during battle. While in this state, all damage you receive is reduced by half, and your attacks become far more brutal and destructive. Your mind becomes consumed by violence, drowning out pain and fear alike. While raging, you feel invincible, driven forward by raw instinct and divine fury — yet this same loss of control makes you a danger to friend and foe alike once the killing stops.

### **Butcher-Surgeon**

Years spent amidst slaughter have made you a grimly skilled surgeon. Outside of battle, you can stitch wounds, reattach severed limbs, and perform complex surgical procedures, even under harsh or improvised conditions. Your methods may be crude, brutal, or unsettling, but they are effective.

### **Beast Whisperer**

You possess a natural talent for calming, breaking, and commanding beasts. You instinctively know how to soothe wild animals, understand their desires, and motivate them to obey your commands with remarkable ease. Even warped or monstrous creatures respond to your presence, sensing authority rather than fear.

### **Bulwark**

Your skin is etched with glowing Chaos tattoos. When facing multiple enemies at once, these markings blaze with power, increasing your physical and magical defences proportionally to how greatly you are outnumbered. The more hopeless the odds appear, the stronger your protection becomes.

### **Blood for the Blood God!**

**Requirement:** Khorne, Skaven or Chaos Undivided Allegiance

Khorne cares not from whence the blood flows — only that it flows. As you continuously strike enemies capable of bleeding, the runes upon your melee weapons begin to glow with crimson fury.

Each kill and every gushing wound feeds the weapon's hunger, compounding its power into something monstrous. At its peak, your strikes carry such overwhelming force that even a Mega-Gargant fall in a single, catastrophic blow.

### **Blood Blessing**

**Requirement:** Khorne or Chaos Undivided Allegiance, Soul 3

Khorne has recognised your dedication to the Blood God. When you offer prayers to him, he answers not with words, but with slaughter — granting his favour in the midst of battle through Blood Blessings. You unlock the Prayer section of this jump. Within it, you gain access to Blood Blessing Prayers. You receive three Blood Blessings for free; any additional Blood Blessings cost 100 CP each.

### **Chosen**

The Chaos Gods have taken an uncanny interest in you. Because of this divine fixation, any punishment or wrath you might incur for failure, disobedience, or transgression is reduced to little more than a symbolic reprimand. This protection follows you into future worlds as well. Any divine punishment imposed by gods or godlike beings is similarly blunted.

### **Combat Ready**

Life among warbands and endless conflict has honed your instincts to a razor's edge. Your awareness of hostile intent is so refined that you can sense danger before it fully manifests. Because of this, you can never be surprised by enemy attacks. Ambushes fail, sneak strikes falter, and sudden assaults lose their advantage the moment violence is intended.

### **Combat Repairs**

In the midst of battle, you can rapidly repair damaged weapons and armour, restoring them to fighting condition with remarkable speed. Repairing warpstone technology, verdigris constructs, or equipment forged from exotic or unstable materials is far more dangerous. While still possible, failure carries the risk of catastrophic malfunction or total destruction of the item being worked on.

### **Contortionist**

Your body can bend, twist, and compress in ways that defy normal anatomy. Joints flex beyond natural limits, bones shift without breaking, and muscle yields where it should not. As a result, you can easily escape from grapples, restraints, prisons, and traps, provided there is even the smallest viable gap. Bars, chains, and bindings are obstacles, not prisons, to someone who can reshape themselves at will.

## **Disciple of the Great Corrupter**

**Requirement:** Skaven, Soul 3

The Great Horned Rat has acknowledged your devotion. Through whispered prayers, gnawing faith, and acts of rampant corruption, you may call upon him for blessings in the form of Prayers of Contagion.

You unlock the Prayer section of this jump specific to the Great Horned Rat. Upon gaining this talent, you may select three Prayer of Contagion for free. Any additional Prayers of Contagion must be learned separately, each costing 100cp.

## **Demolition Expert**

You possess an instinctive understanding of how structures fail, where pressure builds, and what must be broken for everything else to collapse. Explosives, siege charges, sabotage devices, and improvised demolitions come naturally to you. Given even limited materials, you can reliably bring down walls, bridges, fortifications, and war engines with brutal efficiency.

Your skill is not limited to raw firepower. You know how to place charges with precision, minimizing collateral damage when desired—or maximizing chaos when restraint is unnecessary. Traps, delayed detonations, and chain reactions are second nature, and you can quickly assess enemy defenses to identify their weakest structural points.

## **Eidetic Memory**

Your memory now recalls moments with near-perfect clarity. You retain an almost flawless mental image of events you have witnessed, allowing you to accurately remember all major details such as landmarks, numbers of people, layouts, conversations, and sequences of actions. This perfect recall makes it nearly impossible for you to forget important information, giving you a significant advantage in planning, investigation, learning, and long-term strategy.

## **Envoy**

You serve as an envoy for your warband, skilled in navigating the competing interests of the many factions that dwell within the Bloodwind Spoil. You are adept at negotiating with rival Chaos clans, cults, and tribes, gauging intentions, detecting deception, and steering discussions toward favorable outcomes.

Most factions will grant you safe passage through their territory, even when your warband is officially at war with them. In future worlds, this talent applies universally, granting you diplomatic recognition and protection when dealing with any organized faction.

## **Fearless**

You are completely immune to fear from any source, whether mundane, supernatural, or divine. Terror, intimidation, and morale-breaking effects simply cannot take hold within you. In addition, you radiate an aura of unwavering resolve. Allies near you are bolstered by your presence and become fearless themselves, standing firm even in the face of overwhelming horror or impossible odds.

## **Fiendish Body**

**Requirement:**Not Skaven

Your body has been possessed by a daemon of Chaos. This infernal companion grants you abilities based on the type of daemon bound within you. The daemon chosen must match your Chaos allegiance, except for **Chaos Undivided**, which may choose freely from the list below.

- **Khorne – Bloodletter:** Your attacks are empowered with immense strength, allowing even the weakest strike to shatter stone and crush armour with ease.
- **Tzeentch – Flamer:** You can endlessly project warpfire from your hands, flames that warp flesh and cause unpredictable mutations in your enemies.
- **Nurgle – Nurglings:** A festering miasma surrounds you, slowly poisoning the land you walk upon and rotting all that lingers too long in your presence.

- **Slaanesh – Daemonette:** Your reflexes are heightened beyond mortal limits, rivaling even the finest elven warriors, granting unparalleled grace and precision in battle.

### **Graceful Landing**

No matter the height — whether falling from a cliff, a fortress, or even from orbit — you suffer no damage from air resistance or impact. You always land safely, absorbing the force without harm. Additionally, you can regain your footing almost instantly after landing, ready for battle within moments as though the fall never occurred.

### **Grandfather's Blessing**

**Requirement:** Mark of Nurgle, Skaven or Chaos Undivided Allegiance

The corruption within your flesh has spread into all of your equipment. Whenever you inflict damage upon an enemy, virulent filth seeps into their blood, severely poisoning them.

If a wounded victim does not cleanse the poison or possess immunity, then after seven days they will transform into a Plaguebearer utterly loyal to you, their former self erased beneath Grandfather Nurgle's generous gifts.

### **Guts**

Your body is unnaturally resilient, reinforced by divine vitality. Wounds that would be instantly fatal to others are reduced to little more than scratches for you. Even severed limbs regenerate within minutes, flesh knitting itself back together with grotesque efficiency. The only reliable way to kill you is total decapitation.

### **Hard to Kill**

Even complete physical destruction cannot fully end you. If your body is obliterated, you continue to exist as a spectral entity, capable of acting until destroyed by magic or abilities that can directly affect the soul. Even then, the Chaos Gods will restore you once per jump, dragging your essence back from annihilation and returning you to existence.

### **Hunt the Betrayer**

Your hatred for the followers of Sigmar burns like a brand in your soul. As a result, all your attacks, magic, and prayers gain the Anti-Holy and Anti-Righteous attributes. These effects are devastatingly effective against followers of Sigmar, and in future worlds apply equally to any beings aligned with Order, Light, or equivalent divine forces.

### **Intimidating Manner**

Your presence alone inspires terror. Whether through scars, posture, or sheer aura, you radiate menace so intense that weaker foes will flee outright rather than face you. Those strong enough not to flee will still recognize you as a dangerous adversary not worth provoking. With sufficient focus, your intimidation is so potent that you can kill with a look, bypassing immunities and resistances to fear or intimidation entirely.

### **Iron Stomach**

**Requirement:** Mark of Nurgle, Skaven or Chaos Undivided Allegiance

Your stomach has been blessed by Grandfather Nurgle. You can draw nourishment from anything — metal, dirt, refuse, carrion, toxic waste, or even creatures born of Chaos itself. You can never be poisoned by anything you consume. Alcohol, toxins, and miasmas have greatly reduced effects on you.

### **Iron Will**

Your mind has been forged through countless encounters with spellcasters, mind-breakers, and soul-reapers across the Mortal Realms. Because of this, any attacks that target your mind or soul are heavily resisted. Mental domination, corruption, fear magic, and soul manipulation struggle to take hold, as your will stands firm against forces that would shatter lesser champions.

### **Lead from the Rear**

**Requirement:** Skaven

True to Skaven nature, you fight best when safely behind others. While positioned at the rear of a formation, your combat effectiveness increases dramatically as you exploit the momentum of the pack surging ahead of you. Your attacks gain increased power and accuracy, and your defenses are bolstered as you use allies, bodies, and battlefield clutter in front of you as living shields. As long as you remain behind the main line, both your offense and survivability are significantly enhanced.

### **Mounted Combatant**

You have mastered the art of fighting from atop a mount. Any creature you ride becomes empowered by Chaos as long as you remain mounted. Your mount's speed, stamina, endurance, and physical power are greatly increased, and it grows to roughly 1.1 times its original size. While mounted, you and your steed move in perfect synchronization during battle, increasing your defensive capability and the potency of your attacks as if rider and beast were a single entity.

### **More-More Warp Energy!**

**Requirement:** Skaven

You know exactly how far Warpstone technology can be pushed before it explodes — and you push it further anyway. In the heat of battle, you can overcharge any Warpstone-powered device, weapon, or engine, massively increasing its output and destructive potential. While this carries increased risk, the power gained is undeniable. In future worlds, this talent can be applied to any technology that relies on power stones or equivalent substitutes instead of mana.

### **Night Vision**

Your vision has been enhanced far beyond mortal limits. You can see perfectly in any darkness, whether natural, magical, or supernatural, and you perceive it all in full color. Fighting in dark environments makes you far deadlier, allowing you to easily track, hunt, and strike hidden enemies who believe themselves unseen. Darkness becomes an advantage rather than an obstacle.

### **Ninefold Surge**

**Requirement:** Mark of Tzeentch or Chaos Undivided Allegiance

Whenever you cast spells, deceive others, or perform actions that please the Lord of a Thousand Forms, reality itself begins to favor you. Once every nine attempts at such an action, the universe will bend to ensure absolute success. This does not allow you to perform impossible feats; the action must be something you could normally attempt. Instead, this power reduces the chance of failure to zero, guaranteeing success at the appointed moment.

### **Observant**

Your eyes have been mystically enhanced to perceive weaknesses in magic, equipment, and spellcraft. You instinctively recognize flaws in enemy enchantments and defenses, allowing you to choose the most effective spells to bypass or exploit them. In addition, your magically sharpened perception makes you far better at detecting hidden enemies, illusions, and concealed threats than before.

### **Opportunist**

You despise cowards who attempt to flee your wrath. Whenever an enemy tries to retreat, reposition, or escape from combat with you, you may instantly strike them without effort or delay. These attacks also place a malignant mark upon the target; if they attempt to flee again, their legs weaken unnaturally, sapping their strength as the Chaos Gods demand they remain and be offered as sacrifice.

### **Orientation**

A living map now exists within your mind, perfectly recording every world and realm you have visited or become stranded in. You always know exactly where you are, how to reach other regions or realms, and how far away they lie. This mental atlas also records major features, cities, notable landmarks, native creatures, and known paths, ensuring you can never truly become lost again.

### **Oath of Murder**

Whenever you are engaged in battle with an enemy champion, the pain you suffer only fuels your wrath. The more damage you take during the fight, the greater your physical attack accuracy and striking power become. Wounds harden your resolve and sharpen your blows, turning drawn-out duels into lethal contests where enduring suffering brings you ever closer to delivering the killing strike.

## **Obsessive Violence**

**Requirement:** Khorne or Chaos Undivided Allegiance

Slaanesh has taken notice of your violent tendencies and delights in the suffering you inflict. The Dark Prince bestows upon you a cruel and exquisite gift.

When striking with melee weapons, your blows no longer merely wound — they inflict overwhelming agony, proportional to the damage dealt. Repeated strikes against the same enemy exponentially increase the pain inflicted, until their body or mind collapses from sensory overload, even if the wounds themselves would not be fatal.

## **Paragon of Battle**

You have learned that nothing pleases the Chaos Gods more than battle fought against impossible odds. When surrounded by enemies and fighting for their approval, you feel their gaze upon you.

Whenever you are outnumbered, your defences increase dramatically, making you harder to injure. At the same time, your attacks grow more precise, naturally striking vital points with unnatural accuracy as though guided by the gods themselves.

## **Personal Bodyguard**

At the beginning of any battle, you may designate one individual to protect. As long as you remain close to that person, any attacks that would normally target them are instead redirected to you. While defending your chosen charge in this way, your defensive capabilities are significantly increased, allowing you to better withstand blows, intercept attacks, and shield them from harm until the battle ends or you are separated.

## **Potent Spells**

The Chaos Gods have empowered your magic. All spells you cast are now 2.5 times more potent than before, dramatically increasing their damage, effectiveness, and impact. Despite this increase in power, the casting time, mana cost, and difficulty of your spells remain unchanged, allowing you to wield overwhelming sorcery without additional strain.

## **Rending Blow**

You gain the ability to deliberately target and destroy the weapons and armour wielded by your enemies in battle. With focused strikes, you can shatter, tear apart, or render equipment completely useless while leaving the wielder unharmed. The more durable or enchanted the item, the more strikes are required to destroy it — but no weapon or armour is immune to your attacks. Given time, anything can be reduced to scrap by your hands.

## **Revel in Sensation**

**Requirement:** Mark of Slaanesh or Chaos Undivided Allegiance

Whenever you are afflicted by a status effect — such as paralysis, burning, poison, confusion, or other ailments, magical or otherwise — the Dark Prince rewards you for embracing sensation. The negative effects of the condition are completely negated, and in return you gain the speed and agility of a Daemonette. However, the status effect lingers for six times its normal duration, transformed from suffering into exquisite stimulation.

## **Running Death**

When you choose to move through the shadows, it becomes far easier for you to remain unseen and avoid detection by your enemies. Darkness and cover seem to welcome your presence, masking your movements as though reality itself conspires to hide you.

When you strike from concealment, your speed and damage are significantly increased, allowing you to unleash devastating surprise attacks before your foes can react. If conditions allow, you may then slip back into the shadows with ease, vanishing once more to reposition or prepare another deadly assault.

## **Scholar**

You have spent years in deep study and are now a PhD-level expert in four scholarly fields of your choice, possessing comprehensive theoretical and practical knowledge in those disciplines.

Examples of scholarly fields include (choose any four):

- Arcane Theory
- Alchemy
- Medicine
- Engineering

- History
- Theology
- Biology
- Astronomy
- Linguistics
- Tactics and Strategy

Your expertise allows you to teach, research, innovate, and identify errors or falsehoods within your chosen domains effortlessly.

### **Sever**

When wielding slashing weapons, you may deliberately aim to disable rather than kill. Your attacks can sever tendons, ligaments, or vital structures in limbs, rendering enemies unable to move or fight. Against foes without tendons, your strikes instead target cores, weak points, or structural equivalents, immobilizing them just as effectively. This talent is ideal for capturing enemies alive for interrogation or sacrifice to the Dark Gods.

### **Shield Mastery**

You have mastered the shield as both defense and weapon. While wielding a shield, you can block attacks head-on without the shield taking damage as long as it remains in your grasp. In addition, your shield functions as a full-fledged melee weapon, allowing you to bash, crush, and kill with it as effectively as any blade or hammer. In future worlds, you will naturally encounter shields with powerful offensive abilities, as though the Dark Gods themselves deem you worthy of such relics.

### **Skulls for the Skull Throne!**

**Requirement:** Mark of Khorne or Chaos Undivided Allegiance

The Blood God demands tribute, and no offering is more sacred than the skulls of your enemies. Whenever you kill an opponent, you may effortlessly decapitate them and present their skull to Khorne. Each time you do so, you may choose to fully heal all wounds, repair all equipment, or completely restore stamina and mana reserves. Each skull is both an offering and a reward.

### **Silver Tongue**

Your tongue is silvered with supernatural charm. You are exceptionally charismatic, finding it easy to make allies, smooth conflicts, and win trust through conversation. When you lie or speak half-truths, no mundane or magical means can detect your deception. Even if exposed, most listeners will assume a misunderstanding, faulty information, or innocent error rather than deliberate deceit.

### **Savagery Unleashed**

You become a living engine of destruction when charging into overwhelming numbers. Especially against massed foes — such as endless Skaven tides — your fury knows no restraint.

Whenever you engage enemies that outnumber you by five-to-one or greater, the power of Chaos causes your attacks to cleave impossibly wide. Each swing strikes all enemies within reach at once, as though your blows split and echo through the horde.

### **Stitched Monstrosity**

**Requirement:** Skaven

This grants you the ability to construct and command a single Hell-Pit Abomination, a massive stitched horror built through brutal experimentation and dark knowledge of the Skaven; you may only have one such creature under your control at any time, and if it is destroyed, you must wait at least one full month to gather materials, rebuild the body, and rebind its unstable essence before creating another.

### **Sleight of Hand**

You are exceptionally skilled at pickpocketing, item substitution, and misdirection. Even under close scrutiny, your hands move unseen. No matter how thoroughly you are searched or disarmed, you can always conceal a palm-sized object somewhere on your person. Magical tracking and detection effects fail to locate such hidden items. Additionally, when you steal an object bound to its owner by magic or soul-link, you can sever that bond, leaving the item truly yours.

## **Spellcasting**

**Requirement:** Any Mark except Khorne

The Lores of Magic are volatile and dangerous, and it is rare for any individual — especially mortals — to master more than one. You are one of those rare exceptions. You may learn and master multiple Lores of Magic. This talent may be purchased multiple times, each time granting access to an additional lore. For each lore purchased, you unlock the Spell Lore section of this jump and gain four spells from that lore for free. Additional spells from a lore you possess cost 100 CP each.

If your chosen archetype already has spellcasting as a core skill, purchasing additional lores is always discounted.

## **Spoil Guerrilla**

You instinctively understand how to move and fight within chaotic battlefields. You always know where to take cover, how to reposition, and how to exploit terrain in combat.

Whenever you attack an enemy, you may freely maneuver around them without triggering reactions, abilities, or effects that would normally activate when entering or leaving their range.

## **Stalker of the Wastes**

You are an experienced hunter of the Bloodwind Spoil, capable of tracking prey across corrupted lands where others would lose the trail entirely.

You have a significant advantage when tracking, trapping, hunting, or locating creatures you deem worthy of slaughter. Chaos itself subtly guides your steps toward elusive targets. Additionally, you can always locate a relatively safe place to rest within Chaos-tainted lands.

## **Tempered with Fury**

As a servant of the Chaos Gods, you have mastered the art of empowering weapons in the heat of battle.

During combat, you may temporarily enhance the melee weapons of your allies — carving runes into them, infusing them with daemonic power, or wreathed in divine flame appropriate to your chosen god. Regardless of appearance, these

weapons gain the ability to ignore armour, making them ideal for carving through even the toughest foes and reducing flesh to ruin.

### **The Bigger They Are**

You have spent your life fighting creatures the size of buildings — and larger. Through brutal experience, you have mastered a unique combat style tailored specifically for colossal foes. You instinctively know where their weak points lie, how to harvest vital components, and how to bring them down efficiently. When attacking significantly larger enemies, your attacks gain the Big Enemy trait, greatly increasing effectiveness.

### **Tinker-Tinker!**

**Requirement:** Skaven

You are intimately familiar with Skaven technology and delight in its spectacular instability. You can create, modify, and sabotage Skaven devices, particularly explosive weapons.

Your bombs detonate in green warpstone fire, corrupting the surrounding area. When such an explosive goes off, it transforms the zone into a Burrow of the Great Horned Rat, warping the land into a Skaven-favored environment.

### **True Believer**

Your countless acts of devotion have proven your faith beyond doubt. Your patron grants you a terrible blessing. By touching a non-believer, you may transform them into a Chaos Spawn. These creatures live for no more than four days, as most spawn do, but are extremely useful as disposable shock troops or living sacrifices to the Dark Gods.

### **Unbind**

You have learned to unravel the Winds of Magic before spells can fully manifest. As long as the spell is simple and within your magical capability, you can unbind it instantly and without mana cost. More powerful or complex spells require greater concentration, time, and effort to dismantle.

### **Unbreakable Spells**

Your magic is woven into tightly bound chains of eldritch power, making it extraordinarily difficult to counter. Attempts to dispel or unbind your spells require vastly increased mana, concentration, and time, even for otherwise simple

effects. While not truly indestructible, your spells resist interference far longer than normal.

### **Vanish**

At will, you may completely conceal your presence — even from gods of rival pantheons. While hidden, you cannot be detected by any means short of the Chaos Gods themselves. This effect ends immediately if you attack, interact forcefully with the environment, or collide with another being.

### **Warlock Engineering**

**Requirement:** Skaven

You gain the knowledge and technical expertise to craft warpstone-powered devices and machinery used by the Skaven. This includes unstable weapons, crackling engines, and other forms of malicious technology fueled by warpstone and mad ingenuity. Your creations are powerful but volatile, reflecting the true nature of Skaven engineering — devastating when they work, and spectacularly dangerous when they fail.

### **War Leader**

You have led warbands, cults, and slaughter-hosts long enough to understand the flow of battle instinctively. Your very presence invigorates your followers, sharpening their minds and strengthening their bodies. When you lead troops into battle, morale surges, coordination improves, and even hopeless fights can be turned into overwhelming victories through your command alone.

### **Witch-Sight**

You can perceive the magical energies that permeate the realms, seeing patterns, flows, and distortions invisible to others. At will, you may track the movement of magic, follow ley-lines, or locate spells, artifacts, and arcane disturbances. In areas saturated with magic — such as realm edges or near realmstone — this sight can be overwhelming or even blinding. Despite this, Witch-Sight is invaluable for hunting powerful spells, Endless Spells, and arcane anomalies.

## **Prayers**

Prayers are the obscene wills of the Chaos Gods made manifest, their blasphemous priests bellowing worship at the top of their lungs until divinity answers in blood, rot, or ruin. Depending on the talents you have chosen, ***you gain access to either the Blood Blessings of Khorne or the Prayers of the Skaven Church of Contagion.***

Regardless of which path you unlock, the first time you gain access to a Prayer list, you receive three Prayers from that list for free. Additional Prayers must be purchased that cost 100 CP Each

You will likely wish to know what effects your prayers can have.

Unlike spells, prayers have no mana cost, cannot be dispelled or negated, and once invoked will remain active until their conditions are fulfilled or if not the prayer will last only at most 5 minutes . They are the direct will of the Chaos Gods made manifest, sustained by faith rather than magic.

However, prayers cannot be whispered or cast silently. You cannot skip the incantation — each prayer must be proclaimed loudly and clearly, shouted for gods and mortals alike to hear, regardless of danger or circumstance.

## **Blood Blessings of Khorne**

### **Bloodbind**

You hurl an insatiable murder-lust into the mind of a chosen enemy through furious prayer, marking them as a worthy offering to Khorne. Choose one creature within your line of sight.

That creature's melee weapons glow with crimson rage, and it becomes compelled to focus all attacks on you, ignoring other targets if possible. If you kill the creature, you may choose to fully heal yourself or completely heal all wounds of nearby allies. If the creature is killed by someone else, or escapes your sight, Khorne's displeasure is immediate — your hands burn with agonizing pain as punishment for a failed offering.

### **Bloodboil**

Blood is wasted on cowards, and Khorne gladly turns it against them when properly invoked. As you chant and offer your own blood, you conjure a roiling sphere of burning gore and hurl it at your foes. All enemies within 120 feet are afflicted as their blood begins to boil violently within their bodies, causing severe internal damage and overwhelming agony. Those without blood are unaffected, for Khorne demands living tribute.

### **Bloodhex**

Khorne's will thickens an enemy's blood into sluggish, tar-black sludge. Choose one creature within your line of sight. As long as the target remains alive and visible to you, their body is severely weakened — movements slowed, strength sapped, and reactions dulled as their blood refuses to flow properly. The curse persists relentlessly until either you break line of sight or the enemy is slain.

### **Blood Sacrifice**

You draw the blood of a nearby creature and offer it up to Khorne as a sacrifice, gaining his favour in return. You may freely take this blood from any creature near you, ally or enemy alike.

You smear the offering across your own weapon and the weapons of nearby allies. All affected weapons glow with crimson fury and are blessed by Khorne, greatly increasing their damage and lethality for the duration of the prayer.

### **Bronzed Flesh**

With a thunderous prayer, Khorne sears your body with blistering heat, hardening your flesh into living bronze. Your skin becomes as durable as heavy plate armour, even if you wear no armour at all. Blades glance off, blows land dull and heavy, and your body becomes a walking bulwark of the Blood God's wrath.

### **Gaze of Khorne**

You beseech the Blood God to turn his burning gaze upon an ally fighting at your side. Choose one nearby ally. That warrior is filled with Khorne's approval, their martial prowess surging to rival the most disciplined and deadly champions. Their strikes grow stronger, faster, and more decisive as they spill blood in Khorne's name.

### **Killer Instinct**

You flood the battlefield with visions of endless slaughter, filling every mind in the whirling melee around you with Khorne's violent promise. Those strong enough to withstand the visions are consumed by bloodlust, driving them to strike harder, faster, and without mercy. Those who fail are overwhelmed by terror and hesitation, faltering under the weight of divine violence. This prayer bypasses fear immunity, for even the fearless can break when the Blood God whispers directly into their minds.

### **Unholy Flames**

With a thunderous prayer, you call upon Khorne to mark a weapon for slaughter wielded by an ally. The chosen armament erupts into roaring, unholy flame, burning with the Blood God's hatred for the weak and the cowardly. Armour softens and splits beneath each blow, metal screaming as it is cleaved apart. Those struck feel not only the heat of the flames, but the judgment of Khorne himself, delivered edge-first.

### **Witchbane Curse**

Khorne's hatred for spellcasters is legendary. You lay a blood-hex upon a chosen foe with in sight, and their thoughts become clouded by rage and interference. Concentration fractures, incantations falter, and the very act of shaping magic becomes agony. Should they dare force a spell into being, Khorne answers immediately — searing fire erupts around them, punishing their defiance with burning pain.

### **Wound the Realm**

You drive your weapon deep into the earth and bellow a prayer that splits the land itself. Cracks race outward, glowing with molten fury as the ground is scarred by Khorne's presence.

The surrounding area is transformed into a killing ground sacred to the Blood God. His followers feel renewed strength surge through their bodies, wounds knitting as battle-lust takes hold. Sorcery and lingering enchantments are scoured away, leaving only iron, blood, and the promise of violence behind

## **Prayers of the Skaven Church of Contagion**

### **Aura of Corruption**

You pray to become a living avatar of filth, rot, and disease. As your devotion is answered, toxic spores slough from your body and bilious stench rolls outward in choking waves. The air around you becomes hazardous to breathe and touch, a crawling cloud of corruption that clings to skin, armour, and lungs alike. To stand near you is to feel sickness gnawing at flesh and spirit until the prayer finally fades.

### **Befoul-Befoul!**

You screech praises to the Great Corruptor, begging him to bless your allies with his “protection.” Those around you are wrapped in Nurgle’s twisted mercy — wounds knit closed with swollen flesh, pain dulled beneath layers of infection, and bodies made stubbornly difficult to kill as filth-filled vitality surges through them.

### **Bubonic Blightplague**

You curse the pathetic man-things with the Great Horned Rat’s most glorious sickness. A rolling cloud of green, pestilent gas billows across the chosen area, choking the air and obscuring sight. Non-Skaven and those unblessed by Nurgle quickly weaken as poison seeps into their bodies. Skaven within the plague feel invigorated instead, pain fading into dull irrelevance as disease hardens them for battle.

### **Corrupted Earth**

You foul the ground with spoor, urine, and sacred filth, consecrating it as a tiny shrine to the Great Horned Rat. The land itself turns hostile to intruders. Those who tread upon it find their movements clumsy, thoughts distracted, and efforts sabotaged by slick footing, biting vermin, and gnawing unease. Skaven move through the corruption with ease, at home in the filth they worship.

### **Dreaded Plague**

You scratch open a tiny gnawhole in reality, allowing pure plague to spill forth directly from Blight City itself. Those caught near the tear are wracked by violent sickness as the Dreaded Plague tears through body and mind. Muscles seize, senses dull, and agony blooms as the Great Corruptor's disease reminds all creatures how fragile they truly are.

### **Filth-Filth!**

You beseech the Great Horned Rat to ruin the land in his image.

The chosen area steadily degrades into squalor — rats swarm and fight over scraps, metal corrodes, wood softens and rots, and filth piles higher with every passing moment. Those who are not Skaven grow increasingly paranoid and distrustful, minds gnawed at by suspicion and sickness as poison seeps into their bodies.

### **Vermintide**

You shriek the sacred call, and the ground answers. A living tide of rats erupts forth, swarming over the chosen victim in a screeching mass of fur, teeth, and claws. The creature is buried beneath the vermin, bitten endlessly as the rats gnaw, scratch, and crawl over every inch of exposed flesh, dragging them down beneath sheer numbers and disease.

### **Rabid-Rabid!**

You pray for the frothing madness of rabies to bless your allies. Swarms of biting fleas leap onto your kin, infecting them with a perfected Skaven strain of rage. Their aggression sharpens, strength surges, and fear is drowned beneath manic violence — all without the weakness or decay that normally follows such sickness.

### **Ruinous Supremacy**

You proclaim the absolute dominance of the Great Horned Rat.

Those who hear your words feel their will buckle beneath the weight of Skaven supremacy. Weak minds falter, confidence crumbles, and submission takes root as terror and awe overwhelm them. Skaven themselves remain untouched, standing tall as rightful inheritors of the world-to-come.

### **Poisonous Fumes**

You toss foul catalysts into your censer and chitter praise to the Horned Rat. A rushing cloud of toxic fumes spills outward, burning lungs and eyes alike. Those caught within the smog cough, choke, and weaken as the poison eats away at them from the inside.

### **Scabrous Pelt**

You tear a sticky scab from your own diseased hide and offer it up in reverence. In response, festering sores multiply across your body, hardening into layers of grotesque, living armour. The result is a crawling shell of scabs, blood, and corrupted flesh that turns aside blows while constantly weeping filth in honor of the Great Horned Rat.



## Spell Lore

Chaos spellcasting draws upon the raw background magic of the realms, channeling it directly into spells. Unlike the magic wielded by the forces of Order, the natural affinities of each realm have little influence on the final effect — the savagery of Ghur or the raging flames of Aqshy do not shape Chaos magic in predictable ways. Instead, spells cast by worshippers of Chaos are shaped by the domain of their patron gods and the ever-shifting, mutative power inherent to Chaos itself.

***If you have chosen the Spellcasting talent, you gain access to this section. If spellcasting is a core feature of your archetype, you gain access to your first spell lore for free, and may purchase access to additional lores at a discounted cost.***

Whenever you gain access to a new lore, ***you automatically receive four spells from that lore for free. Any additional spells from that lore cost 100 CP each.***

Chaos spells function differently from magic in most other worlds. Spells here can be cast instantly, without long preparation, and may be overcharged, increasing their power and duration if successful but increasing the difficulty of casting the more the spell is over charge . However, failure carries a price — an unstable spell may backfire, injuring or mutating the caster as Chaos turns against its would-be master.



## **Common Spells**

Below is the list of Common Spells available to all spellcasters in this jump. Regardless of which lore you follow or which Chaos God you serve, every spellcaster gains access to all spells in this Common Spell list for free. These spells represent the most fundamental expressions of Chaos magic — techniques so widespread and well-practiced that they transcend individual patronage.

### **Banish Manifestation**

You wield entropic Chaos energy to tear a daemon's connection to the mortal realm apart, forcing it back into the Realm of Chaos. This spell easily banishes lesser daemons such as Bloodletters, Daemonettes, Plaguebearers, Pink Horrors, or Chaos Furies, ripping them through a screaming gateway and sealing it behind them. By overcharging the spell and maintaining the casting for several minutes, you may banish greater or exalted daemons, severing their manifestation so completely that they cannot return without immense effort or divine intervention.

### **Burning Eyes**

You draw together the blinding radiance of Chaos and unleash it through your eyes, flooding the area around you with molten red light. This glow illuminates everything within your vision, burning away shadows, smoke, fog, illusions, and other forms of obscurity. When overcharged, the radiance can last for hours or longer, its duration increasing the more power you pour into the spell.

### **Cage**

You conjure a barbed prison of agonising Chaos energy that snaps shut around a chosen target. The cage binds and immobilises its victim, holding them helpless within writhing, painful restraints. By overcharging the spell, you can greatly extend the duration, with each surge of additional power forcing the prison to persist far longer than normal.

### **Chaos Bolt**

You hurl a bolt of raw, unstable Chaos energy at a target within sight.

The impact is violent and unpredictable, tearing through flesh, armour, and wards alike. The more the spell is overcharged, the more destructive the bolt becomes, escalating from a lethal blast into a devastating eruption of warping power.

### **Mystic Shield**

You call upon your patron god to surround yourself with supernatural protection.

A veil of mystical armour forms around you, dulling blows, turning aside weapons, and resisting hostile magic. At normal strength, this protection lasts for 3 hours, but when heavily overcharged it can persist for days, growing stronger the more energy is invested.

### **Sunder the Earth**

You drive pulses of searing Chaos magic deep into the ground, causing it to fracture, buckle, and tear apart. The earth cracks open violently, toppling structures, destabilising terrain, and hurling enemies to the ground. With greater overcharge, the destruction spreads wider and deeper, capable of collapsing buildings or reshaping entire sections of the battlefield.



## **Lore of the Damned**

### **Binding Damnation**

You conjure ghostly chains forged from raw Chaos, wrapping them around your chosen foe in sight . These spectral bindings drag at their limbs, slowing every movement and weighing down their soul. Should the bound creature die while under this curse, its soul is claimed instantly by Chaos — and you feel the Dark Gods' approval as stolen vitality floods back into your body. When you pour more power into the spell, the chains tighten further, and the soul's capture grants you even greater strength upon the target's death.

### **Daemonic Power**

You beseech Chaos Undivided to pour unholy might into an ally. For a brief time of 10 minutes , their muscles swell with unnatural strength, veins darkening as daemonic energy surges through their body. By overcharging the spell, the empowerment lingers longer for several hours , allowing your chosen warrior to remain a living instrument of Chaos for extended moments of battle.

### **Daemonic Speed**

You call upon Chaos Undivided to grant impossible swiftness to one you choose. Their movements blur, feet barely touching the ground as reality struggles to keep pace with them for 10 minutes. With additional power invested, this unnatural speed endures longer for several hours, allowing the target to cross great distances in moments and strike before enemies can even react.

### **Enfeeblement**

You unleash a wave of suffocating, oppressive magic that crashes over an area you see like a choking fog. Those caught within feel their strength drain away, limbs growing heavy and sluggish for 1 hour. The longer you sustain and overcharge the spell, the longer the victims remain weakened to max of several days , their vitality leached away as Chaos presses down upon them.

### **Eye of Archaon**

You dare to petition Archaon himself. A burning third eye tears open upon your forehead, blazing with iron authority and ruinous will. For a day, you carry a fragment of the Everchosen's presence. Your body, mind, and soul are elevated, and servants of Chaos instinctively recognize your authority. With greater overcharge, this dreadful blessing persists longer to a month as most, allowing you to command respect, fear, and obedience wherever Chaos holds sway.

### **Oracular Visions**

You beg the Dark Gods for forbidden sight, and for a fleeting moment, they answer. A vision is forced into your mind — a glimpse of something hidden, lost, or unseen. You must speak aloud what you seek, and if it lies within the same realm, the gods show you a snapshot of its current state. The more power you channel, the wider and clearer the vision becomes, revealing additional details that may guide you to your quarry.

### **Ruinous Vigour**

You draw upon the brutal endurance of Khorne and the unyielding resilience of Nurgle, infusing an ally with ruinous vitality. Their flesh hardens, wounds close more easily, and they become far harder to bring down. Overcharging the spell deepens this blessing, further reinforcing their body until they seem almost impossible to kill.

### **Spite-Tongue Curse**

You whisper a venomous word of Chaos, lacing it with malice and ill fate. The cursed target in sight finds misfortune dogging their every action — plans falter, timing slips, and simple tasks turn treacherous for 10 actions. Each additional surge of power extends this chain of bad luck to a maximum of 100 actions, ensuring failure follows failure like a shadow.

### **Undivided Aid**

If the Dark Gods heal, it is only so their servants may continue spreading ruin. You call out in devotion, and a wave of warped vitality surges through you and nearby allies. Flesh knits, fatigue fades, and resolve hardens. The more power you pour into the prayer-like spell, the greater the restoration granted to those standing with you.

### **Winds of Chaos**

You summon the raw, howling winds of Chaos, whipping the battlefield into a violent storm. Shrieking gales blind sight, tear at balance, and hurl bodies to the ground as the air itself turns hostile. With greater overcharge, the storm rages longer, expanding Chaos' grip over the battlefield and turning the land into a maelstrom of ruin.



## **Lore of Fate**

### **Arcane Suggestion**

Through the subtle trickery of Tzeentch, you whisper a false truth directly into the mind of your chosen target in sight . The lie settles into their thoughts as certainty, no matter how absurd or irrational it may be for a year.

For a time, the target fully believes a single statement you choose and will act upon it as if it were unquestionable fact. Small deceptions pass unnoticed, while grand lies provoke panic, paranoia, or reckless behavior that others may quickly observe. By overcharging the spell, you can force the lie to linger at most for a decade , rooting it deeply into the victim's perception of reality.

### **Bolt of Change**

You unleash a coruscating bolt of pure change, blazing blue and writhing with Tzeentch's will. It slams into the target you see and immediately begins to reshape them in grotesque and unpredictable ways. Eyes may melt away, limbs may lose cohesion, flesh may liquefy into metallic sludge, or senses may become unbearably distorted. When overcharged, the bolt inflicts greater devastation or causes the mutation to persist longer, allowing transformation to deepen before reality reasserts itself.

### **Infusion Arcanum**

You pour raw change into an ally's weapon, warping it into a conduit of unpredictable power. For a brief time of 10 minutes , their strikes land with enhanced force and strange secondary random effects — cleaving deeper, tearing armour apart, roaring with unnatural noise, or striking from unexpected distances. Overcharging the spell allows this volatile empowerment to persist longer at most a day, letting Chaos linger within the weapon.

### **Shield of Fate**

You twist the strands of destiny around yourself, ensuring you are never quite where your enemies expect you to be. Blows miss by inches, attacks slide past empty air, and hostile intent fails to find purchase. With greater overcharge, this manipulation of fate lasts longer, allowing you to dance unharmed through moments that should have been lethal.

### **Treacherous Bond**

You entwine the fates of two creatures, binding them together through treachery and inevitability. Misfortune suffered by one is echoed by the other — pain, wounds, and afflictions mirrored across the link regardless of distance. If one is struck down, the other collapses under the weight of shared fate, left helpless but not immediately dead. Overcharging the spell extends the bond's duration to maximum a lifetime, forcing the two lives to remain dangerously intertwined.

### **Tzeentch's Firestorm**

You unleash a storm of semi-sentient warfire that screams and whispers as it burns. The flames scour the area, searing flesh and sanity alike. Those caught within hear murmured prophecies and maddening truths hidden within the fire, driving terror into their minds. Overcharging the spell causes the madness to linger longer to maximum of a day, allowing fear and confusion to fester after the flames subside.

### **Unchecked Mutation**

You bestow the ultimate gift of Tzeentch: uncontrolled, escalating change. The target's body begins mutating violently — limbs twist, flesh reshapes, organs reconfigure — sometimes granting power, sometimes suffering. Each passing moment risks further mutation, until the body can no longer contain the gifts bestowed upon it. If the transformations spiral out of control, the victim detonates in a shower of gore and warped flesh. Should you fail to properly channel this spell, Tzeentch's displeasure turns inward — and you become the recipient of the same rampant mutation.

### **Wyrdflame**

You conjure Tzeentch's eldritch fire and release it in a howling inferno. The flames burn with impossible colours, scorching enemies and setting the area ablaze with unstable magical fire. The ground itself becomes dangerous to tread, warped by lingering heat and sorcery. With additional overcharge, the wyrdflame grows hotter and more destructive, consuming everything it touches.

## **Lore of Malignance**

### **Chortling Murrain**

You bestow upon your foe the mirth of Nurgle's Bilepipers — a disease of uncontrollable, rasping laughter that wracks both body and soul. Those afflicted laugh until breath fails them, voices reduced to wet, choking gasps. Speech becomes impossible, strength drains away, and even the simplest actions feel exhausting. When you pour more power into the spell, the sickness spreads eagerly, leaping to nearby companions as shared laughter turns into shared doom.

### **Cloud of Flies**

You open your mouth and retch forth a living cloud of buzzing black flies, thick enough to choke the air. Vision blurs as wings beat against eyes and mouths, and the constant crawling presence seeps into lungs and wounds alike. The swarm lingers longer the more power you commit, filling the space with poison, filth, and the sound of Nurgle's laughter.

### **Disgustingly Resilient**

You flood your body with Nurgle's soporific toxins, dulling pain and fear until suffering becomes a distant concept. Blows land with less effect, sickness rolls harmlessly off your flesh, and your mind sinks into calm acceptance. With greater devotion, this unnatural resilience lasts longer to maximum to 7 days, allowing you to endure horrors that would break lesser beings.

### **Febrile Frenzy**

You ignite a raging fever within an ally, their skin burning hot and their eyes gleaming with manic strength. Their strikes grow wild and brutal, every movement radiating heat and sickness that harms those nearby. When the fever finally breaks, the body suffers for the excess — though by empowering the spell further, you can soften this inevitable crash, leaving less damage behind.

### **Fleshy Abundance**

You bless an ally with Grandfather's love, forcing their flesh to grow and swell. Wounds seal shut beneath layers of newly formed tissue, cuts filling with bloated meat and puckered skin. Yet such blessings are never clean — some recipients grow sick from the sudden change. The more power you invest, the more flesh grows, restoring greater vitality.

### **Grandfather's Favourite**

You mark a dying enemy for Nurgle's greatest honour. When they perish, their corpse swells into a pustule-like sac, bloated with disease and promise. Moments later it bursts, birthing a Plaguebearer that shambles forth in joyful service. With greater overcharge, the resulting daemon is stronger, more enduring, and harder to destroy.

### **Locus of Fecundity**

You corrupt a place of life — a healthy tree, a clear spring — twisting it into a shrine of rot. The land around it becomes thick with disease, dangerous to all but Nurgle's faithful. Those blessed by Grandfather feel renewed vitality while standing near the locus, wounds knitting as corruption flourishes. Greater power allows this blighted sanctuary to persist forever, spreading decay deeper into the land.

### **Nauseous Revulsion**

You twist a creature's thoughts until a chosen person, object, or idea becomes utterly revolting. The mere sight or thought of it induces violent nausea, panic, and physical sickness. If the target cannot escape the source of their revulsion, their body reacts violently — retching, convulsing, and weakening. With additional power, this sickness worsens, escalating as the mind and body reject reality itself.

### **Stream of Corruption**

Raw corruption boils out of you in a seething torrent, splashing across land and flesh alike. Those caught within are overwhelmed by disease, bodies breaking down as rot takes hold instantly. The ground itself becomes permanently tainted — a piece of Nurgle's Blight that cannot be cleansed by mortal means. With greater power, the stream spreads wider, corrupting additional areas in Grandfather's name.

## **Lore of Extravagance**

### **Cacophonous Choir**

You summon the screeching praises of a choir of lesser daemons, their voices overlapping into a wall of unbearable sound. The air vibrates as shrill, ecstatic screams batter all who hear them. Victims clutch at their ears, senses overwhelmed as bodies are hurled to the ground by the sheer force of the noise. The more power you pour into the spell, the more violently the sound crescendos, turning pain into a shattering, destructive force.

### **Dark Delusions**

You infect a creature's mind in sight with a beautiful, poisonous lie — that they are the most important, elegant, and fascinating being in all existence. For a time, they are buoyed by unshakable confidence and irresistible charm, yet this same delusion blinds them to their own limits. They attempt feats beyond their ability, misjudge danger, and fail spectacularly as their ego drives them onward. Greater overcharge causes the delusion to grow stronger, warping their perception of reality ever deeper.

### **Judgement of Excess**

You call upon the Dark Prince to judge one creature in sight who indulges too weakly. The target becomes utterly consumed by whatever pleasure currently holds their attention captive, music, feasting, or sensation. All other concerns fade away as obsession takes control, rendering them helpless to anything but indulgence. With additional power, this fixation stretches on for hours, trapping the victim in their own desires.

### **Lash of Slaanesh**

You strike with invisible force, a psychic lash that blends pain and pleasure into a single exquisite sensation. The blow tears into the target's body and soul alike, either wounding them terribly or driving them into a heightened state of violent ecstasy. By overcharging the spell, you may deepen the pain, sharpen their lethality, or push both effects to dangerous extremes.

### **Phantasmagoria**

You weave a vision showing the target their greatest desire fulfilled in perfect detail — only for it to rot, twist, and collapse into a nightmare. The emotional whiplash tears through their mind, leaving despair and terror in its wake. The longer the vision persists through greater overcharge, the deeper the psychological torment cuts, feeding Slaanesh with every moment of suffering.

### **Locus of Diversion**

With a subtle touch, you gift a creature with irresistible charm and glittering wit. They become a living distraction, effortlessly drawing attention and admiration wherever they go. Those nearby find their focus slipping, senses dulled as fascination takes hold. With greater power invested, this enchantment lingers longer for several days at most, allowing schemes and secrets to unfold unnoticed.

### **Soulslice Shards**

You spin gracefully and release a storm of singing crystal shards. The shards slice through flesh and spirit alike, dulling the soul itself as they carve elegant wounds. Each additional surge of power sharpens the shards further, turning beauty into increasingly lethal show.

### **Twisted Mirror**

You wrap yourself in another creature's form, becoming a near-perfect imitation. Voice, posture, and appearance are mirrored flawlessly, though subtle distortions betray the illusion upon close scrutiny. Should you act in ways the copied creature never could, the disguise shatters instantly. By empowering the spell further, you can maintain this false identity for far longer from one day to several weeks.

### **Vision of Damnation**

You tear open a glimpse of Slaanesh's realm — the Six Circles of Seduction — and let it bleed into reality. The chosen area becomes a grotesque carnival of pleasure and horror. Followers of Slaanesh feel empowered, invigorated by the closeness of their god's domain, while all others risk becoming entranced by overwhelming visions of desire and excess, frozen in rapture. The more power you pour into the spell, the longer this blasphemous vision stains the world.

## **Lore of Ruin**

### **Veil of the Warrens**

You draw the living darkness of the Skaven warrens around a creature, wrapping them in shadow thick with gnawing whispers. The target fades from sight entirely, unseen by mortal eyes and mundane senses. Only those gifted with true arcane perception can glimpse their outline moving through the dark for 10 minutes . By feeding more power into the spell, the shadows cling longer, allowing the chosen creature to skulk unseen for several hours .

### **Death Frenzy**

You drive a creature into a final, glorious spiral of violence, a gift perfectly suited to the Great Horned Rat's love of ruin. When death should claim them, it is denied — instead, the creature explodes into berserk fury, striking wildly at the nearest living thing, friend or foe alike for 10 minutes . Muscles harden, pain vanishes, and only slaughter remains. The more power you invest, the longer this doomed frenzy lasts four an hour before the body finally collapses and dies.

### **Madness**

You infect a creature's mind with the true Skaven condition — paranoia layered upon ambition layered upon terror. The target becomes cunning and deceitful when dealing with those above them, cruel and intimidating toward those beneath. At the same time, they develop a deep, irrational fear of rats and Skaven, recoiling in panic at their presence. With greater power, this fractured mindset persists for hours, eating away at trust and sanity.

### **Mutating Heal**

You attempt to use warpstone's mutative energy to close wounds — a risky, beautiful gamble. Flesh knits itself together rapidly, bones snapping back into place and blood ceasing to flow. Yet warpstone is never kind; sometimes the healing twists too far, reshaping the body in strange and permanent ways. Pouring more power into the spell increases the amount of healing, but also tempts fate ever further.

### **Protection of the Great Horned Rat**

You beg the Great Horned Rat to spare you from annihilation — just this once. When death would strike you down, fate instead twists. Wounds close, breath returns, and you stagger back from the brink, spared so you may continue scheming and surviving. With additional devotion, the god's protection restores even more vitality when the moment comes.

### **Scorch**

You fling a blast of pure warpfire from your clawed fingers, green flames screaming as they tear through the air. The target is engulfed in burning Chaos-energy that sears flesh and spirit alike. The more power you force into the spell, the hotter and more destructive the warpfire becomes.

### **Skitterleap**

You gnaw a tiny hole through reality itself and dive through without hesitation. In an eyeblink, you scurry through the hidden tunnels between places, emerging somewhere nearby within 1 km. Overcharging the spell allows you to leap far greater distances through the gnawholes of the world to a maximum 12 km.

### **The Dread Thirteenth**

In desperation, you dare to call upon the Great Horned Rat himself. Your body swells, bones cracking and reforming as you are reshaped into a hulking Rat Ogor, a towering engine of muscle and rage. While transformed, you fight with monstrous power and resilience. When the spell ends — or your borrowed strength is spent — the mutation violently collapses, leaving you weakened and shaking. Greater devotion strengthens the monstrous form, granting it even more durability.

### **Warpstone Token**

You consume warpstone dust infused with magic, letting its power flood your veins. For a brief time, your mind sharpens unnaturally, magic flowing more easily through your body. Each surge of additional power allows this dangerous clarity to last longer, though the taste of warpstone never truly fades.

## **Gift of Chaos**

Here you will choose the Chaos Gifts bestowed upon you by the Dark Gods in recognition of the battles you have fought and the sacrifices you have made in their name. ***Unlike other sections of this jump, nothing chosen previously grants discounts or free options here.*** The Gods give as they will, and they demand full payment for every favor. In return no restriction has been given to who can buy these gifts.

***Each Gift of Chaos costs 400 CP.***

## **Gift of Chaos List**

### **1.Arcane Vessel**

Tzeentch has turned his many eyes upon you and judged your body a perfect conduit for magic. Because of this, whenever you cast a spell or are affected by a spell, you recover wounds proportional to the spell's power. The greater the magic involved, the more your body knits itself back together, arcane energy flooding your flesh as sustenance rather than strain.

### **2.Black Hunger**

You can drive yourself into an animalistic frenzy, like a cornered rat pushed beyond reason. In this state, you may consume anything before you, instantly extracting nourishment from it. Flesh, bone, magic, ghosts, spirits, and even inorganic matter can be devoured to rapidly heal wounds and restore stamina or reserves. However, the longer you remain in this ravenous state, the greater the risk that your mind will descend into irreversible madness.

### **3.Crackle-Crackle!**

Drawing upon the aetheric winds causes your body to bristle as warp-lightning dances across your form, threatening to burn you alive unless released.

Whenever you cast a spell, you may unleash arcs of warp lightning from your body, striking all enemies within close range and dealing additional damage proportional to the spell's power.

#### **4. Chaos Familiar**

The Chaos Gods grant you the ability to summon a Chaos Familiar, whose appearance you may freely choose. This familiar may know two spells that you know, which you may change once per day. Spells cast by your familiar are instant and cost no mana, making it an invaluable tool for support, harassment, or misdirection.

#### **5. Flames of Hashut**

You have drawn the attention of Hashut, the Father of Darkness, god of the Chaos Duardin. From his accursed forge, he has breathed his burning wrath upon your armaments. Any weapon you wield is perpetually wreathed in corrupting hellfire, increasing its damage. Wounds inflicted by these weapons burn endlessly and cannot be extinguished except through powerful holy magic.

#### **6. Fly Swarm**

Nurgle has gifted you an eternal swarm of flies that buzz endlessly around you, laying eggs that hatch into maggots before taking flight again in an endless cycle. Enemies find it far harder to aim or strike you as the swarm disrupts their vision and movements. You may also command the flies to infest enemies, burrowing into flesh and spreading Nurgle's gifts as they consume and decay their hosts.

#### **7. Fuelled by Blood**

Each spray of blood that coats your body fills you and your allies with daemonic vigour. Whenever you or your allies kill an enemy near you, minor wounds are healed. If no wounds are present, the affected warriors instead receive a temporary boost to strength and lethality, striking harder with renewed ferocity.

#### **8. Heart-Eater**

You bear a boon revered by the Untamed Beasts of Ghur, who worship Chaos as the Devourer of Existence. Whenever you slay and consume the heart of a mindless beast, your strength, vitality, and physical attributes temporarily rise to match that creature's power. This effect lasts for eight days, after which the borrowed might fades.

### **9.Heir of Nagendra**

You are blessed by the Coiling Ones — daemonic serpents worshipped by the Splintered Fang cult. Any poison you inflict ignores resistance and immunity. Your bite becomes lethally venomous and extremely difficult to heal without powerful holy magic. You may also partially transform into a serpent-man, greatly increasing your speed and agility while altering your lower body into a coiled form.

### **10.Infectious Joviality**

Make way! Make merry! You are a herald and gleeful deathbringer in Grandfather Nurgle's procession. When you speak of Chaos, listeners feel an unnatural sense of joy and comfort, making them far more receptive to your words. This greatly increases your ability to convert others to the worship of Nurgle or Chaos Undivided, weakening previous allegiances through laughter and festering cheer.

### **11.Insensate to Pain**

Slaanesh has gazed upon your smiling defiance of agony and rewarded you accordingly. You suffer no negative effects from pain or injury. Instead, the more severe your wounds become, the more pleasure you experience. This ecstasy enhances your speed, reflexes, senses, and combat performance, allowing you to fight ever harder as damage mounts.

### **12.Living Decay**

Nurgle has granted you an aura of eternal rot. Any hostile creature near you suffers continuous decay, flesh and spirit slowly breaking down over time. Left unchecked, this decay ensures that nothing remains — not bone, not ash, only fertile corruption.

### **13.Magebane**

Khorne has blessed you as a scourge of spellcasters. When tracking or engaging enemies capable of magic, you gain heightened resistance and lethality against them. Spells cast near or upon you are severely weakened, even if they originate from allies, as your presence disrupts and rejects sorcery itself.

#### **14.Mesmerising Grace**

You move with the lithe, flowing elegance of the Cypher Lords — cultists of Chaos Undivided who worship the Dark Gods through motion, rhythm, and perfection of form. Your acrobatic, dance-like movements make you unnervingly difficult to strike. Enemy attacks miss you far more often than normal, and when they do miss, attackers are left momentarily disoriented, their focus broken as they struggle to follow your impossible motion across the battlefield.

#### **15.Monarch of Lies**

You have sacrificed your mortal tongue, replacing it with a whip-like daemonic appendage that murmurs half-truths and whispered temptations directly into the minds of those around you.

Those in your presence find it nearly impossible to focus. Their skills falter, spells unravel mid-casting, and concentration breaks down as their thoughts are clouded by intrusive desires and deceitful whispers shaped perfectly for each listener.

#### **16.Pinions of Shadow**

You bear a blessing of Chaos Undivided as revered by the Corvus Cabal of Ulgu, who worship Chaos in the form of the Great Gatherer, a colossal carrion bird that feasts upon secrets and death.

You may transform into a giant vulture-like creature, gaining powerful wings and predatory senses. In both your normal and transformed forms, you can smell death and corruption with uncanny accuracy. Against massive creatures and undead beings, you gain a distinct advantage, instinctively knowing where to strike to bring them down.

## 17. Plague Rat

You become a permanent living vector for one disease of your choosing from the blessed catalog of seven plagues listed below.

Your allies are immune to these disease if you so choose.

Choose 3 of the following seven diseases:

- **Black Pox Rot**  
A wet, bubbling corruption that causes blackened boils to erupt across the victim's skin before the flesh sloughs off in sheets.
- **Ghastbone Creep**  
Slowly warps bone structure, twisting limbs into unnatural, agonizing shapes while leaving the mind awake and screaming.
- **Nurgling's Joyrash**  
A fever that induces uncontrollable laughter until the lungs rupture and spill diseased phlegm.
- **Wormspoor Parasitosis**  
Fills the victim's guts with spectral, half-visible worms that hollow the body out from within.
- **Sludgeheart Malady**  
Thickens the victim's blood into tar-like sludge, causing the heart to fail as the victim drowns in their own veins.
- **Moldfather's Breath**  
A sporeborne infection that fills lungs with living fungal growth, sprouting mushrooms from the victim's mouth and eyes.
- **Soul-Mildew Blight**  
A spiritual infection that rots the soul itself, weakening willpower and leaving the victim unable to resist despair, madness, or corruption.

### **18.Repulsive Stench**

A cloying, overwhelming stench follows you wherever you go — the inescapable reek of a body that will never stop decaying. This miasma hangs thick in the air around you. Enemies caught within it suffer reduced accuracy as nausea and revulsion overwhelm their senses. When they take damage near you, parasitic organisms burrow deep into their flesh, consuming them from the inside out as rot and infestation spread through their bodies.

### **19.Revelation of Pain**

You bear a blessing revered by the Unmade of Shyish, who believe pain to be the only true path to enlightenment. By willingly mutilating yourself, you may assume a blessedly broken form in which your arms and legs are replaced by hooked limbs and lance-like appendages. While in this state, your movement becomes impossibly fast — rivaling even winged Daemon Princes of Slaanesh — and your combat prowess rises to terrifying levels. The weapons fused into your limbs glow with shifting, unnatural colours, each movement accompanied by whispers of ecstatic torment.

### **20.Secrets of Sorcery**

Tzeentch has granted you one of the greatest gifts a god of magic can bestow. You may learn any form of magic, regardless of restrictions, prohibitions, or prerequisites that would normally prevent such knowledge. Forbidden schools, sealed traditions, divine limitations, and absolute taboos no longer bar your path to mastery.

### **21.Soul Drinker**

You feed as daemons do — upon the souls of the slain. Whenever you kill a being that possesses a soul, you automatically absorb it. In doing so, you gain not only their raw strength, but also fragments of their memories, instincts, and skills, enriching yourself with the echoes of countless lives consumed.

### **22.Strength of Godhood**

A would-be claimant to Slaanesh's empty throne, your ego is so overwhelming that it becomes a source of power. Once per day, through sheer force of will, you may erase a single mistake, rewriting events as though the error never occurred. This can only apply to an action that could plausibly have succeeded, but reality bends to accommodate your self-assured perfection.

### **23.Strongest Alone**

Your arrogance knows no limits. When you stand truly alone, you feel the Absent Goddess pouring power into your body. While fighting without any allies present, your stamina, strength, and combat ability surge dramatically, allowing you to battle entire armies single-handedly. This effect ends immediately the moment an ally joins you.

### **24.Twists of the Future**

Your eyes glow with power drawn from the Well of Eternity. Each day, you receive random visions of the future — some catastrophic and fate-shattering, others trivial and mundane. Whether prophetic warnings or absurd glimpses of inevitability, all are threads of destiny revealed to you before they unfold.

### **25.Whirlwind of Death**

In the heart of battle, your sweeping strikes cut down all who surround you, for Khorne cares not from whence the blood flows — only that it flows. Your attacks can carve through multiple foes at once, and from the corpses you create, you may summon tornadoes of blood, violent vortices that scour the battlefield in Khorne's name.

### **26.Wrathful Aura**

No emotion can eclipse the rage gifted to you by Khorne. Fear vanishes the instant battle begins and bloodshed is promised. While engaged in combat, you and your nearby allies radiate murderous fury, allowing you to conjure weapons of living blood formed from rage and slaughter itself. These weapons persist as long as the fighting continues.



## Mutation List

Mutations are the touch of Chaos at its most unpredictable. For those unwillingly exposed to the raw energies of Chaos, mutations are horrific and often fatal mutilations of flesh and soul, irreversible changes that strip away what little remains of mortality. To be mutated is to be unmade and reforged in the image of the Dark Gods.

Here, however, the Chaos Gods have chosen to bestow their gifts upon you deliberately. You may select from the list of mutations below — marks of favor rather than accidents of exposure. Each mutation costs 50 CP.

### **1. Corpulent Bulk**

Your body swells with obscene mass, layers of diseased flesh protecting what little remains vital inside you. Blows that would cripple others sink uselessly into your bulk, and your unnatural metabolism constantly knits wounds closed. The price for this resilience is mobility — your immense weight makes you slow and ponderous.

### **2. Bone Spikes**

Your skin hardens and splits as jagged bone spurs erupt outward. These spikes tear into anything that strikes or grapples you, turning your body itself into a weapon and discouraging close combat through sheer brutality.

### **3. Bulging Musculature**

Your muscles swell to monstrous proportions, bones grinding and reforming beneath your skin. Strength floods your frame, granting overwhelming physical power and dominance in feats of raw might, marking you unmistakably as a chosen of Khorne.

### **4. Compound Eyes**

Your eyes fracture into countless shimmering facets, each independently regenerating. No strike can truly blind you, and even grievous damage to your face barely impairs your vision.

### **5.Encrusted Claw**

One hand mutates into a massive chitinous claw, capable of crushing, tearing, and trapping foes. While devastating in combat, its bulk makes delicate tasks difficult, forcing you to adapt to a more brutal, direct way of interacting with the world.

### **6.Extra Arm**

A new arm sprouts from your body, granting increased versatility. You can wield more weapons, hold additional tools, or perform complex actions simultaneously, making you far deadlier and more adaptable in battle. You can buy this multiple times.

### **7.Feathered Skin**

Iridescent feathers bloom across your flesh, catching unseen winds. These mutations grant improved aerial control, allowing safer leaps, controlled landings, and enhanced speed while airborne or mounted on flying creatures.

### **8.Flaming Body**

Your body burns with an eternal inferno drawn from Khorne's realm. Any who touch you are scorched by hellfire, suffering searing burns that ignore conventional protection until extinguished.

### **9.Inhuman Beauty**

Your appearance is refined into something terrifyingly perfect. Those aligned with Chaos find you compelling and persuasive, while those of Order feel instinctive revulsion and fear, unsettled by your unnatural allure.

### **10.Innumerable Eyes**

Eyes open across your body, granting you constant awareness in all directions. Nothing escapes your sight, and your perception of movement and danger becomes preternaturally sharp.

### **11.Molten Blood**

Your veins carry burning metal instead of blood. Any enemy foolish enough to wound you in close combat is sprayed with searing ichor, suffering grievous burns as punishment for daring to strike you.

## **12. Putrid Vomit**

Your stomach produces endless toxic bile. You can spew this corrosive filth at enemies, burning flesh and poisoning victims with Nurgle's rancid blessings.

## **13. Touch of Excess**

Your sense of touch becomes impossibly refined. Through skin alone, you can taste substances, feel minute details, and detect hidden properties, making you unnervingly perceptive through physical contact.

## **14. Tentacle**

One arm dissolves into a boneless tentacle, granting incredible strength and flexibility. It excels at grappling and restraining foes but struggles with tasks requiring fine finger control.

## **15. Animalistic Legs**

Your legs twist and reform into bestial shapes — digitigrade limbs like a hunting predator or heavy hooves that thunder against the ground. These limbs grant explosive bursts of movement, powerful leaps, and tireless pursuit, letting you close distances with frightening speed.

## **16. Avian Talons**

Your hands or feet warp into hooked talons, curved and razor-sharp like those of a great hunting bird. These talons tear through flesh, armour straps, and bone with equal ease, allowing you to cling to prey, walls, or ledges with terrifying grip strength.

## **17. Beaked Face**

Your jaw hardens and reshapes into a cruel, avian beak, snapping shut with bone-cracking force. Flesh, cartilage, and even light armour can be torn apart by its serrated edges, making feeding and combat brutally efficient.

## **18. Bestial Visage**

Your face takes on a predatory, animalistic cast — elongated features, feral eyes, and expressions that bare instinct rather than civility. Your presence radiates dominance, hunger, and territorial menace, making intimidation almost reflexive.

### **19. Blackblood**

Your blood thickens and darkens into tar-like ichor, sluggish and unnatural as it oozes from your wounds. When spilled, it burns, corrodes, or fouls whatever it touches, staining ground and blade alike with the mark of Chaos.

### **20. Blank Face**

Your facial features melt away, leaving smooth, unbroken flesh where eyes, nose, and mouth once existed. Despite this, you still see, hear, and speak through eldritch means — sensations crawling directly into your mind rather than through physical organs.

### **21. Breath of Balefire**

Your lungs burn with stolen Chaos fire, each breath hot and heavy with corruption. When you exhale with intent, baleful flame pours forth, scorching flesh and searing the soul with unnatural heat that refuses to extinguish easily.

### **22. Carapace**

A hardened, insect-like shell grows across parts of your body, overlapping plates grinding softly when you move. This natural armour deflects blows and absorbs punishment that would cripple lesser beings, though it stiffens your movements and limits flexibility.

### **23. Claws**

Your fingers lengthen into hooked, predatory talons, each one capable of rending flesh with casual ease. Even unarmed, you are never truly defenseless, as every grasp can become a lethal strike.

### **24. Cloven Hooves**

Your feet split into heavy, cloven hooves that strike the ground with a dull, ominous weight. These hooves grant unmatched stability on broken terrain, mud, ash, and blood-slick battlefields, allowing you to stand firm where others slip or fall.

## **25. Cyclopan**

Your face warps as one massive, unblinking eye dominates your features, burning with unnatural focus. This singular gaze pierces darkness, illusion, and weakness, fixing prey with terrifying intensity.

## **26. Distended Arms**

Your arms stretch and elongate far beyond natural proportions, joints popping and reforming as sinew pulls taut. This unnatural reach allows you to strike, grab, or manipulate objects from surprising distances, catching enemies off guard and denying them safe space.

## **27. Distended Digits**

Your fingers grow long, thin, and disturbingly flexible, bending at impossible angles. They slip easily through gaps, around throats, and into mechanisms, making them ideal for grasping, constricting, or delicate manipulation of fragile objects.

## **28. Emaciated**

Your body wastes away into a gaunt, skeletal form, ribs visible beneath stretched skin and limbs thin as withered branches. Despite your frail appearance, unnatural strength and endurance remain, defying mortal expectations.

## **29. Extra Leg Joints**

Additional joints form in your legs, bending backward or sideways in spider-like configurations. This grants you uncanny mobility, allowing sudden direction changes, low crawling, and bursts of speed across uneven terrain.

## **30. Extra Mouth**

A second mouth tears open somewhere on your body — along the neck, ribs, or even the stomach. It mutters, laughs, screams, or bites independently, sometimes voicing thoughts you never intended to share.

## **31. Eyestalks**

Your eyes rise atop fleshy stalks, swaying independently of one another as they scan your surroundings. This grants you an expanded field of vision and heightened awareness, making ambushes difficult and concealment unreliable for your enemies.

### **32. Furred Skin**

Thick fur spreads across your body, ranging from coarse and bristling to mangy and uneven. It provides warmth and protection against harsh climates, while giving you a feral, animalistic presence.

### **33. Gills**

Slits open along your neck or torso, pulsing rhythmically as they draw oxygen from water. You can now breathe freely underwater, moving through rivers, swamps, and flooded ruins with ease.

### **34. Glowing Skin**

Your flesh emits a constant, eerie glow, light bleeding through veins, scars, or sigils etched by Chaos. The illumination marks you as blessed or cursed by raw power, banishing darkness but making stealth difficult.

### **35. Headless**

Your head vanishes entirely, yet you continue to function through unnatural senses embedded elsewhere in your body. Sight, speech, and awareness manifest without any visible source, confounding enemies and horrifying allies. The absence of a head makes it unclear where your thoughts reside — or if they are your own at all.

### **36. Hideous**

Your form becomes profoundly grotesque, twisted beyond anything most minds can comfortably process. Flesh hangs wrong, features clash, and proportions defy all sense of natural order.

### **37. Iron Skin**

Your flesh hardens into dull, metallic plates, cold and unyielding to the touch. Blades scrape, arrows glance, and blows ring against you as though striking forged steel rather than living tissue.

### **38. Monopod**

Your legs fuse into a single, powerful limb, reshaping your stance into something utterly alien. Movement becomes a series of bounding hops or crushing lunges, granting surprising momentum and force.

### **39. Multiple Legs**

Additional legs erupt from your torso or hips, transforming your silhouette into something insectile or arachnid. These limbs grant unmatched stability and speed, allowing you to scuttle across terrain that would halt others entirely.

### **40. Rearranged Face**

Your facial features shift and settle into incorrect positions — eyes too low, mouths too high, noses twisted sideways. Speech remains possible, but expressions are distorted and deeply unsettling.

### **41. Scaled Skin**

Reptilian scales spread across your body, overlapping into tough, flexible armour. These scales shimmer in dull hues or sickly iridescence, resisting cuts and environmental hazards alike.

### **42. Scorpion Tail**

A segmented tail bursts from your spine, ending in a venomous stinger that twitches with predatory intent. The tail strikes with terrifying speed, capable of piercing armour gaps and injecting debilitating toxins.

### **43. Second Face**

Another face forms on your body — perhaps on your chest, back, or the side of your head. This face may whisper secrets, scream warnings, or mock those around you, sometimes speaking truths you would rather keep hidden.

### **44. Shifting Colours**

Your skin ripples through changing hues, blending with your surroundings or reflecting your emotional state. The constant motion makes it difficult for others to focus on you, as though reality itself refuses to settle around your form.

### **45. Short Legs**

Your legs shrink and compact, altering your posture and balance. While raw speed suffers, your low centre of gravity grants surprising stability and resilience against being knocked down.

#### **46. Skull Face**

Your flesh withers or peels away, revealing a bare skull beneath — sometimes literal bone, sometimes a perfect imitation formed from corrupted flesh. Your expressions become fixed and deathlike, and your voice echoes hollowly as though spoken from a tomb.

#### **47. Suckered Hands and Feet**

Your palms and soles develop rows of fleshy suction cups, gripping surfaces with unnatural strength. Walls, ceilings, and slick surfaces become traversable terrain, while enemies find escape difficult once seized.

#### **48. Tail**

A muscular tail grows from your spine, lashing and curling with a will of its own. It aids balance, movement, and combat, sometimes striking without conscious thought.

#### **49. Transparent Skin**

Your flesh turns translucent, revealing muscle, bone, and pulsing organs beneath. Observers can watch your heart beat and your lungs expand, an intimate horror few can endure.

#### **50. Webbed Feet**

Thick webbing spreads between your toes, reshaping your feet for aquatic movement. Water becomes a natural domain, where you glide swiftly and effortlessly.



## **Equipment**

Here you will decide what equipment you gain for this jump. Any item purchased here represents a superior example of its kind, forged, corrupted, or blessed by the powers of Chaos. Items of the same nature may be imported into future worlds as equivalents, retaining their core properties and significance, though their appearance and materials may change to suit the setting. You gain 500 CP to use in this setting.

## **Starting Equipment**

Here you will gain equipment based on the archetype you chose at the beginning of this jump. Each piece of equipment listed below is crafted to the highest possible quality, forged, warped, and blessed by the powers of Chaos themselves, for you are a true champion of the Dark Gods.

### **Blades of Khorne**

#### **Deathbringer**

- Weapons : Battleaxe and Scythe
- Armour :Khornate Medium metal Armour
- Others:Tattered banner

#### **Skullgrinder**

- Weapons : Brazen Anvil, Warhammer
- Armour :Khornate heavy metal Plate
- Others:Hand-forged nails

#### **Slaughterpriest**

- Weapons : Battleaxe and long Sword)
- Armour :KhornateMedium metal Armour
- Others:5 Skulls

### **Disciples of Tzeentch**

#### **Magister**

- Weapons : Short Sword, and Quarterstaff
- Armour :Magister Robes light armour
- Others: Arcane Focus

### Curseling, Eye of Tzeentch

- Weapons : Short Sword, and Quarterstaff
- Armour :Tzeentch heavy armour
- Others: Arcane Focus

### Gaunt Summoner

- Weapons : Quarterstaff
- Armour :Magister Robes light armour
- Others:Disc of Tzeentch

### **Maggotkin of Nurgle**

#### Harbinger of Decay

- Weapons : Plague Greatscythe and Rotsword
- Armour :Verdigris Plate Heavy Armour
- Others:, Daemonic Steed and collection of phials containing foul unguent

#### Putrid Blightking

- Weapons : Blighted Greataxe
- Armour :Verdigris Half-plate Medium Armour
- Others: Apothecary's Satchel

#### Rotbringer Sorcerer

- Weapons : Quarterstaff
- Armour :Soiled Robes and Rusted Pauldron Light Armour
- Others: Pillory backpack

### **Hedonites of Slaanesh**

#### Myrmidesh Painbringer

- Weapons : Scimitar
- Armour :Shield of Vanity and Plate of the Golden Heavy Armour
- Others: small mirror

#### Shardspeaker

- Weapons : Quarterstaff
- Armour :Slaaneshi Robes Light Armour
- Others:Twisted Mirror, Mist Lurker,Arcane Focus

## Symbaresh

- Weapons : Two Merciless Blades
- Armour :Shimmering Half-plate Medium Armour
- Others: Two hand mirrors.

## Slaves to Darkness

### Chaos Sorcerer

- Weapons : Quarterstaff and Sword
- Armour :Sorcerer Robes light armour
- Others: None

### Chaos Warrior

- Weapons : Halberd and sword
- Armour :Chaos Runeshield and Hellforged Plate heavy armour
- Others:None

### Darkoath Chieftain

- Weapons : Greatsword and Battleaxe
- Armour :Spoil Raiment Medium Armour
- Others:None

## Skaven Clan

### Deathmaster

- Weapons : 2 Dagger and Throwing Stars
- Armour :Cloak of Darkness Light Armour
- Others:Warp Sparker

### Grey Seer

- Weapons : Quarterstaff
- Armour :Robes of the Grey Seer Light Armour
- Others: Warpstone Snuff

### Master Moulder

- Weapons : Whip and War-Pick
- Armour :Tattered Robes Light Armour
- Others: Needle and Thread

### Plague Priest

- Weapons : Quarterstaff and Plague Flail
- Armour :Plague Priest's Vestments Light Armour
- Others: Festering Relic

### Stormvermin

- Weapons : Halberd
- Armour :Scabrous Plate Heavy Armour
- Others:Poison for Clanrats

### Warlock Engineer

- Weapons : Warplock Pistol and Warp-energy Blade
- Armour :Clans Skryre Robes Light Armour ,
- Others:Heap of Broken Clockwork



## **Other Equipment**

Beyond your starting equipment, you are granted the option to purchase additional tools of war to better suit your fighting style, battlefield role, or personal preference.

### **Melee Weapon [50 CP]**

If the melee weapon provided by your chosen archetype does not suit your combat doctrine, you may purchase an additional melee weapon of your choosing. This can be any standard melee weapon, whether simple or brutal in design, forged for close combat and personal slaughter. Each purchase grants one melee weapon, fully functional and ready for battle. You may purchase this option multiple times to build an arsenal, dual-wield, or keep spare weapons for sacrifice, ritual, or contingency.

### **Ranged Weapon [50 CP]**

You may also purchase ranged weapons, ranging from simple projectile tools such as bows or blowguns to more extreme and destructive devices like firearms or steam-powered weapons. Each purchase grants one ranged weapon of your choice, along with all necessary ammunition or fuel to use it immediately in battle. Ammunition gained here is assumed to be of sufficient quantity for standard engagements. This option may be purchased multiple times, allowing you to diversify your ranged capabilities or stockpile weapons for war.

### **Armour [50 CP]**

If the armour provided by your chosen archetype does not meet your expectations for protection or aesthetics, you may purchase an additional suit of armour of your choosing. This can be any standard form of armour, ranging from light leathers and mail to heavy plate or chaos-forged wargear, designed to endure the brutal realities of war. You may purchase this option multiple times to maintain spare armour, equip followers, or adapt to different battlefields and threats.

### **Shield [50 CP]**

If your combat style favors defense, control, or relentless advance, you may purchase a shield of your choosing. Each purchase grants one shield, fully functional and balanced for combat. You may purchase this option multiple times to keep replacements, equip allies, or switch between different tactical roles.

### **Bandolier [50 CP]**

This leather strap is worn across the chest or waist and fitted with loops, hooks, and small pouches for easy access in the heat of battle. It allows a warrior to quickly draw knives, vials of poison, throwing weapons, or ammunition without fumbling. Chaos champions often decorate their bandoliers with trophies such as teeth, fingers, or runic charms. A well-stocked bandolier is a sign of experience, preparation, and ruthless efficiency.

### **Carngrad Blackbrew [50 CP]**

Brewed in the brutal reaver city of Carngrad, this thick, bitter alcohol is infamous for driving its drinkers into violent, blood-hungry moods. Consuming it floods the body with adrenaline and raw aggression, making even cautious warriors eager for close combat. The brew is often used before pit fights, raids, or executions to whip warriors into a frenzy. You have 10 bottles that are re-stocked every week.

### **Crowbar [50 CP]**

This heavy iron tool is designed for brute force rather than finesse, capable of prying open doors, crates, coffins, and malfunctioning machinery with raw leverage. In the hands of a Chaos warrior, a crowbar is as much a weapon of intimidation as it is a tool, often bent or stained from past use. It is especially valued in ruins, Skaven warrens, and looted cities where sealed containers hide treasure—or screams.

### **Lockpicks [50 CP]**

This compact set of fine metal tools is designed to bypass locks through precision rather than strength. Favoured by infiltrators, assassins, and Skaven agents, lockpicks require a steady hand and practiced technique. When used correctly, they leave little sign of entry, making them invaluable for sabotage and silent theft.

### **Manacles[50 CP]**

Forged from thick iron or blackened steel, these restraints are meant to bind prisoners at the wrists and ankles with merciless efficiency. Once secured, they restrict movement and make escape difficult without tools or great strength. Chaos warbands use manacles to transport sacrifices, interrogate captives, or restrain dangerous allies when necessary. Some are etched with runes to mock the helplessness of those bound within them.

### **Climbing Gear [100 CP]**

This collection of ropes, pitons, hooks, crampons, and reinforced harnesses is designed for scaling shattered fortresses, cliff faces, and ruin-choked battlefields. Built for harsh environments, the gear is durable, scarred, and often stained with old blood or rust. Chaos warbands rely on such equipment to strike from unexpected angles or reach places thought inaccessible. Veteran climbers trust their gear with their lives, knowing a single failure can be fatal.

### **Acid [100 CP]**

This corrosive liquid is sealed inside a fragile glass bottle etched with warning runes or crude symbols of decay. When thrown, the bottle shatters violently on impact, splashing burning fluid that eats through flesh, armour, and even stone in seconds. The acid continues to hiss and smoke as it reacts, leaving scars that are difficult to heal and often permanently disfiguring. Chaos warbands prize acid for breaking shield walls, melting locks, or making an example of prisoners. You have 10 bottles that are re-stocked every week.

### **Apothecary's Satchel [100 CP]**

This satchel contains bandages soaked in foul preservatives, bone saws, hooked needles, splints, and bitter poultices brewed from corrupted herbs. Unlike the refined medical kits of the Cities of Sigmar, these tools are designed to keep warriors fighting rather than comfortable, often relying on pain, cauterization, and brute force. Wounds treated with this satchel may leave scars or mutations, but survival is far more likely than mercy. Many Chaos champions see it as a badge of experience rather than compassion.

### **Aqshian Alcohol [100 CP]**

Distilled in the Realm of Fire, Aqshian alcohol burns like liquid flame as it goes down the throat, flooding the body with heat and reckless energy. It sharpens aggression, dulls fear, and allows warriors to push through exhaustion and injury long past their natural limits. In the scorching wastelands, it can even stave off dehydration for a time. Prolonged use, however, often leads to short tempers, violent outbursts, and a growing addiction to the burning sensation. You have an infinite barrel of this alcohol to consume

### **Arcane Focus [100 CP]**

An arcane focus is a deeply personal object chosen and crafted by a spellcaster, shaped by obsession, belief, or divine influence. Skulls, carved staves, warped masks, or chains of talismans are common among Chaos sorcerers but you decide, each acting as a conduit for unstable magic. The focus helps channel spells more cleanly, reducing the risk of magical backlash or miscasts. Over time, many foci become corrupted, whispering secrets or subtly altering the wielder's thoughts.

### **Warp-Sparker [100 CP]**

This small Skaven-made device crackles with unstable warpstone energy, releasing showers of green sparks when activated. It can ignite fires, provide flickering illumination, or be used to sabotage machinery. The sparks hum with unnatural power, occasionally behaving unpredictably. Though unreliable, the warp-sparker is beloved by Skaven for its blend of utility, danger, and raw warpstone madness.

### **Poison [100 CP]**

A carefully prepared toxin that can be applied to weapons or hidden in food and drink, poison weakens or kills victims over time rather than instantly. Its effects vary depending on each usage as the effects are different every time, but most cause sickness, pain, or slow deterioration. You have 10 bottles that are re-stocked every week.

### **Butchery Tools [100 CP]**

A grim assortment of knives, cleavers, hooks, bone-saws, and scraping implements used to butcher beasts, fallen enemies, and ritual sacrifices. These tools are designed for speed and efficiency rather than cleanliness, allowing the wielder to harvest meat, organs, hides, and trophies even in the middle of a battlefield or corrupted wasteland.

### **Warlock Engineer's Tools [100 CP]**

A volatile and ever-changing kit of wires, brass fittings, cracked lenses, rune-etched plates, and warpstone-infused instruments used in the creation and modification of Skaven technology. No two sets are alike, as each Warlock Engineer obsessively alters their tools to suit personal theories and paranoia.

### **Swiftwind Dust [100 CP]**

This glittering powder is thrown into the air, where it dissolves into a hastening aura that sharpens reflexes and quickens movement. For a brief moment, the user feels lighter, faster, and dangerously alive, as though time itself has slowed around them. Swiftwind Dust is popular among duelists, pit fighters, and raiders who rely on speed over endurance.

### **Twisted Mirror [100 CP]**

This unholy relic reflects not the body, but the obsession and vanity buried within the soul. When presented to a victim, it traps their attention in a loop of self-reflection and desire, rendering them helpless. The surface ripples like liquid glass, showing distorted perfection or unbearable flaws. Those affected often emerge shaken, obsessed, or broken, long after the mirror's power fades.

### **Healing Potions [200 CP]**

These crude brews are thick, bitter, and often foul-smelling, brewed from corrupted herbs, beast blood, and alchemical sludge. When consumed, they force the body to knit wounds closed through unnatural means, restoring vitality and purging lesser afflictions. The process is rarely pleasant, often accompanied by nausea, fever, or strange sensations beneath the skin. Despite this, Chaos warriors rely on them when death looms close. You have 10 bottles that are re-stocked every week.

### **Mist Lurker[200 CP]**

This eerie mist-daemon drifts constantly around its Shardspeaker master, exuding scented vapours that shimmer with arcane energy. It responds to subtle gestures and unspoken commands, either shielding its master from harm or lashing out to empower attacks. Which you can do.

### **Warp-Sparker [200 CP]**

This small Skaven-made device crackles with unstable warpstone energy, releasing showers of green sparks when activated. It can ignite fires, provide flickering illumination, or be used to sabotage machinery. The sparks hum with unnatural power, occasionally behaving unpredictably.



## **Warpstone Technology [Skaven only]**

Here you are given the option to purchase the infamous warpstone-powered technology of the Skaven. These devices are fueled by refined shards of warpstone and represent some of the most destructive and unstable creations in the Mortal Realms. Whenever you purchase any item from this section, you are automatically provided with sufficient warpstone to power and operate it.

***However, warpstone technology is notoriously volatile — misfires, overloads, and catastrophic detonations are always a risk. Improper use, damage, or overcharging may result in explosions, mutation, or uncontrolled energy release. You have been warned.***

***Warlock Engineer archetype receive a discount on all purchases*** in this section.

### **Far-Squeaker [100CP]**

A compact communication device that tunnels a tiny hole through reality itself, allowing voices to pass across impossible distances. Conversations emerge from flickering gnawholes in the air, whispering from places far beyond mortal reach. Using a Far-Squeaker is an unsettling experience, as the air warps and squeals while reality thins enough for sound to bleed through.

### **Experimental Vermin Growing Warp-Tube [100CP]**

A grotesque cranial implant that temporarily expands a creature's mind using warpstone stimulation. The user gains unnatural intelligence and the ability to operate Skaven technology—before the strain causes injury and the device burns itself out.

### **Warpstone Accelerator Battery [100CP]**

A refinement unit designed to amplify warpstone output, forcing more power through an already unstable system. The battery hums, pulses, and occasionally screams as raw warp energy surges through its conduits, bathing nearby metal in sickly green light. It greatly enhances any connected device but dramatically increases the risk of catastrophic failure. Favoured by engineers who believe bigger explosions mean better results.

### **Gnawbomb [100CP]**

A reality-piercing explosive that opens a temporary gnawhole to Blight City. It can be used for rapid escape, sudden infiltration, or to flood the battlefield with Skaven reinforcements. Highly unpredictable, but devastatingly effective when it works. The gnawhole tears open space with a shriek of grinding stone and chattering echoes, spilling green light and rancid air into the world. You have 10 bombs that are re-stocked every week.

### **Skaven Gas Mask [100CP]**

A rattling, elongated respirator that filters airborne toxins and warpstone fumes. Essential equipment for those who deploy poison weapons and wish to survive their own creations. The mask hisses and clicks constantly, amplifying the wearer's ragged breathing into an unsettling mechanical rasp

### **Galvanic Warpvolt Coilrod [200CP]**

A lightning weapon that unleashes chained arcs of warp energy across clustered foes. It excels at crowd destruction, stunning and frying everything nearby, though its components rarely survive prolonged use.

When activated, the coilrod screams as warp lightning leaps unpredictably from target to target, scorching flesh and cooking armour from the inside out.

### **Piston Claw [200CP]**

A brutal mechanical claw mounted over armour, capable of crushing, tearing, and locking onto victims with horrific force. Powered pistons slam shut with bone-shattering pressure, often crushing limbs outright or pinning enemies helplessly in place. The claw's grinding servos whine constantly, leaking oil and warp-sparks as it tightens its grip.

### **Brass Orb [200CP]**

A deceptively small sphere of interlocking brass mechanisms. When activated, it does not explode outward, but collapses reality inward, tearing open a screaming wound into the Realm of Chaos. Everything nearby is dragged toward oblivion before the tear snaps shut, consigning the unlucky to horrors beyond mortal comprehension. Few weapons are feared more, even among the Skaven themselves.

### **Stormcage Halberd [200CP]**

A masterwork polearm wreathed in bound warp lightning. Each strike sends violent energy coursing through victims, leaving them convulsing and smoking. Overloading it increases its lethality—but risks catastrophic backlash. The halberd crackles constantly, arcs of lightning snapping across its blade and shaft like a living storm. When driven into flesh or armour, the trapped energy discharges explosively, frying nerves and muscles alike

### **Poisoned Wind Globe [200CP]**

A fragile glass sphere filled with warpstone gas. Upon shattering, it releases a choking cloud that corrodes lungs, flesh, and sanity alike. Deadly to all life Skaven included unless proper protection is worn. The gas spreads rapidly, glowing faintly green as it eats through breath and thought alike, leaving victims clawing at their throats as their lungs liquefy.

### **Ratling Pistol [400 CP]**

A handheld bullet-spewer that fires warpstone-laced ammunition at terrifying speed. It can mow down ranks of enemies in seconds, but overuse risks violent detonation in the wielder's hand. The Ratling Pistol screams as it fires, its barrels glowing and rattling under the strain of sustained fire. Each pull of the trigger pushes the weapon closer to failure, as warpstone residue builds within its mechanisms.

### **Doomrocket [400 CP]**

A shrieking missile of warpstone fire, launched with little regard for accuracy or safety. It streaks across the battlefield before detonating in a storm of green flame and shrapnel. but is more dangerously prone to exploding in the hands of their wielder.

### **Doomrocket Firing Pole [400 CP]**

A crude but effective launch device that ignites Doomrockets with arcs of warp lightning. When not firing rockets, it can be swung like a brutal polearm, crackling with unstable energy. Its constant sputtering sparks and screaming ignition coils make it impossible to ignore on the battlefield, spreading panic before the rocket is even launched.

### **Warp-Energy Blade [400 CP]**

A melee weapon enhanced with warpstone circuitry, crackling with green lightning. It cuts deeper than ordinary steel, and can be overcharged for greater destruction—though misses risk violent malfunction. The blade hums and vibrates in the wielder's grasp, its edge surrounded by flickering arcs that scorch whatever it strikes. Overcharging forces unstable power through the weapon, causing wounds to explode outward in bursts of warp energy.

### **Warpfire Gauntlet [400 CP]**

A wrist-mounted flame projector that sprays burning warpfire. When unleashed, the gauntlet vomits streams of green fire that hiss and scream as they burn, feeding on both air and agony. Victims who attempt to roll or smother the flames only spread them further, as the warpfire crawls hungrily across surfaces.

### **Warplock Jezzail [400 CP]**

A long-barrelled precision firearm capable of punching through armour at extreme distances. The weapon's immense barrel channels volatile gases and warpstone-charged propulsion, launching bullets that can shatter sigmarite and pulp flesh in a single hit. The crack of a Jezzail shot echoes across the battlefield, often followed by panic as enemies realize nowhere is truly safe. Jezzail teams are prized assassins and snipers, eliminating leaders before the battle even begins.



## **Upgrades**

Here you will decide the upgrades for the items that you have bought. Each upgrade cost will be stated below.

## **Weapons**

### **Realmstone Enhancements [100 CP]**

Weapons reforged with realmstone are no longer mere tools of war. Each enhancement elevates the weapon beyond mortal craftsmanship, binding it to your essence and infusing it with the nature of the realm from which the stone was drawn. Such weapons strike with far greater lethality than mundane arms of similar make, their power unmistakable. Once bound, the weapon is soul-attuned to you alone, answering your call no matter the distance and refusing the hands of others.

Choose one realmstone to define the nature of your weapon.

### **Aetherquartz**

Set with pale aetherquartz, the weapon drains away doubt, fear, and distraction. Each strike is delivered with flawless clarity, allowing the wielder to move with perfect form and efficiency. Prolonged combat feels effortless, as if the body itself has been refined into a precise instrument.

### **Amberbone**

Fashioned from the primal realm of Ghur, amberbone radiates the terror of the apex predator. Those struck by the weapon are overwhelmed by instinctive dread, their resolve cracking as ancient prey-fear rises within them. Only the strong-willed can force themselves to continue fighting after tasting its bite.

### **Celestium**

Weapons forged with celestium strike with impossible swiftness. Wounds inflicted often go unnoticed at first—until the body fails moments later, blood spilling as reality catches up with the blow. The wielder may even choose to delay the moment of death, letting fate linger before it claims its due.

### ***Chamonite***

Chamonite flows like living metal, reshaping itself at the bearer's will. Blades stretch, hammers condense, and edges reform so long as mass allows. The weapon adapts fluidly to the needs of the moment, never fixed in a single shape for long.

### ***Cyclestone***

Growth and renewal pulse endlessly through cyclestone. While wielded, the weapon knits flesh and bone, slowly mending the bearer's wounds. It cannot be torn from your grasp, as roots of living stone bind it to you alone.

### ***Emberstone***

Emberstone burns with the fury of Aqshy, wreathing the weapon in relentless flame. The fire does not consume its wielder, nor can it be quenched by mundane means. Every strike carries searing heat and unrestrained violence, demanding that enemies fall before they can strike back.

### ***Falsestone***

Falsestone disguises truth itself. At will, the weapon may assume the form of any small, mundane object that could be plausibly held or worn, hiding its true nature until the moment of revelation and bloodshed.

### ***Grave-Sand***

Taken from the realm of Shyish, grave-sand drinks deeply of death. Each kill siphons vitality from the fallen, restoring the wielder's strength as souls are dragged screaming into the underworld.

### ***Nullstone***

Nullstone exists to deny sorcery. Strikes from such a weapon tear through enchantments and unravel magical constructs as if they were cloth. Against beings formed of magic alone, the weapon's blows are devastating, shattering their essence with merciless certainty.

### **Harvestboon [100 CP]**

Your weapon is crafted using ancient Sylvaneth techniques, binding it to the cycle of growth and decay. Each time you wound an enemy, the blade grows heavier with living malice. The closer your foe is to death, the more devastating the weapon becomes, feeding on their failing vitality to strike with escalating brutality.

### **Blade Of Symmetry [100 CP]**

A refined creation of Hysh, this weapon is forged to cut both flesh and spirit in perfect balance. When it strikes, supernatural protections are ignored, and the weapon tests only the raw physical resilience of its target. Even the most heavily warded enemies find their defences reduced to that of a warrior clad in simple medium armour.

### **Blight Serpent Venom [100 CP]**

Your weapon is eternally infused with the venom of the Blight Serpent, a corrupt gift of Nagendra's daemonic brood. Every wound delivers a creeping poison that gnaws at the victim's life force, slowly choking vitality and mutating blood until the enemy finally collapses, long after the blade has moved on.

### **Element Boon [100 CP]**

Your weapon is permanently bound to a single chosen element—fire, lightning, frost, shadow, or another of your choosing. This elemental power is fully magical in nature and does not rely on secondary effects or conditions. The weapon simply becomes a pure expression of that element, reshaping every strike it delivers.

### **Forge-Tyrant's Boon [100 CP]**

Blessed by the infernal craftsmen of Hashut, this weapon bears the mark of fire, industry, and ruthless domination. Its strikes are imbued with crushing force meant to break sieges and shatter defenses, allowing it to tear through non-magical armour as if it were poorly fired clay.

### **Covert [100 CP/ Ranged Weapons Only]**

This upgrade rebuilds the firing mechanisms of a ranged weapon to suppress sound, flash, and arcane discharge. Making the weapon ideal for assassinations, ambushes, and battlefield control without revealing the wielder's position.

### **Clear Sight [100 CP/ Ranged Weapons Only]**

An advanced optic infused with subtle magic allows the wielder to see clearly through darkness, smoke, fog, and supernatural obscuration. Targets appear sharply defined regardless of lighting, and adjustable magnification enables precise shots at extreme distances without loss of clarity.

### **Far Reaching [100 CP/ Ranged Weapons Only]**

Through reinforced barrels, enhanced propulsion, or arcane acceleration, the effective range of the weapon is dramatically extended. At minimum, its maximum range is doubled, and at full potential the weapon is capable of striking targets up to ten kilometers away, maintaining lethality and accuracy across vast distances.

### **Arcane Armament [200 CP]**

This weapon is reworked to act as a conduit for Chaos energies or divine power drawn from the wielder's faith. The more magic, devotion, or raw belief poured into it, the more devastating its strikes become.

### **Hateful [200 CP]**

This weapon was forged with singular malice, its spirit tuned to annihilate one sworn foe above all others. Fate twists its purpose at creation, binding it to hunt a specific kind of enemy—be it constructs, beasts, daemons, mortals, spirits, or the undead. Choice one.

### **Twin Shot [200 CP / Ranged Weapons Only]**

The weapon's firing mechanism has been reworked with mirrored channels and warped chambers, causing each pull of the trigger to unleash multiple projectiles at once.

### **Protective [200 CP]**

Balanced, reinforced, and subtly warded, this weapon moves as much to defend as to strike. When wielded, it naturally intercepts blows, deflects missiles, and turns aside force through instinctive motion.

### **Ranged attack [200 CP /melee weapons only]**

Though forged for close combat, this weapon now channels its power outward. With a gesture or swing, it can release destructive force at a distance—manifesting as cutting energy, elemental surges, or focused beams—allowing the wielder to strike foes beyond arm's reach without sacrificing the weapon's brutal nature.

### **Seeker [400 CP/ Ranged Weapons Only]**

Each projectile fired from this weapon carries a sliver of intent, subtly bending its path through the air. Shots will hunt their target relentlessly, curving, adjusting, and pursuing until they strike or are physically blocked.

### **Sonorous Bell [400 CP]**

A resonant bell has been permanently bound to the weapon, its tone echoing with restorative power. When rung, its sound rolls across the battlefield, steadying hearts, and purging afflictions from all who hear it ally and enemy alike.



## **Armour and Shields**

### **Realmstone Enhancements [100 CP]**

Your armour has been reforged with fragments of realmstone, elevating it far beyond mundane craftsmanship. Regardless of the base armour used, its protective qualities now surpass those of any comparable item, infused with the metaphysical strength of the Mortal Realms themselves. Each realmstone alters the armour in a unique and profound way. Choose one realmstone from the list below.

#### **Aetherquartz**

Armour etched with aetherquartz gleams with a cold, flawless radiance. When the wearer is struck, a burst of blinding light erupts from the point of impact, momentarily overwhelming nearby foes with searing brilliance and sensory disorientation.

#### **Amberbone**

Amberbone awakens the primal predator within. The armour grows a mantle of coarse fur and hardened bone, echoing the beasts of Ghur. While worn, the bearer moves with animal speed and ferocity, instincts sharpened and strength enhanced as fear bleeds into the hearts of those who face them.

#### **Celestium**

Celestium armour hums softly with celestial awareness. Subtle flashes of foresight guide the wearer away from fatal blows, allowing them to read enemy intent and movement with uncanny precision, as though danger itself whispers warnings moments before it strikes.

#### **Chamonite**

Forged from ever-shifting quicksilver metal, Chamonite armour constantly reshapes itself in response to threat. It can adapt its structure to best resist specific dangers—whether blades, missiles, or elemental harm—though it requires a brief moment to reconfigure between forms.

#### **Cyclestone**

Cyclestone embodies endless growth. Armour made from it subtly alters the wearer's body, increasing their size and physical presence. A human clad in Cyclestone may grow to the stature of a war-beast, their strength swelling to match their towering form.

### **Emberstone**

Emberstone armour seethes with barely contained flame. When struck in close combat, the armour retaliates instinctively, igniting wounds and scorching attackers with bursts of supernatural fire that cling hungrily to flesh and steel alike.

### **Falsestone**

Also known as shadow-weave, Falsestone renders armour weightless and deceptive. Despite its formidable protection, it feels no heavier than cloth and can be made to resemble ordinary clothing, concealing its true nature beneath layers of illusion.

### **Grave-sand**

Vitrified grave-sand binds the soul tightly to the body it protects. While wearing this armour, the bearer takes on deathless qualities—no longer needing food, rest, or breath—lingering stubbornly between life and the grave.

### **Nullstone**

Nullstone disrupts arcane forces at their source. Armour infused with it dampens hostile magic, dulling spells that strike the wearer and shielding them from supernatural influence through sheer metaphysical negation.

### **Chaos Runeshield [100 CP/ Shields only]**

This shield has been carved with ancient, blasphemous runes whose meanings are known only to the Dark Gods and their favoured smiths. Once per day, the runes awaken and drink in hostile sorcery, swallowing a single magical attack—whether a focused curse or a sweeping wave of arcane destruction—before it can harm you. The absorbed energies fade into the runes, leaving behind scorched symbols and a faint echo of screaming magic.

### **Unknown Rune-Branded [100 CP]**

Your armour bears rune-marks from a lost or forbidden tradition, etched so deeply that even the gods may no longer remember their origin. These sigils harden the armour against techniques meant to tear protection apart. Weapons designed to sunder, rend, or pierce armour find their power blunted.

#### **Regenerative [100 CP]**

Infused with the raw vitality of Chaos, this armour slowly repairs itself as long as you still draw breath. Dents smooth over, cracks knit together, and rents seal with warped flesh, metal, or stone depending on its nature.

#### **Rustcharm Sigil [100 CP]**

Marked with corroded symbols sacred to the Fly Lord, this sigil exudes a quiet aura of decay. Any weapon that strikes your armour begins to rot and weaken, corrosion creeping along its edge or mechanism with each impact. Over time, blades dull, joints seize, and once-proud arms crumble into useless scrap.

#### **Integrated Weapon [200 CP]**

Your armour or shield has been forged to house a concealed weapon, seamlessly built into its structure. With a practiced motion, the weapon can be deployed instantly, as if it were always meant to be part of you.

#### **Flight Weapon [400 CP]**

Empowered by sorcery, this armour grants true flight. You can rise effortlessly into the air, maneuver with precision, and dominate the battlefield from above.

#### **Champion's Plate Weapon [400 CP]**

This armour was forged for a true Champion of Chaos, and it recognizes strength when it sees it. While wearing it, the blessings and gifts you carry from the Dark Gods burn brighter and strike harder. Treachery finds less purchase around you, mutations no longer spiral beyond your control, and your presence alone inspires fear and submission.

## All Items

### **Grounding [50 CP]**

This accessory is fitted with subtle sigils . When worn during spellcasting or similar exertions of supernatural force, it quietly disperses unstable surges before they can backlash. The result is steadier workings, fewer catastrophic failures, and a far lower chance of magic turning on its wielder at the worst possible moment.

### **Warning [50 CP]**

A small jewel set into this accessory acts as a living threat-sense, reacting instinctively to nearby hostility. Its colour shifts depending on the nature of the danger: brown for automatons, black for beasts, red for daemons, yellow for mortals, green for spirits, and white for the undead.

### **Realmstone Seeker [100 CP]**

Runes carved into this accessory resonate with the frequencies of realmstones, pulling subtly toward it like a compass needle to true north. When activated, it guides the wearer toward a chosen type of realmstone, no matter where it lies hidden. This effect functions not only within the Eight Mortal Realms, but continues to operate in other worlds and realities where equivalent substances exist.

### **Uncleansable [100 CP]**

This accessory is saturated with stubborn, defiant energies that refuse alteration. While worn, the bearer cannot be purified, cleansed, or stripped of corruption by any external force, divine or arcane.

### **Divine Reservoir [100 CP]**

This accessory houses a hollow core attuned to the Realm of Chaos, slowly drinking in excess empyric power from rituals, prayers, and nearby disturbances. The stored energy can later be released to fuel spells, empower invocations, or sustain dark miracles without immediately taxing the bearer. Prolonged use leaves the item warm to the touch, throbbing faintly like a second heart.

### **Chaos Aura [100 CP]**

While worn, this item radiates a subtle but oppressive aura of raw Chaos. Non-believers exposed to it feel their convictions soften, doubts creeping in as whispers of power and freedom take root in their thoughts.

### **Sunderer [100 CP]**

Magic cast while wearing it tears through physical protection as if armour were no more than paper. Overcast spells become especially ruinous, carrying destructive force that ignores mundane defenses and leaves victims broken in both body and will.

### **Sustaining [400 CP]**

This item anchors a single spell or prayer per day directly to the bearer's essence. Once each day, the chosen working may be cast without cost, delay, or preparation, unleashing its effects at their absolute peak.

### **Spell Turner [400 CP]**

Inscribed with sigils of reversal and defiance, this accessory allows its wearer to defy hostile sorcery itself. Once per day, when targeted by a spell, the bearer may unravel it entirely—or twist its path, redirecting the magic toward a new victim of their choosing. The air fractures briefly when this power is used, as reality resents being corrected so forcefully.



## **Artifacts**

Within the Eight Mortal Realms exist countless artefacts steeped in legend, blood, and raw magic, each shaped by war, worship, and catastrophe beyond mortal comprehension. The list presented here represents only a fraction of the relics that may be discovered, claimed, or stolen, as the realms are littered with weapons, icons, and devices forged by gods, daemons, ancient civilizations, and mad geniuses alike. Every artefact carries its own unique properties, blessings, and curses—some grant immense power, others demand terrible prices, and many do both at once.

### **Lesser Artifacts**

Here is a list of artifacts with small or mundane abilities each cost 200CP

#### **Arboreal Resin**

This strange, golden sap was once buried deep beneath the Arboreal Mountain of Ghyran, until a cataclysmic battle caused it to erupt and encase the city of Aelfgrove in amber. The resin can be poured from its container and commanded to harden instantly, acting as an incredibly powerful adhesive. When applied to an object, it reinforces the material against nearly all physical damage, sealing cracks, shoring up weak points, and preserving it indefinitely. However, the resin completely immobilises any moving parts it covers, locking mechanisms, joints, or hinges solid once it sets.

#### **Astral Compass**

Developed by the Collegiate Arcane of Azyrheim, the Astral Compass is a palm-sized globe housed in a delicate metal framework etched with sigils of navigation and orientation. It subtly shifts and realigns itself to reflect the geometry of the realm you are currently in, always indicating stable routes, hidden pathways, and the general direction of important landmarks. When travelling between worlds or realms, the compass updates automatically, making it invaluable for long journeys, planar travel, and navigating warped or unfamiliar landscapes.

### **Cloth of Gloriphus**

Named after a mischievous weather elemental of the Spitemonarch's court, this enchanted cloth comes with a detailed regional map woven into its surface. When the cloth is laid over a map and a specific area is covered, rain will begin to fall over that exact region within a few hours. The effect influences an area roughly 100 kilometres in radius centered on the mapped location, making it useful for breaking droughts, aiding crops, or disrupting travel create truly extreme weather.

### **Gargant-Bone Dice**

This enormous die, carved from the bone of a long-dead gargant and roughly the size of a small dog, radiates crude, unpredictable magic. Once per day, you may roll the dice to trigger one random effect:

1. A booming gargant's laugh echoes across the area, briefly bolstering morale and courage.
2. Awkward silence follows, broken only by distant cricket sounds.
3. A massive kraken tentacle crashes nearby, leaving behind edible meat.
4. A crude, parody-like reenactment of a famous event from the realms plays out nearby.
5. A giant gold coin slams into the ground close to you.
6. A localized earthquake erupts, powerful enough to topple or destroy a building where the dice lands.

### **Great Tethers**

Inspired by the god-chains forged by Grungni to bind the Solar Drake Ignax, Great Tethers are heavy, rune-etched chains designed to bind powerful beasts. When wrapped around a creature and secured, the tether suppresses its hostility and gradually enforces obedience. While not true mind control, the chains allow you to keep dangerous creatures restrained, loyal, or at least cooperative, making them invaluable for taming monstrous allies or preventing rampages.

### **Heartstone Pendants**

These paired gemstones can be fashioned into rings, necklaces, or other accessories. Each matching pair is mystically linked, allowing the holders to share intense emotional states—fear, joy, anger, sorrow—across any distance. While they do not transmit thoughts or words, the emotional resonance is strong and unmistakable, making them useful for silent communication, reassurance, or warning between trusted individuals.

### **Lightning Battery**

This massive, reinforced battery endlessly stores electrical energy without degrading or overloading. It can power machines, devices, or weapons indefinitely, or be used to charge ammunition and equipment with electrical properties.

### **Multiplication Jewel**

This flawless, deceptively simple gemstone is coveted by counterfeiters and artisans alike. Once per hour, the jewel can perfectly duplicate a single small, non-magical object placed against it. The copy is identical in material, weight, and structure, but lacks any magical properties the original might possess. The jewel cannot replicate living beings, complex machinery, or artefacts, but it is exceptionally useful for supplies, tools, currency, and mundane equipment.

### **Nightbloom Garland**

Nightbloom is a rare, pale flower that naturally exudes a shroud of dim, light-drinking gloom, hiding its own growth from mortal sight. Found in Ghyran, Ulgu, and other shadow-touched regions, it is notoriously difficult to harvest without the bloom wilting away. When woven into a crown or garland and worn upon the head, the flowers extend their veil to the bearer, rendering them completely invisible to the natural sight of living creatures. This concealment does not silence sound or mask physical interaction, but to living eyes alone, the wearer simply does not exist.

### **Polyglot Jawbone**

Crafted from the fused jaw fragments of many different species and inscribed with illuminating runes, the Polyglot Jawbone is worn beneath the bearer's own mouth, often hidden beneath cloth or armour. While worn, it subtly reshapes the bearer's speech and perception, allowing them to understand any spoken language and be understood in return, regardless of species, culture, or origin. The device does not grant literacy or knowledge of written scripts, but it makes verbal communication universally possible, even with creatures that would otherwise be incomprehensible.

### **Elixir of the Manic**

This lilac-coloured tincture thrums faintly with unstable energy, its surface rippling even when perfectly still. When consumed, it floods the imbiber's body with frenetic vigour, sharpening reflexes and unleashing a wild, almost hysterical surge of motion and aggression. For a short time, the drinker feels tireless, and fearless but once the elixir's effects fade, exhaustion and tremors inevitably follow.

### **Godbeast Idol**

This ancient idol dates back to the Age of Myth, when godbeasts still strode the realms as living embodiments of primal power. Though the creature it once honoured is long dead, the idol retains a lingering echo of its might. While carried, the bearer feels their muscles tense with borrowed strength and their presence grow heavier, as though the shadow of a colossal being looms behind them.

### **Hellforged Bracers**

These brutal bracers were forged deep within Varanthrax's Maw, where the air itself is thick with molten heat and corruption. Though no raw Varanite was used in their creation, prolonged exposure to its presence has seeped into the metal, leaving it alive with faint, lambent energy. When worn, the bracers harden in response to the growing bad situation you are in.

### **Pendant of Bloodglass**

Veined with crimson threads that pulse in time with the wearer's heartbeat, this pendant feeds on violence and returns it tenfold. Each successful strike accelerates the bearer's bloodlust, driving them to push through pain and exhaustion in pursuit of further slaughter. By willingly bleeding themselves, the wearer can unleash a second, frenzied attack before the echoes of the first have faded.

### **Potion of Onslaught**

This thick, metallic-tasting brew is designed to be consumed mid-fight, flooding the body with heightened awareness and raw aggression. For a brief moment, hesitation vanishes entirely — reactions sharpen, resolve hardens, and the drinker feels capable of pressing through any obstacle. The effect is short-lived, burning hot and fast, leaving behind trembling hands and pounding temples once it fades. The potion restock once a week.

### **Ragerock Crown**

Set with jagged Emberstones drawn from Aqshy, this brutal circlet radiates constant, simmering fury. While worn, the crown smothers fear entirely, replacing it with a relentless drive to dominate and destroy. Every strike lands harder, fuelled by the crown's unceasing rage, and terror simply cannot take root in the bearer's mind.

### **Aetherquartz Ring**

This finely cut ring contains a sliver of aetherquartz that sharpens the wearer's perception of time, danger, and their own body. When worn, it grants heightened reflexes and mental clarity, allowing the bearer to react instantly to sudden threats. Once per day, the wearer cannot be surprised, automatically sensing ambushes, hidden enemies, or sudden hostile intent as the crystal flares with pale inner light before danger strikes.

### **Astral Compass**

An ancient Azyrite artefact once carried by Stormcast Eternals, the Astral Compass does not point north, but toward significance. In the Mortal Realms, it guides the bearer to the nearest Stormvault or site of hidden celestial power. When carried into other worlds, the compass subtly recalibrates itself, instead pointing toward the closest holy, sacred, or divinely infused artefact. Its needle never stops moving until such a relic is found, making it invaluable to explorers, relic-hunters, and servants of higher powers alike.

### **Bullgor Heart**

A stinking slab of muscle and dried blood, the heart of a Bullgor is said to contain a fragment of the slain monstrosity's endless hunger, brute strength, and bloodgreed. When consumed, the heart floods your body with savage vitality, doubling your physical strength and overall bodily capability for an entire day. The meat will regenerate once a week.

### **Tack Boots**

These enchanted boots distort the wearer's personal sense of gravity, allowing them to walk on walls, ceilings, and other vertical or inverted surfaces as easily as solid ground. To the wearer, gravity simply feels "reoriented," making impossible terrain feel natural and stable. First discovered by the Idoneth Deepkin at the bottom of the Searing Sea still attached to the skeleton of a long-dead corsair captain.



## **Normal Artifacts**

Here is a list of artifacts with some abilities that are powerful but not as much each cost 300CP

### **Cloak of Onyx Feathers**

This cloak is fashioned from the black pinions sacred to the Corvus Cabal, each feather hardened by dark rites until it is as firm as forged steel. When spread wide, the cloak creates the illusion of invulnerability, turning aside blows that should have struck true as feathers interlock into a shifting shield. This effect works for 10 minutes everyday.

### **Karkadrak Scale Anklet**

This anklet is forged around a scale torn from the hide of a living Karkadrak, its brutal fury never fully fading. The beast's barely restrained rage seeps into the wearer's instincts, sharpening their reactions whenever a threat draws near. When an enemy enters striking distance, the anklet urges an immediate, violent response — a reflexive lunge driven by predatory aggression rather than conscious thought.

### **Ulguan Shade-Shroud**

Woven from shadow-silk drawn out of Ulgu itself, this shroud constantly sheds false images of its wearer — blurred silhouettes, delayed afterimages, and half-formed reflections that peel away with every movement. As the wearer advances across the battlefield, these illusions multiply, confusing aim and drawing attacks toward empty space. The faster and farther the wearer moves, the more disorienting the cascade becomes, until it is unclear which shape is real and which is deception.

### **Ark of Sotek**

This serpent-themed pendant is mystically linked to the sacred snake pits beneath Seraphon temples, where venomous swarms coil around minor realmgate-like portals. When activated, the Ark of Sotek opens a fleeting connection to these pits, unleashing a writhing swarm of poisonous serpents under your control. The snakes surge across the battlefield to harass, bite, and overwhelm enemies.

### **Ethereal Amulet**

Forged in the deathly realm of Shyish, this sorrow-bound amulet allows its wearer to slip partially out of reality. When activated, you enter an ethereal state, becoming intangible and immune to physical attacks, terrain, and restraints. However, while ethereal, you cannot attack, interact with physical objects, or affect the material world in any way.

### **Faneway Mirrorshard**

This fragment of enchanted shadeglass was crafted by the ancient rulers of Shadespire in their pursuit of immortality. Bound to your essence, the Mirrorshard shatters upon your death, rewinding fate just enough to restore you to life once per jump.

### **Mantle of Fire**

A violently unsubtle artefact of Aqshy, the Mantle of Fire transforms its wearer into a living inferno when activated. Flames wreath your body as you assume the form of a blazing elemental avatar, scorching everything nearby and radiating destructive heat. This transformation lasts for up to ten minutes and may be used once per day, after which the mantle cools and becomes dormant until it can be safely reignited.

### **Realmshaper Orb**

This powerful Seraphon artefact is a miniature echo of the great Realmshaper Engines used to remake the Mortal Realms. Once per day, the orb allows you to terraform a barren or mundane area roughly the size of a small forest into a dense, steaming jungle filled with aggressive plant life and reptilian ecosystems. The transformation is permanent unless altered by equally powerful magic, reshaping the land according to ancient, alien design

### **Sandglass of Infinity**

The Sandglass of Infinity is a paradoxical hourglass whose enchanted sands flow through impossible angles and looping channels, refusing to obey linear time. When activated, it creates a localized temporal anomaly around the bearer, allowing short-lived powers to persist far beyond their natural limits. Once per hour, you may extend the duration of any ability, spell, or effect that normally lasts 16 seconds or less, causing it to instead endure for one full hour.

## **Whorlshell**

A Whorlshell is a spirit-sensitive relic formed from shells found near Idoneth enclaves, saturated with ethersea energies and psychic resonance. When attuned, the bearer can activate the shell to forcibly draw forth another creature's most deeply buried memory, causing both the bearer and the target to experience it. This process is profoundly unsettling and often traumatic, making Whorlshells potent tools for interrogation, coercion, or psychological warfare.



## **Rides of chaos**

You have now been granted the ability to ride monstrous steeds into battle. Additionally, if you already possess a mount, you can import it here, allowing it to adapt to the unique conditions and enhancements of the Eight Realms. These steeds are not just ordinary creatures; they are imbued with the same dark energies that fuel your power, making them faster, stronger, and more resilient. With these mounts, you can traverse the battlefield with unparalleled swiftness, outmaneuvering your enemies and striking with devastating precision.

### **Daemonic Steed [100 CP]**

These shadowy steeds are the favored mounts of the savage Chaos Knights dedicated to Chaos Undivided. 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.

### **Juggernaut of Khorne [200 CP/ Khorne or Undivided only]**

A fusion of brass and beast, the Juggernaut charges forth with earth-shaking force, its massive limbs pounding the ground beneath it. With blade-horned snout lowered, it barrels through enemy lines, crushing all who dare stand in its path. Clad in metal plates, this daemonic behemoth is nearly unstoppable, shrugging off blows from all but the most formidable of weapons. In battle, the Juggernauts unleash havoc, trampling foes with brazen hooves and tossing them aside with iron horns. Impervious to stinging return fire, these rampaging beasts heed only the call of bloodshed, their armored flanks deflecting attacks as they lay waste to all who oppose them. Resembling colossal rhinoceroses, their mighty forms strike fear into the hearts of mortal soldiers, for when the Juggernauts charge, no fortress can withstand their relentless assault.

### **Disc of Tzeentch [200 CP / Tzeentch or Undivided only]**

A Disc of Tzeentch is a hovering daemon-engine of impossible geometry, formed from swirling warp-matter and ever-shifting sigils of change. It glides effortlessly through air and void alike, moving with sudden, unpredictable bursts that mirror the Changer of Ways' own whims. Arcane flames and coruscating energies ripple across its surface, whispering half-formed prophecies and forbidden truths to its rider.

### **Rot Fly [200 CP / Nurgle or Undivided only]**

A Rot Fly is a bloated, corpse-swollen monstrosity born from decay and dark affection, its vast wings buzzing with a sound like a droning funeral hymn. Its swollen body drips filth and contagion, yet it carries its rider with surprising steadiness, floating above the battlefield on clouds of pestilent air. The creature's presence spreads despair and sickness, flies swarming wherever it passes, while its loyalty is absolute in the way only Nurgle's gifts can be.

### **Exalted Steed Of Slaanesh [200 CP/ Slaanesh or Undivided only ]**

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.

### **Gnawbeast [200 CP / Nurgle or Skaven only]**

Gnawbeasts are bloated, malformed horrors bred in the darkest warrens and plague pits, creatures whose bodies seem barely held together by diseased flesh and iron staples. Their powerful limbs churn relentlessly forward, carrying riders through filth, rubble, and battlefield carnage with unstoppable momentum, while their oversized maws drip with corrosive saliva capable of gnawing through armour, bone, and stone alike. Clouds of flies and the stench of rot cling permanently to them, spreading sickness and fear wherever they roam. Loyal in their own vile way, Gnawbeasts bond fiercely to their masters, eagerly charging into danger

### **Chimera [300 CP]**

A Chimera is a formidable beast, embodying the chaotic essence of the realms. This monstrous creature typically has the body of a massive, scaled lion, with a serpentine tail and the wings of a dragon. Its head is a grotesque amalgamation, featuring the face of a lion, a goat protruding from its back, and a serpentine head emerging from its tail. Each head represents a different aspect of the Chimera's power and malevolence.

The Chimera's abilities reflect its ferocious and chaotic nature. The lion's head breathes fire, unleashing torrents of destructive flame that incinerate foes and create a swath of devastation. The goat head can deliver powerful, magical breaths that cause terror and confusion among enemies, while the serpent's head delivers a venomous bite that paralyzes and weakens adversaries. Its wings grant it the ability to soar through the air, enabling it to strike from above or escape from ground-based threats. Additionally, the Chimera's sheer physical strength allows it to engage in brutal melee combat, using its claws, fangs, and tail to devastating effect. This combination of fiery breath, venomous attacks, and aerial maneuverability makes the Chimera a versatile and terrifying adversary on the battlefield.

### **Manticore [400 CP]**

Manticore is a terrifying creature that embodies the raw, chaotic nature of the mortal realms. It combines elements of several fearsome beasts into a single, monstrous form. The Manticore's body resembles that of a massive, powerful lion, with a muscular build and a predatory grace. Its head, however, is distinctly different, bearing the fierce visage of a dragon with sharp, predatory eyes and an intimidating maw.

The Manticore's most distinctive feature is its tail, which ends in a venomous stinger capable of delivering a paralyzing toxin. This tail is used both as a weapon in combat and as a means to incapacitate foes from a distance. The Manticore's wings, reminiscent of a bat's or dragon's, grant it the ability to fly, giving it an advantage in both aerial combat and rapid repositioning.

In battle, the Manticore is a fearsome predator. It can unleash a terrible roar that instills fear and panic in its enemies, often causing them to flee or falter in their resolve. Its physical attacks are brutal, using its claws, fangs, and tail to rend and tear through enemy lines. Additionally, the Manticore's venomous sting can incapacitate even the most resilient foes, making it a versatile and dangerous adversary

### **Chaos Dragon [Variable]**

A product of Tzeentch mutation, Chaos Dragon is a nightmarish fusion of draconic majesty and the corrupting influence of Chaos. These two headed creatures are often seen as symbols of the raw power and malevolence that pervade the realms of Chaos. A Chaos Dragon's appearance is both awe-inspiring and terrifying, with scales that shimmer in dark, chaotic hues—often a mix of unnatural colors that reflect its connection to the forces of Chaos.

Just like normal dragons Chaos dragons have their own unique immunities and additional breath attack besides their chaos breath weapon based on the color of their original species choose one color below:

**Red [0 CP]** The Chaos Dragon can unleash a devastating gout of fire, reflecting its origins as a Red Dragon. This breath attack is immensely destructive and embodies the raw, primal fury of fire.

**Blue [0 CP]** If based on a Blue Dragon, the Chaos Dragon can emit bolts of lightning as its secondary breath weapon. It also gains tremorsense, allowing it to detect creatures through vibrations in the ground.

**Green [0 CP]** For a Green Dragon origin, the Chaos Dragon breathes a poisonous gas. It is amphibious and excels in psychological warfare, creating terror and playing mind games with its enemies.

**Brown [100 CP]** If descended from a Brown Dragon, the Chaos Dragon has an acid and earth breath weapon and possesses the ability to burrow through the earth, using tremorsense to locate creatures underground.

**Grey [100 CP]** A Grey Dragon origin grants the Chaos Dragon an acidic petrifying and wind breath weapon and the ability to detach stony spikes for use as weapons or to petrify foes. It is a skilled hunter that relishes the thrill of the chase.

**Orange [100 CP]** An Orange Dragon origin gives the Chaos Dragon a breath weapon of hot liquid and ice that violently detonates upon contact. It is also immune to poison.

**Purple [100 CP]** With a Purple Dragon origin, the Chaos Dragon can unleash a blaze of energy, either as a wide burst or a focused beam of light. This breath weapon allows it to engage with even larger and more dangerous opponents.

You also need to choose an age for your dragon choose one age of your dragon from the list below. The older the dragon the more powerful it is for you to command:

**Hatchling [200CP]** Freshly hatched from its egg, a hatchling is not a fragile, vulnerable thing like the infants of lesser races. making it surprisingly formidable for its age.

**Young [400 CP]**This dragon is the size of a small hut and has grown in strength and magical powers and has gained the ability of flight.

**Adult [600CP]** An Adult dragon is one of the largest flying things within the eight realms. With the size of a small castle this dragon's physical strength and magic is one of the most fierce within the eighth realms.

**Ancient [1000CP]** This is one of the most powerful dragons that has ever existed. It has reached the apex of power and magical power. Its mastery of the element of chaos is beyond frightening.

## Scenarios

I see you have decided to take on some scenarios, either for yourself or, more importantly, for the Blood God. Regardless, you have been given a free **Daemonic Weapon** to help you in conquering these scenarios, as you will need all the help you can get. Once you take on a scenario, you can't leave this world until you have completed every scenario you have chosen in this jump. You can take multiple scenarios in this jump.

### **Daemonic Weapon [Free When taking Scenarios]**

You have been given a daemonic weapon for free by your patron god without receiving any of the complications or costs shown in the Daemon Weapons of Chaos Supplement. Additionally, you receive an extra 600 DP to use in that supplement only. However, you will be locked into one scenario of your choice from the options below, and you can't leave this jump until you finish one of the scenarios listed.



### **Hunter of Heroes [Khorne and Undivided only]**

Khorne is the god of blood, war, and slaughter, it is true—but he is also the god of martial honor and of the glory found in battle, and there is neither honor nor glory to be found in fighting the weak, and skulls taken from pitiful wretches do little to earn Khorne's favor. No, if one as powerful as you seeks to earn the Blood God's favor, you need to fight someone with actual worth as an enemy. You need to fight *champions*.

Select one of the four Grand Alliances that define conflict in this world; Order, Chaos, Destruction, or Death. Your chosen faction will be your prey; to be granted the greatest blessings of Khorne, you must find eight champions of that faction, and slay them in combat. This will not be no easy task; anyone strong and influential enough to be considered a "champion" will likely have an army with them, at the very least.

You can expect any army worth the name to have a champion or two among its numbers, and you must kill them yourself; if you receive any appreciable assistance from your allies in the fight against a champion, that victory won't count towards the success of the scenario. Likewise, you must kill them in a fashion that Khorne would approve of, meaning that you can't make use of magic.

Once you have killed one of these exemplars of their faction, you must offer up their skull as a sacrifice to Khorne. Once you have made eight such sacrifices from the same faction to the Blood God, this scenario will be completed.

#### **Rewards:**

The reward for this scenario is based upon which faction you chose to be your prey.

The greatest opponents that the forces of Chaos face in the modern age are the resurgent forces of Order. Should you have slain the champions of Order, Khorne will bless you with a boundless protection against mystical effects. No magic of any form, from any source, will be capable of affecting you any longer. Furthermore, you can no longer be affected by any effect that would weaken you or inflict ailments upon you; likewise, you can no longer be subjected to

“cleansing” effects that might remove the corruption and chaotic power you have accumulated.

The Grand Alliance of Destruction may not serve Chaos, but they are nonetheless excellent vectors for spreading slaughter, destruction, and bloodshed, and have done much to further the cause of Khorne without ever intending to do so; but in so doing, they have proven themselves to be worthy opponents, who you might achieve great glory in facing in war. Should you have slain the champions of Destruction, Khorne will exert his will to grant you and all of your allies and followers his blessing. All of your equipment and weaponry will be upgraded with the runes of Khorne; in being thusly marked, all of your possessions will be capable of inflicting greater destruction, even if they weren't originally intended for warfare.

Nagash's faction of Death seek to bring the endless peace of the grave, capturing the world in a clockwork order woven of undead flesh, and as such are repugnant in the eyes of Khorne. Should you have slain the champions of Death, Khorne will grant you, your allies, and your followers a superlative power to kill your enemies. No matter what powers they may use to protect themselves, anything can die before your blades, and no force of resurrection would be capable of reviving someone you have killed. But there is a life after death—and isn't it unfair that those you kill can just endure there after death? That's why you are now capable of traveling to any afterlives that exist in a setting, and then killing the already deceased within it; this permanently destroys their souls.

Does it seem odd that a Chaos God would reward you for killing the greatest champions of Chaos? Khorne cares not from whence the blood flows, only that it flows. Should you have slain the champions of Chaos, Khorne will reward you with a great gift as a sign of his favor; you can now form your own Skull Throne, in mimicry of the throne of the Blood God himself. The more enemies you, your allies, or your followers kill, the more skulls will appear in your Skull Throne; as you slay more and more enemies, you will be able to use the Throne to create a dimension of your own. From this dimension you can summon forth Daemons, or mortal worshippers who follow either you or Khorne himself.

This scenario may be taken multiple times to receive the benefits of another faction, requiring you to slay more champions

## **Architect of the Infinite Scheme [Tzeentch and Undivided only]**

Tzeentch is not merely the god of magic and mutation, but the embodiment of change, ambition, and plans layered so deeply that even his own daemons understand only fragments of the truth. Nothing happens without purpose in the Changer of Ways' domain—victory and defeat alike are simply steps toward a more perfect design. To earn his favor, you must prove that you are not just a pawn, but a thinker capable of shaping fate itself.

Your task begins with the unraveling of a Great Confluence, a nexus of intertwined destinies spanning multiple realms. These convergences take the form of powerful institutions, prophetic bloodlines, arcane academies, or divine plots that stabilize reality through predictability. Choose one Grand Alliance—Order, Chaos, Destruction, or Death—and identify nine pivotal schemes, prophecies, or keystone figures that anchor that alliance's future. Each must be subverted, corrupted, or redirected so that the final outcome serves a design entirely different from its original intent. Direct destruction is allowed, but blunt force alone will not earn Tzeentch's approval; manipulation, deception, and long-term consequence are key.

Each successful unraveling must end with a visible reversal of fate: a foretold hero becomes a villain, a prophecy fulfills itself in the "wrong" way, an empire collapses due to its own preparations, or a god's careful plan advances your agenda instead of theirs. At no point may the full truth of your intentions be revealed—if your enemies ever truly understand the whole plan, the attempt fails. The final convergence must collapse in a way that no single being can confidently claim responsibility, leaving history fractured and uncertain.

Once all nine strands have been rewritten, you must bind the resulting paradox into a single moment of revelation. This takes the form of a grand ritual, spell, or event where multiple contradictory outcomes all prove true at once—victory and failure, survival and death, prophecy and denial—cementing your reputation as an agent of impossible change. At this point, the scenario is complete.

**Rewards:**

Tzeentch grants you the Mantle of Living Destiny. Fate now subtly bends around you: prophecies concerning you are always incomplete, contradictory, or self-altering, making it impossible for others to fully predict your actions or end state. Attempts to foresee your future return multiple conflicting outcomes, all partially true.

Additionally, you gain the ability to maintain a Grand Scheme across worlds. At any given time, you may designate one long-term plan that persists beyond a single setting—alliances, manipulations, sleeper agents, cults, or altered histories quietly carry over, reshaping future worlds in small but meaningful ways. You do not control every detail, but the direction always favors complexity, escalation, and change.

Finally, Tzeentch gifts you a Paradox Court, a shifting pocket-realm of impossible geometry where time loops, futures overlap, and servants of change gather. From here, you may summon daemons, corrupted scholars, or fate-twisted champions who believe—correctly or not—that serving you is part of a greater plan. Whether it truly is... even Tzeentch may not say.



## **The Garden Without End [Nurgle or Undivided only]**

Long before the Mortal Realms learned to rot properly, Nurgle's domain was not merely a garden, but the garden — an endless cycle of decay, rebirth, and joyous endurance. In recent ages, however, forces of sterile order, unnatural stasis, and hateful purification have scarred wide swathes of Grandfather's realm. Entire plague-fields lie silent, their diseases burned away, their soil robbed of life's glorious struggle. Nurgle is displeased. And so, he turns to you.

Your task is not conquest through speed or perfection, but reclamation through persistence. You are charged with restoring the Garden Without End, a vast stretch of the Realm of Chaos once thick with pox-forests, daemon-farms, and living swamps of blessed filth. This is not achieved by a single victory, but by enduring where others fail.

To begin, you must establish a Plague-Cradle — a fixed stronghold grown from corruption rather than built. This may be a fortress of living wood, a walking city of sores and bone, or a mire that simply refuses to be destroyed. Once rooted, you must defend it against repeated incursions from enemies of decay: forces of Order, Death that enforces stagnation rather than rot, and Chaos factions that seek sterile domination or excess without endurance. Each assault will be stronger than the last, designed not to overwhelm you immediately, but to grind you down over time.

As you endure these invasions, you must deliberately cultivate cycles: allow your forces to suffer, retreat, die, and rise again. Plagues must be spread, cured, and re-spread. Lands must wither, regrow, and wither again. Victory achieved too cleanly earns no favor — suffering, survival, and adaptation are the true measures of success.

Once the Plague-Cradle has endured long enough to become self-sustaining — producing new daemons, diseases, and corrupted life without your direct intervention — you may begin the second phase: Expansion by Contagion. Instead of marching armies, you seed adjacent regions with blessings. Rivers carry rot. Winds carry spores. Refugees carry hope... and infection. Each neighboring domain claimed in this way becomes another knot in Nurgle's living ecosystem.

The scenario is completed once your reclaimed territory reaches a stable equilibrium with at least one rival Chaos domain, proving that decay can persist even under constant opposition.

**Rewards:**

Upon completion, Nurgle grants you dominion over the reclaimed Garden. This territory becomes a permanent pocket-realm you carry with you into future worlds — a place of rot, refuge, and resilience. From it, you may summon daemons of Nurgle, diseased beasts, or mortal followers who have embraced endurance over purity.

Additionally, you gain Grandfather's Endurance: your body, soul, and works become extraordinarily difficult to truly destroy. Wounds fester but do not fail you, corruption empowers rather than weakens you, and even when brought low, you will always find a way to rise again — slower, perhaps, heavier with rot, but laughing all the same.

Nurgle is proud. And he is very patient.



### **Conquering the Chaos Realms [Slaanesh and Undivided only]**

At the beginning of the Age of Chaos, Slaanesh was the only major Chaos God missing from the excessive slaughter and chaos of the Eight Realms. This was because he was already captured back in the Age of Myth. The Aelven gods Teclis, Tyrion, and Malerion, along with the sorceress Morathi, formed a truce, using their own souls to tempt Slaanesh into a trap, trapping him in Uhl-Gysh.

Because of this absence, his domain in the Realm of Chaos is currently the smallest; it is even eclipsed by the domain of the newest Chaos God, the Horned Rat. That is why you have been tasked to conquer the Realm of Chaos in the Lord of Excess's name.

But before you can conquer the Chaos Realms, you will need to prove yourself worthy of this task. You will need to pass the test of first conquering the Palace of Slaanesh. The Dark Prince's realm is divided into six domains, arranged in concentric rings about the Palace of Pleasure. The palace itself can only be reached by passing through all six domains.

The first circle is the Circle of Avidity, which plays upon the interloper's greed. The second circle is the Circle of Gluttony, which plays upon the intruder's desire for lavish foods and wines. The third circle is the Circle of Carnality, where the perfect desires of the heart reside; it tests the individual's desires to the extreme. The fourth circle is the Circle of Paramountcy, where the traveler is greeted by roars of adulation; here, the intruder is tempted with absolute power over others. The penultimate circle is the Circle of Vainglory. The traveler is presented with their ideal self-image, and if they feel even an ounce of pride, for eternity will this circle be their prison. The last circle is the most perilous; it is a heavenly place, within which resides a seemingly perfect environment. Every second that passes fills the intruder with bliss, but to rest and enjoy the pleasure for a single moment results in falling into a coma and eventually dying in idle bliss. One may walk the circles for centuries, but cannot give in to their ultimate desires for even a moment, or they will fall. If one successfully passes through the circles, they come before the palace, but unfortunately, it is empty. Regardless, the castle has now become your base of operations within the Realm of Chaos.

Once you have gained control of the palace, you will need to gather your armies and start conquering the adjacent areas around your base. Alternatively, since the Mortal Realms also affect the situation, you can start conquering the Mortal Realms in the name of the Dark Prince. This will be a bloody and difficult battle that will require a lot of grit and time. Regardless, your end goal in expanding the Realm of Slaanesh is to reach equilibrium with her rival, the Blood God Khorne. So once you have expanded the Realm of Slaanesh to at least the same size as the Realm of Khorne, this scenario will be marked as completed.

**Rewards:**

Completing this scenario will reward you by allowing you to retain any territory you have conquered and keep it within your sphere of domain in future worlds. This will create a pocket dimension where you can call upon either demons from the Chaos Realm or fanatic mortals from the Mortal Realms. This includes the Palace of Slaanesh, which will be one of the best-fortified fortresses under your command.



## **Ascendancy of the Horned Rat [Skaven only]**

The Horned Rat is a god born of treachery, desperation, and endless multiplication. His realm is not ruled through honor or conquest, but through schemes layered atop schemes, victories achieved through sabotage rather than glory. To earn the full favor of the Great Horned Rat, you must do what Skaven do best: undermine the world until it collapses under its own weight.

Your task begins beneath the surface. You must establish a Great Under-Empire, a sprawling network of hidden tunnels, gnawholes, and burrow-cities spreading beneath multiple realms or nations. These holdings cannot be openly ruled; instead, they must exist unseen, feeding on the surface world through theft, sabotage, and corruption. Each major settlement above must be secretly infested, its foundations weakened by Skaven claws, warpstone drills, and whispered paranoia.

Once the Under-Empire is established, you must orchestrate three Grand Ruins. Each ruin must be the downfall of a powerful surface power—be it a kingdom, city-state, Stormkeep, necropolis, or fortress—brought low not by direct conquest, but by internal collapse. Plagues released at the right moment, reactors overloaded, food stores poisoned, leadership assassinated, or realmgates destabilized all qualify. The surface dwellers must never fully understand what destroyed them.

After the Grand Ruins, the Horned Rat demands proof of supremacy over rivals. You must steal, corrupt, or destroy one divine asset belonging to another god or Grand Alliance. This could be realmstone stockpiles, sacred relics, magical engines, or even fragments of a godly domain. The theft itself matters more than its use; the act of taking what should be untouchable is a holy triumph in the eyes of the Horned Rat.

Finally, you must preside over a Vermintide Unleashed. At a time of your choosing, the Under-Empire erupts into the open in a single, catastrophic surge. Millions of Skaven pour forth, overrunning battlefields, cities, and supply lines simultaneously. This is not meant to conquer permanently, but to prove that the world survives only because the Skaven allow it to. Afterward, the hordes withdraw, leaving ruin, fear, and gnawing uncertainty behind.

**Rewards:**

Upon completing this scenario, the Horned Rat marks you as a true Overlord of Ruin. You gain a permanent Under-Realm, a vast hidden domain that can exist beneath any world you enter, automatically expanding as your influence grows. You may summon Skaven clans, engineers, assassins, and warbeasts from this realm at will. Warpstone sources subtly regenerate within your holdings, ensuring an endless—if dangerous—supply.

Additionally, once per world, you may declare a Great Scheme. When invoked, reality itself bends subtly in your favor: coincidences align, rivals turn on one another, defenses fail at the worst possible moment, and plans you set in motion long ago suddenly bear fruit. No one can ever be certain whether your victories are the result of genius... or whether the Horned Rat himself has tilted the board.



## **Archaon The Everchosen**

Archaon, also known as Archaon the Everchosen and named the "Three-Eyed King" and the "Exalted Grand Marshal of the Apocalypse," is the most powerful of the Chosen of the Chaos Gods. Archaon served as the greatest mortal instrument of the Ruinous Powers in the World-That-Was and was ultimately responsible for the destruction of that world during the events of the End Times.

None stand above Archaon in the hierarchy of Chaos save the Dark Gods themselves.

You are extremely envious of him and harbor a deep hatred for him. Therefore, you have decided to bring him down a notch and prove to the realms that you are the most powerful champion within the Eight Realms.

The goal of this scenario is simple: you must kill Archaon the Everchosen. However, this task is easier said than done, as he is incredibly powerful. He was able to defeat Sigmar himself in a duel. Under his upraised blade, the minions of Khorne, Nurgle, Tzeentch, and Slaanesh bow low, and the multitudinous legions of Chaos are united into a single terrifying entity intent on the destruction of the Mortal Realms. Not to mention, he commands his armies from the Eight Points, one of the most heavily defended fortresses in the Eight Realms. Regardless, you will complete this scenario by taking down Archaon.

### **Rewards:**

Upon slaying Archaon, you gain claim to his treasures of Chaos. Here is the equipment you gained from his dead corpse:

***Armor of Morkar:*** An ancient armor once worn by the first Everchosen. This plate armor is incredibly powerful, as it can withstand both magical and physical attacks from actual gods themselves.

***Crown of Domination:*** This crown is equally dominating and prominent, exuding an aura of dread and malice that chills the soul, making you the center of attention.

***The Eye of Sheerian:*** Created by a long-dead Tzeentchian sorcerer, the Eye connects to the wearer's mind upon being set into their helm or skull. Through it, the wearer can see through the mists of time and prophecy. The immediate future and past are always as clear as water, while the further one peers, the more one must rely on deciphering metaphor and interpretation.

***Slayer of Kings:*** Inside this infamous blade is bound the soul of U'zuhl, a daemon who delights and excels in consuming the souls of kings and champions. It is one of the most powerful daemon weapons in existence as it is a known god slayer.

***Dorghar:*** Dorghar is a Daemonic mount, his massive winged form swollen upon the souls of his vanquished foes. Such is the fell sorcery coursing through Dorghar's blood that the foes he consumes never truly die; instead, their souls are trapped within his gut, and their tormented faces mark his hide.

***Mark of Chaos Ascendant:*** A sigil now on your soul, denoting the favor of all the Dark Gods and providing you with the power of all other Marks of Chaos. You now gain access to supplements for the armies of Khorne, Tzeentch, Nurgle, Slaanesh and Beastman for free and do not gain any of the downsides. You also gain 1200 favor to use in all four supplements. Also If you are a Skaven you may ignore the restriction within the Nurgle Supplement and make a pure Skaven army.

### **Accession to Daemon Prince/Princess of Chaos**

Daemonhood is considered the ultimate reward a Chaos Power can bestow upon a mortal. It is ascension beyond flesh and limitation, a transformation in which mortality is shed and the soul is reforged into something eternal. To become a Daemon Prince is to step onto a higher plane of existence, no longer bound by age, weakness, or death, and to serve one's patron power as a living avatar of its will. Yet this gift is never guaranteed—those found unworthy are often twisted instead, their bodies and minds collapsing into the formless horror of a Chaos Spawn.

The path to daemonhood is never simple, nor is it the same for all. Each Chaos Power demands proof of devotion according to its own nature: conquest and slaughter, decay and endurance, change and ambition, excess and obsession, or the ruthless survival of the Horned Rat. Aspirants must reshape the world around them in their patron's image, carving empires of belief, fear, or worship. Only those who gather followers, leave lasting marks upon reality, and embody the ideals of their allegiance are even considered for ascension.

Upon the completion of one qualifying scenario above, the moment of judgment arrives. The sky darkens or burns with unnatural color, the land trembles, and reality itself bends under the pressure of raw Chaos. Warp energies flood the mortal body, tearing it apart and rebuilding it in a new, eternal form. Those who survive this apotheosis emerge as Daemon Princes, their forms reflecting both their origins and the will of the power that claimed them.

1. As a Daemon Prince, you become truly immortal. You no longer age, decay, or weaken with time, and your body remains in a constant state of perfected power. Your memories are flawless and eternal, untouched by erosion or madness unless you choose otherwise.
2. Your ascended form grows vastly in size, at least four times larger than your former mortal body, reshaped into something both symbolic and terrifying. Some Daemon Princes appear awe-inspiring or impossibly majestic by mortal standards; others are nightmarish abominations that defy comprehension. Your form reflects both your nature and the will of the power that elevated you.

3. When destroyed in battle, you are not truly slain. Instead, your essence is banished back to your patron's realm or domain within the Warp, where you reform over the course of one year before returning to reality once more.
4. Though most Daemon Princes are bound utterly to the will of their patron, you have retained your autonomy. You are not a mindless extension of divine whim, but a sovereign entity—still empowered by Chaos, yet capable of pursuing your own ambitions within its vast, shifting hierarchy.
5. The power of your patron runs through every aspect of your being. All abilities, blessings, mutations, or boons previously granted by your chosen Chaos power are dramatically amplified. At minimum, you now stand on equal footing with the greatest greater daemons of your alignment in raw strength, speed, and presence.
6. You automatically gain 4 random gifts of chaos and 6 random mutations from the gift of chaos. Roll 4 d26 for determining which gifts of chaos you gain and 6 d50 to determine which mutations you gain .
7. All equipment, weapons, artifacts, and mounts you possess are reshaped and scaled to match your new form. Wargear grows monstrous, steeds become titanic, and relics resonate more strongly with Warp power, ensuring nothing you wield is diminished by your ascension.
8. Finally, your presence alone becomes a beacon of corruption. Mortals feel the weight of your existence, sensing that transcendence is possible through devotion, conquest, or surrender to Chaos. Cultists gather, empires tremble, and ambitious souls are drawn toward you, believing—often correctly—that you are living proof that godhood is attainable.

## Companions:

### **My Old Team [50 CP]**

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

### **My New Team [100 CP]**

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



## **Drawbacks:**

You are limited to +3000 CP from drawbacks.

### **Arrogance [+100 CP]**

You possess an overwhelming pride in your own strength and insight, believing yourself chosen above others by the powers you serve. You rarely listen to advice, even when it is sound, and will always prioritize your own judgment in battle and planning. This frequently leads to reckless decisions, missed opportunities, and failures that could have been avoided had you exercised humility.

### **Fickle Fate [+100CP]**

You might find yourself at the mercy of fate, with events turning against you in the most unexpected ways. Whether it's a sudden change in fortune, an unexpected betrayal, or a catastrophic failure in the middle of a plan, things often seem to spiral out of control at crucial moments. Your attempts to predict or manipulate outcomes often end in chaos, and even the most straightforward tasks can quickly become far more complicated than anticipated.

### **Weight of Legacy[+100CP]**

No matter how much you succeed, you will constantly feel the pressure of your predecessors' deeds and the shadows of those who came before you. This weight can be paralyzing, causing you to second-guess your every move or feel obligated to repeat history. The constant pull of the past limits your freedom and makes you a mere puppet to the legacy of your faction, trapped in a cycle of repetition where your true self can hardly be found.

### **Addiction [+100 CP]**

Your body and mind have become dependent on a particular substance, ritual, or indulgence tied to your chosen path—be it alcohol, drugs, combat stimulants, warp-infused tonics, or ritual excess. You spend nearly ninety percent of your waking time under its influence, and resisting the urge to partake is nearly impossible. Withdrawal weakens your resolve and clouds your thoughts.

### **Self-Hatred [+100 CP]**

One aspect of your physical form fills you with deep shame or revulsion. Whether it is a mutation, scar, limb, or feature granted by Chaos, exposure to it causes your focus to fracture. When this insecurity is triggered, your movements slow, your judgment falters, and intrusive thoughts gnaw at your confidence, making clear thinking difficult.

### **Insanity [+100 CP]**

Prolonged exposure to the Realm of Chaos has fractured your psyche. You experience vivid hallucinations or hear a persistent, imaginary presence that constantly comments on your actions. This entity argues with your decisions, questions your motives, and interferes with moments that demand clarity. Though not always malicious, it is relentless and distracting.

### **Boiling Hatred [+100 CP]**

Choose a specific faction, culture, species, or organization within the setting. You despise them with absolute, consuming intensity. Their symbols, voices, and even the mention of their name provoke rage and revulsion, dominating your thoughts far more than is healthy. Until this chosen enemy is utterly destroyed or rendered irrelevant, you find little satisfaction or joy in any action that does not directly oppose, sabotage, or destroy them. Peaceful coexistence with them is impossible, and restraint around them requires constant effort.

### **Burnout [+200CP]**

The constant use of your faction's powers comes at a great cost to your energy reserves. While initially invigorating, over time, the toll on your body and mind becomes overwhelming. You may experience periods of extreme exhaustion, loss of motivation, or complete mental and physical burnout. The more you push yourself to use your powers or further your faction's goals, the harder it becomes to maintain even a semblance of stability. Your performance drops during these episodes, and it becomes harder to recover from each successive burnout.

### **Chronic Instability[+200CP]**

While your faction grants you incredible power, it also makes your very existence unstable. Your mind and body often experience unpredictable fluctuations that render you unreliable. You might find yourself suddenly weakened, physically or mentally, without explanation, or even suffer from dangerous mood swings. This instability makes it difficult to maintain consistency in your abilities, and it's hard to know when you'll be able to perform at your best. You are often haunted by the idea that at any moment, everything could come crashing down—your abilities, your health, your stability.

### **Physical Deterioration[+200CP]**

While your abilities might provide immense power, they come at a great cost to your physical health. Whether it's the constant strain of controlling intense forces or the wear-and-tear from engaging in brutal combat, your body suffers from chronic pain, stiffness, and fatigue. Your movements are slower, and you find it more difficult to recover after exertion, making long-term battles or strenuous tasks significantly harder to endure. Over time, you may begin to feel the effects more intensely, eventually causing your body to become a fragile shell of its former self.

### **Always in Charge [+200CP]**

You cannot tolerate being beneath another's authority. No matter what group, army, cult, or organization you belong to, the presence of a superior gnaws at you relentlessly. Within a week of being subordinated, resentment will fester into open defiance, and within a month, you will inevitably attempt to overthrow, undermine, or challenge your superior—whether through confrontation, intrigue, or reckless ambition. Ironically, fate seems determined to place you under someone else's command again and again, ensuring this cycle never truly ends.

### **Pacifist [+200 CP]**

Despite your surroundings and circumstances, you possess a deeply ingrained aversion to violence. Inflicting harm on another living being fills you with hesitation, guilt, and revulsion. Causing injury is extremely difficult, requiring intense emotional strain, while deliberately killing someone is simply impossible for you to do. You may still plan, support, or survive conflict indirectly, but when it comes to delivering violence with your own hands, your will falters every time—often at the worst possible moment.

### **Hated [+200 CP]**

Your allegiance to the Dark Powers is unmistakable, marked upon your soul and presence. Those aligned with opposing forces recognize you instinctively as a dire threat. Whenever you are identified, enemies will prioritize your destruction above all else, attacking on sight and rallying others against you as a symbol of corruption that must be eradicated.

### **Jealousy of the Gods [+200 CP]**

Your rise has drawn unwanted attention from other champions empowered by Chaos. They covet your strength, blessings, and reputation, believing they can steal your favor through combat. At least once each week, a rival of comparable power will seek you out with the sole intent of killing you and claiming what you have earned.

### **Isolation of the Strong [+300CP]**

As your abilities grow, so too does the gap between you and those around you. People find it difficult to relate to you, and the very strength that has helped you rise to power becomes the thing that pushes others away. You may find it harder to form lasting bonds or keep allies who once stood by your side. Your faction, though powerful, may only add to this isolation, as you're expected to take on more and more responsibility, leaving less time for personal connections or free time. In the end, you might find yourself at the top of a mountain of power, but with no one to share it with.

### **Unending Vulnerability[+300CP]**

Your enemies, both within and outside of your faction, begin to target you more directly. Assassins, traitors, and even rogue factions will seek to exploit your weaknesses, turning even minor flaws into life-threatening threats. You will never truly feel safe, always looking over your shoulder as those around you plot your downfall. Your survival becomes less about your strength and more about your ability to stay one step ahead.

### **Unstable Power[+300CP]**

The abilities you wield are volatile and unpredictable, often leading to unintended consequences. Spells might backfire, physical abilities might overextend, or your mind could slip into an uncontrollable frenzy. This instability leads to unpredictable bursts of uncontrollable energy, leaving you vulnerable or harming allies in the process. It becomes a game of constant caution, as every action carries the risk of catastrophic failure.

### **No Outside Power [+300CP]**

All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

### **Easily mutated [+300CP]**

Your body is now susceptible to daily mutations. Every day, you will receive a new mutation that replaces the previous day's. These mutations will consistently hinder your daily life, and no countermeasures will be effective against them.

### **Turn into An Ornament[+600CP]**

It seems you've been transformed into an inanimate object by some dark aelves. While you can't move on your own in this form, you will still survive to the end of the jump with your friends. At least you have that going for you!

### **Chaos Spawn [+600CP]**

Your body has now been heavily mutated, making you a Chaos Spawn. Covered in grotesque growths and lacking much intelligence, you are treated as one of the expendable minions in battle.

### **Aelves target [+1000CP]**

Oh boy, it looks like the Aelven gods Teclis, Tyrion, and Malerion, along with the sorceress Morathi, have found out about your existence and have rallied the forces of the aelven and any variants that emerged from them to go after you. These factions will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leaders of the factions, i.e., the gods themselves, will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

### **Greenskin's Target [+1000 CP]**

Oh boy, it looks like the god of the greenskins, Gorkamorka, has found out about your existence and think fighting you would be a great time. They have rallied the forces of the orruks and grots to go after you; these factions will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the factions, i.e., Gorkamorka himself, will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

### **Targeted by Belakor [+1000 CP]**

It appears you've drawn the attention of Be'lakor. He will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the faction—whether it be the Queen of Fairies, the most elite magical girls, or even the demon lord—will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

### **Stormcast Target [+1000 CP]**

Oh no, it seems the God-King Sigmar and his celestial hosts have taken notice of you. Whether through prophecy, divination, or bitter experience, the Stormcast Eternals have identified you as a dire threat to the Mortal Realms. From this moment onward, chambers of Stormcast—drawn from multiple Stormhosts—will relentlessly hunt you across the realms. These warriors are armed with sanctified weapons, lightning-forged armour, and divine magic specifically tempered to resist corruption, negate unholy powers, and exploit your weaknesses.

This will not be a single crusade, but a constant holy war. Wherever you linger too long, lightning will fall from clear skies as reforged champions descend to challenge you. Even when defeated, they will return again and again, reforged and relentless, adapting their tactics with each encounter. As the ten-year period nears its end, Sigmar's patience will finally break. The greatest heroes of the Stormcast—Lord-Celestants, named champions, and possibly even an avatar of Sigmar's will—will confront you in a climactic final battle. This last stand will test not only your raw power, but your resolve, strategy, and endurance against the undying wrath of Order itself. Choose carefully, for the heavens will not forgive your survival lightly

## Ten Years Later

**Go Home:** What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

**Stay Here:** This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000 CP as a bonus.

**Move On:** Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

## **Notes:**

1. This jump is probably one of the most difficult to make so far as there is a lot of way in how i could make this jump. But decide to follow the books to a T as i wanted to see if this style could work.
2. This jump will be my Skaven and Chaos undivided prototype of what those jumps would be like if i decide to make it.
- 3.