

DAEMONETTES

NEW WORLD BESTIARY INFORMATION ON DAEMONETTES FOR SECOND EDITION WFRP

The Common View

‘As I gazed upon her, time seemed to stop. She was the answer to every fantasy I'd ever had. Her allure created desires within me that I hadn't known existed, and I was prepared then and there to give myself to her. I welcomed her embrace, dropping my arms to my sides to accept her favour. Then, suddenly, she was gone. Thank Sigmar for the regiment of cannon from Nuln that were behind me. If a lucky cannonball shot hadn't torn that foul Daemonette to shreds, I would have let her slit me open like a pig and then thanked 'er for it.’

– **Derwood Schaffner, Reikland Spearman**

‘The demons of Chaos can be likened to hungry and rabid wolves. The Shepherd should not waste his time hating the wolf that attacks his flock. He should simply kill it.’

– **Volkmar 'the Grim' von Hindenstern,
Grand Theogonist of Sigmar**

The Scholar's Eye

‘These lewd monsters possess only the appearance of femininity, and then only so that they might seduce those who look upon them. Some say these Daemonettes appear as females only to the eyes of those that desire the embrace of a woman. To those that do not, the Daemonettes are said to appear as handsome and vital males. Others say that there are indeed male and female Daemonettes, distinct from each other, yet serving the same purpose. But those theologians and Daemonologists who believe this say also that the females from amongst this infernal species outnumber the males ten thousand to one.’

– **From the Liber Chaotica, by Richter Kless**

Our Own Words

‘In the name of She Who Thirsts, Slaanesh, your soul shall be mine!’

– **Sssil'ky-Synnn, Handmaiden of Slaanesh**

INTRODUCTION

This core of this document contains six common types of Daemonette, each of which is the common Daemonette from the Tomb of Corruption Book advances through various careers, including the ‘Alluress’, ‘Fell Maiden of Slaanesh’, ‘Lady of the Void’ and ‘Ruin of Imperfect Beauty’ careers that are unique to Daemonettes and therefore have not been properly detailed. Also included in the Document are some sample NPC Daemonettes, and all the rules you need to use them. Additionally, while the profiles here cover a range of possible Daemonettes, many more types exist. To this end, a number of ‘**Daemonic Rewards**’ are presented in this document, to cover some of the more common examples of Daemonette that have existed in the various incarnations of the Warhammer World. By adding these rewards to any of the Daemonette profiles included in this document, or indeed any standard Daemon profile, a number of unique Daemonettes are possible.

DAEMONETTES

**Young of Slaanesh, Bringers of Joyous Degradation,
Decadent Seekers, Harbingers of Deadly Fragrance**

The Q'tlahs'itsu'akasho, most often known to mortals as the Daemonettes, are the most common of Slaanesh's Daemonic servants. As with any servant of the followers of Chaos, such Aethyric creatures are highly variable, and there are many categorized sub-varieties of these Lesser Daemons, that are sent to plague the world of mortals.

Daemonettes act as Slaanesh's shock troops, huntswomen, seductresses, paramours and myriad other roles. They are among the most versatile of the Lesser Daemons, solely created to fulfil any physical desire, no-matter what it might be.

By Alexander J Bateman

Version 1.1

An unofficial Bestiary Supplement for Warhammer Fantasy Roleplay 2

ALLURESS DAEMONETTE ALLURESS

'Hope, love, hate. All are but desire by other names. Thus it is that desire is always foremost among he concerns of mortals, and through their desires we shall lead them to our benighted paradise.'

– The Proclamations of Elsand'daa'arai

Those Daemonettes that attend the Court of the Satin Throne are often more privileged than their lesser sisters, skilled in arts of magic and subversion. Slaanesh allows these favoured courtesans authority over others of their kind, leading covens of Daemonettes in matter of both war and pleasure.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54%	10%	45%	42%	77%	66%	40%	100%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	17	4	4 (6)	5	2	0	0

Skills: Academic Knowledge (Daemonology+10%, any Two), Channelling+10%, Charm+20%, Dodge Blow, Evaluate+10%, Gossip+20%, Intimidate +10%, Magical Sense+10%, Perception, Performer (Dancer, any Two), Read/Write, Speak Arcane Language (Daemonic+10%, any Two), Speak Language (Dark Tongue, any Three), Torture

Talents: Aethyric Attunement, Ambidextrous, Armoured Caster, Dark Lore (Slaanesh), Dark Magic, Etiquette, Lesser Magic (any Two), Lightning Parry, Lightning Reflexes, Night Vision, Petty Magic (Chaos), Savvy, Schemer, Specialist Weapon Group (Entangling), Streetwise, Suave

Traits: Frightening, Keen Senses, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand.

There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Mask of Seduction: When a Daemonette so chooses, she masks her daemonic appearance. While clothed by seductive, shifting forms, her Frightening and Aura of Slaanesh Traits do not apply and she cannot be detected with Witch Sight.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Magic: 2; Dark Lore (Slaanesh), Petty Magic (Chaos)

Armour (Light): Leather Corset

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Pincer Hand (1d10+4), Whip (1d10+0, Snare, Special)

Slaughter Margin: Very Hard

'Disturbingly beautiful, with eyes that promise a lifetime of forbidden pleasures, the Daemonettes of Slaanesh possess the ability to distract a man in battle. Such power is at least as deadly as is the Daemon's formidable skill with a blade.'

– From the secret jottings of Ludovicus Hanike, Wizard of the Empire (Deceased)

HERALD OF SLAANESH

DAEMONETTE EXALTED DAEMON

'Pools of blood glisten so brightly. Death cries echo so harmoniously. We drink deeply of fear and pain. Only thus we can sooth our fiery hearts.'

– Illaitanen, Handmaiden of Slaanesh

The greatest of the Daemonettes, Slaanesh's Heralds act as messengers and spies for their master, journeying into the mortal world to bring whispers of court intrigue to the Dark Prince's ears. Such gossip can lead to opportunities to corrupt mortal rulers and advance Slaanesh's decedent agenda. Heralds also carry their master's word to those specific Cult Magi and Exalted Champions who Slaanesh has singled out for divine attention. Such attention is not always beneficial for the recipient, as the Slaanesh is often effusive in temper.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
94%	0%	80%	77%	82%	61%	70%	75%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
6	27	8	7 (9)	5	4	0	0

Skills: Academic Knowledge (Daemonology), Charm +20%, Command, Dodge Blow+10%, Gossip +20%, Intimidate, Perception+10%, Performer (Dancer), Speak Arcane Language (Daemonic +10%), Speak Language (any Four), Speak Language (Dark Tongue, any Two), Torture+10%

Talents: Ambidextrous, Aethyric Attunement, Dark Lore (Slaanesh), Dark Magic, Fast Hands, Lesser Magic (any Two), Lightning Parry, Menacing, Night Vision, Petty Magic (Chaos)

Traits: Keen Senses, Natural Weapons (Pincer Hand), Terrifying

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand.

There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Mask of Seduction: When a Daemonette so chooses, she masks her daemonic appearance. While clothed by seductive, shifting forms, her Frightening and Aura of Slaanesh Traits do not apply and she cannot be detected with Witch Sight.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Magic: 4; Dark Lore (Slaanesh), Petty Magic (Chaos)

Armour (None): Obscene Attire

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincer Hand (1d10+8, Precise)

Slaughter Margin: Very Hard

ONE CLAW OR TWO?

Daemonettes can freely transform one of their claws into a normal hand for the purposes of manipulating fine objects, although they also have such precise control of their claws that they can use them to wield weapons and other tools freely. Additionally, Daemonette claws are so large and durable, that the Gm may wish to count them as Hand Weapons for the purposes of Two-Weapon Fighting.

LADY OF THE VOIDS

DAEMONETTE LADY OF THE VOIDS

'The bliss of the knife's edge, the crimson flash of triumph, the relief of life, the hallowed scream of victor: all are the pain-that-is-pleasing. All Speak of Loyalty to Slaanesh, the Lord and darkling master of our Company.'

– **Sythline Heartflayer, Daemonette of Whipleper's Cohort of the Joyously Degraded**

These six-armed soul-sirens cloak their malevolence with a song that can drive men into a jealous madness, killing one another with nails and teeth as they compete to allow the Daemonette to tear forth the living breath from their mortal bodies with a kiss. At the head of this entourage of the insane, the Daemonette gleefully sweeps through the streets, set upon the task of multiplying the pleasures of her puppets in an orgy of destruction and death.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	25%	40%	40%	52%	35%	40%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	20	4	4 (6)	5	0	0	0

Skills: Charm+20%, Dodge Blow, Gossip+20%, Perception+10%, Performer (Dancer, Singer), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, any Two), Torture

Talents: Ambidextrous, Night Vision

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Extra Limb (4 extra arms), Pincer Hand. There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Siren Song: The Daemonette moans constantly, enrapturing all. All who hear her siren song directly must succeed in a Challenging (-10%) Will Power test or become stunned for one round. In each Round spent stunned while hearing the song, a further Challenging (-10%) Will Power test must be made: failure leads to rapture and the gain of an Insanity Point. Anyone who takes appropriate precautions (such as stuffing wax in ones ears) gains a +10% or higher bonus to both Will Power tests. Once a victim has been stunned for three consecutive rounds, they fall under the Daemonette's control and are enslaved to her will until the song can no longer be heard.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (None): Skimpy costume

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincer Hand (1d10+4, Precise)

Slaughter Margin: Very Hard

'Their perversity and joy in combat is unmatched by any mortal. The bizarre, twisted Human appearance of Daemonettes strikes terror into the hearts of many enemies.'

– **Excerpt from the Book of Secrets**

PLEASURESEEKER OF SLAANESH

DAEMONETTE OUTFRIDER

'This way sisters! There's the prey! I love it when they run.'

– Sheee'la'sar, Mistress of the Hunt

Daemonette outriders ride deadly Steeds of Slaanesh, darting across the endless battlefields of the Realms of Chaos with the predatory swiftness of a striking cobra. They act as the huntswomen of Slaanesh's great excursions through the Aethyr, riding down those he deems as his quarry. Such hunts continue for months or even years at a time, with the Pleasureseekers goading the quarry to the very edges of mental and physical endurance.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49%	25%	45%	37%	62%	41%	45%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	3 (5)	5	0	0	0

Skills: Charm+20%, Dodge Blow, Follow Trail, Gossip +20%, Navigation, Perception+10%, Performer (Dancer), Ride, Search, Silent Move, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, any Two), Torture

Talents: Ambidextrous, Lightning Fast Rider (optional: see Career Companion p158), Night Vision, Orientation, Specialist Weapon Group (Entangling), Very Strong

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand. There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (Light): Leather Basque

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Pincer Hand (1d10+4, Precise), Crossbow (1d10+4) with 10 bolts, Net (Snare), Whip (1d10+0, Snare, Special)

Trappings: Steed of Slaanesh with saddle and harness

Slaughter Margin: Hard

INCENSE OF SLAANESH

Academic Knowledge: Alchemy

Powers: When burnt, a stick of this incense fills the room it is in with magical smoke that lasts for an Hour, after which it disperses. All creatures entering the area must make a Toughness test versus poison, or be reduced to a state of euphoria that prevents them taking any but the most basic of actions until they leave the cloud. Additionally, characters so affected must make a Will Power test or gain an Insanity Point.

History: Followers of Slaanesh make these pastel-purple sticks of incense from rare herbs and the blood of Daemons. When burnt they release clouds of cloying scented smoke, with mind-altering effects that twist the loyalty of those who breathe them over to the side of Slaanesh.

PROTECTOR OF THE DECADENT DAEMONETTE TEMPLE GUARDIAN

'In what can pleasure be found? Why, anything! Let your imagination run unbound by petty convention. Revel in the acts brought by your knowledge of Slaanesh. Even in the sternest discipline of arms there is satisfaction. So are the Lord of Pleasure's armies brought to the field, willing and ready for the fray.'

– Excerpt from the Hidden Tomb of Slaanesh

The great ceremonies and indulgences that Slaanesh's followers in the mortal realm enjoy are threatened often by dour witch-hunters and deluded souls who hold allegiance to other blasphemous powers. Sometimes in its great wisdom, the Lord of Pleasure answer his worshippers prayers for protection by sending a Daemonette trained in defending his sites of worship, often bound to the Fated Place in the form of an Icon.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54%	5%	45%	42%	57%	31%	50%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4 (6)	5	0	0	0

Skills: Charm+20%, Common Knowledge (any One), Dodge Blow+10%, Gossip+20%, Intimidate, Perception+10%, Performer (Dancer), Search, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, any Two), Torture

Talents: Ambidextrous, Cool Headed, Night Vision, Strike Mighty Blow, Strike to Stun

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand. There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (Light): Leather Basque

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Pincer Hand (1d10+5, Precise)

Slaughter Margin: Hard

CHAOS ICONS

Academic Knowledge: Daemonology

Powers: Each Chaos Icon has a specific Daemon bound within it, which can only be released through a specific ritual activity connected to it. Typical rituals often involve elements such as the sacrifice of innocents, self harm and hours of ceremony.

History: Among the most prestigious rewards that can be granted to a follower, and conversely the most severe punishment granted to a Daemon, these Icons are often found among the forces of Chaos, particularly among followers of Khorne - who lack any sorcerers to perform Daemonic Summoning. Chaos Icons are focus points for their god's favour, and can be any size, shape and made from any material. Some are incorporated into weapons or armour, or even manifest as tattoos while others exist as altars, standards or even columns of living flames.

RUINATION OF IMPERFECT BEAUTY

DAEMONETTE RUINATION OF IMPERFECT BEAUTY

‘Do as thou wilt shall be the whole of the law’

– Bloodlips the Excoriator, Daemonette

These strange and obsessive Daemonettes are the arbiters of Slaanesh’s taste, seeking those artists who fail to match the Dark Princes standards and apply the required castigations. Be it extravagant art, ornate conspiracy or craft of war – all a cultists works are expected to attain exemplary degrees in decadence and exacting sin.

Unlike many Daemonettes, a Ruination of Imperfect Beauty often masters the arts of patience, hiding behind a delightful, lustful appearance as it builds a coven of six decadent mortal followers; steering their dreams and hops to the constriction of perfection. Perfection is a harsh taskmaster, and the Daemonette is obsessive in its manipulation and arrangement of the lives of mortals around it, achieving its aims with manipulative subterfuge and the Chaos taint spread by its follower’s deeds.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	25%	50%	50%	52%	50%	50%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	25	5	5 (7)	5	0	0	0

Skills: Academic Knowledge (Philosophy), Blather +20%, Charm+20%, Dodge Blow, Evaluate+20%, Gossip+20%, Haggle+20%, Intimidate+20%, Perception+10%, Performer (Dancer), Search, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, any Two), Torture

Talents: Ambidextrous, Night Vision

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand.

There is a 50% chance of an additional mutation. Randomly generate these mutations on the tables in the Core Book, Old World Bestiary or the Slaanesh Table in Tome of Corruption.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; their Toughness Bonus is treated as if it was increased by +2. Additionally, the Daemonette’s own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.

Mask of Seduction: When a Daemonette so chooses, she masks her daemonic appearance. While clothed by seductive, shifting forms, her Frightening and Aura of Slaanesh Traits do not apply and she cannot be detected with Witch Sight.

Scourge of Sensation: As a Full Action, the Daemonette unleashes a directed flood of the most terrible visions, torments and ecstasies. Use the Cone Template. Victims standing in this area of the Daemon’s attention must succeed in a Hard (-20%) Will Power Test or become stunned for one round. With each failed test, a victim gains 1 Insanity Point.

Will of Iron: Daemonettes are immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (None): Skippy costume

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincer Hand (1d10+5, Precise)

Slaughter Margin: Very Hard

An unofficial Bestiary Supplement for Warhammer Fantasy Roleplay 2

DAEMONIC REWARDS

Slaanesh occasionally grants one of his Daemons with a further mark of dark favour, although such blessings are typically reserved for the ranks of Herald, Keepers of Secrets and Daemon Princes. Daemons with more than one such reward are incredibly rare and are certainly subject of intense scrutiny from the Prince of Pleasure and Pain.

Allure of Slaanesh: The Daemon is so peculiarly captivating in appearance that few foes can muster the determination to strike it. All foes attempting to strike the daemon must first make a Will Power Test or be Stunned for the Round. Resolve this power after resolving the effects of Fear and Terror. (This reward is only appropriate for Daemons of Slaanesh)

Chaos Disruption: The air around this Daemon seethes with chaotic energy, obscuring it from view. This gift imposes a -10% penalty to the Ballistic Skill Test required to hit the Daemon. This effect does not stack with the penalty provided by a readied Shield.

Daemonic Gaze: Rays of pure unholy energy burst from the daemon's eyes, incinerating its enemies with dark fire. This requires a Half Action and is a Magic Missile with a range of 24 yards (12 squares). The Enrapturing Gaze is Damage 5 with the Impact Trait and ignores all Armour Points.

Daemonic Robes: Shimmering robes bedeck this Daemon, woven from the pure Winds of Chaos. These reflect not only the eight colours of the rainbow, but also the pent up fury of the Daemon's foes. Attacks against the Daemon gain no benefit from Ulric's Fury.

Diabolic Splendour: The Daemon has a particularly strong grip upon the mortal realm, rendering it immune to its normal vulnerabilities. The Toughness Bonus increase from its 'Daemonic Aura' special rule is not negated by magical attacks.

Enrapturing Gaze: Those who look into the eyes of this Daemon have their attention held by a perverse enchantment. This requires a Half Action and may be used on any victim within 6 yards (3 squares). The target may resist the Enrapturing Gaze with a successful Will Power test. Failure means the target is enraptured and any may take no actions whatsoever and is considered helpless for one round. The Daemon may maintain this

ability as a Free Action, but the target is automatically freed at any time the Daemon moves out of view or otherwise becomes obscured.

Etherblade: The Daemon has a weapon that constantly flickers in and out of reality, allowing it to bypass their foes armour and cut straight to the sweet flesh within. The Etherblade counts as a magical Hand Weapon that Ignores all Armour Points.

Many Armed Monstrosity: The Daemon possesses a surfeit of grasping appendages, all the better to claw and rend its foes. The Daemon gains +2 Attacks.

Master of Mortals: This Daemon is blessed with the ability to bend mortals to its will. It gains a +20% bonus to all Charm, Gossip, Haggle, Intimidate and Torture tests made to influence mortals.

Quickening Blood: The Daemon strikes with fluid quickness, astounding mortals with its astonishing speed. When determining Imitative Order, this Daemon gains a Bonus of +30 to its Agility.

Radiance of Dark Glory: The raw Chaos energy that emanates from the Daemon strengthens its presence in the material realm. All Daemons within 6 yards (3 squares) of this Daemon, including itself, gain a +3 Bonus to Toughness from their 'Daemonic Aura' special rule rather than +2.

Soporific Musk: The Daemon's cloying aroma saps the will and erodes the senses and survival instincts of those around it. All living creatures within 6 yards (3 squares) must succeed on an average Toughness Test or half their Weapon Skill and Agility Characteristics for 24 hours. (This reward is only appropriate for Daemons of Slaanesh. Keepers of Secrets may not receive this gift as they already possess it).

Torment Blade: The Daemon has a weapon coated with paralysing venom, which can render living creatures aware but immobile. The Torment Blade counts as a magical Hand Weapon; additionally any living creature stuck by it must make an average Toughness test versus poison or be rendered Helpless for 1d10/2 hours.

Unliving Idol: This Daemon is a very avatar of its patron god, and all allied worshippers respond to the fact that their blessed master is among them. All worshipers of this Daemon's patron Chaos Power gain all the benefits of the 'Will of Iron' Trait while they are in this Daemon's presence.

EXAMPLE DAEMONETTE NPCS

‘Slaanesh’s servants were clad only in the finest silks and unblemished leathers of softest skin. Their shrieks of release at the kiss of the sword’s edge were hideous and foul. Their painted lips matched the wet-lipped, crimson grins the blade brought in its passing. When battling against such perversity, even the savagery of Daemons counts for little.’

AVOCAVEX FLAYHEART

Daemonette Alluress (ex-Lady of the Voids)

Slaanesh constructed Avocavex from the dreams of mortals and set her upon the Fated Place to corrupt mortals into the Six Deadly Seductions of Slaanesh: Avidity, Gluttony, Carnality, Paramountcy, Vainglory and Indolency. Avocavex typically works through Slaaneshi Cults, inspiring them to perform her work for her. However, she is not adverse to physically manifesting, typically bursting through a Cultist that has come to her attention, draping their torn flesh and entrails over herself like a cloak of rags.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54%	25%	45%	42%	77%	66%	40%	100%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	20	4	4 (6)	5	2	0	0

Quirks: Deliverer of Temptation, Seductive Siren

Skills: Academic Knowledge (the Arts, Daemonology +10%, Philosophy), Channelling+10%, Charm +20%, Dodge Blow, Evaluate+10%, Gossip+20%, Intimidate+10%, Magical Sense+10%, Perception +10%, Performer (Dancer+10%, Singer+10%), Read/Write, Speak Arcane Language (Daemonic +10%, Druidic, Magic), Speak Language (Classical, Dark Tongue, Reikspiel, Tilean), Torture

Talents: Aethyric Attunement, Ambidextrous, Armoured Caster, Dark Lore (Slaanesh), Dark Magic, Etiquette, Lesser Magic (Aethyric Armour, Side-Step), Lightning Parry, Lightning Reflexes, Night Vision, Petty Magic (Chaos), Savvy, Schemer, Specialist Weapon Group (Entangling), Streetwise, Suave

Traits: Frightening, Keen Senses, Natural Weapons (Pincer Hand)

QUIRKS

Some NPCs detailed in this document have an additional list of qualities called Quirks. Quirks essentially act as additional Fortune Points, but are restricted in their use by the descriptor. Therefore, an NPC with the Quirk ‘Locus of Slaanesh’ could use that fortune point only to an effect to do with corrupting an innocent or slaying a foe in a particularly graceful or decadent manner.

For more information, including how to allow the PCs to have quirks and a wide selection of examples, see the unofficial ‘Character Quirks’ document.

These rules are entirely optional. Groups not wishing to use them should simply regard the listed Quirks as a guide to the character’s reputation and personality.

Special Rules:

Aura of Slannesh: Avocavex is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Horns, Pincer Hand.

Daemonic Aura: Avocavex is made from the very stuff of magic, which protects her when she is in the mortal world. Any time a non-magical weapon hits Avocavex; her Toughness Bonus is treated as if it was increased by +2. Additionally, Avocavex’s own attacks are considered to be magical. Lastly, Avocavex is completely immune to the effects of poison and suffocation.

Instability: On any round, if Avocavex is injured in melee combat, but fails to inflict any wounds in return, she must succeed a Will Power test or be banished back to the Realm of Chaos from which she came.

Mask of Seduction: When Avocavex so chooses, she masks her daemonic appearance. While clothed by seductive, shifting forms, her Frightening and Aura of Slaanesh Traits do not apply and she cannot be detected with Witch Sight.

Sadist-Masochist: Avocavex only receives titillation when inflicting and receiving injuries. Whenever she deals at least 1 Wound or receives at least 1 Wound, she gains a +10% bonus to Strength, Toughness, and Will Power tests for 1d10 rounds. This bonus is not cumulative.

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Siren Song: Avocavex moans constantly, enrapturing all. All who hear her siren song directly must succeed in a Challenging (-10%) Will Power test or become stunned for one round. In each Round spent stunned while hearing the song, a further Challenging (-10%) Will Power test must be made: failure leads to rapture and the gain of an Insanity Point. Anyone who takes appropriate precautions (such as stuffing wax in ones ears) gains a +10% or higher bonus to both Will Power tests. Once a victim has been stunned for three consecutive rounds, they fall under Avocavex's control and are enslaved to her will until the song can no longer be heard.

Will of Iron: Avocavex is immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Magic: 2; Aethyric Armour, Dark Lore (Slaanesh), Petty Magic (Chaos), Side-Step

Armour (Light): Best Craftsmanship Studded Leather Basque and Leggings

Armour Points: Head 0, Arms 3, Body 3, Legs 3

Weapons: Pincer Hand (1d10+4), Horns (1d10+3), Whip (1d10+0, Snare, Special)

LITHEA THE VEXING

Daemonette Courtier (Ex Dilettante)

This Daemonette has a particular fondness for corrupting mortals, and dwelt in the Court of Praag disguised as a noble woman for many years, before being caught at her deception by Tzarina Jekaterina Borisovna III, who trapped the Daemonette's flesh in chains of ice at the hidden rocky cavern of Frostshard Prison. Rumours still circulate that Lithea remains able to escape her frigid cell, perhaps called by ardent cultists whose heat can provide her with temporary escape.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49%	5%	50%	42%	62%	51%	60%	80%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	5	4 (6)	5	0	0	0

Quirks: Heart of Ice

Skills: Academic Knowledge (Genealogy/Heraldry, the Arts), Blather+10%, Charm+20%, Common Knowledge (Bretonnia, Kislev, the Empire), Dodge Blow, Evaluate, Gossip+20%, Navigation, Perception+20%, Performer (Dancer, Singer), Read/Write+10%, Secret Language (Thieves' Tongue), Speak Arcane Language (Daemonic), Speak Language (Breton, Classical, Dark Tongue, Kislevarin, Reikspiel), Torture, Trade (Artist)

Talents: Ambidextrous, Etiquette, Public Speaking, Night Vision, Suave, Schemer

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slaanesh: Lithea is so seductive and bewildering that living opponents within 4 yards (2 squares) take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Pincer Hand.

Daemonic Aura: Lithea is made from the very stuff of magic, which protects her when she is in the mortal world. Any time a non-magical weapon hits Avocavex; her Toughness Bonus is treated as if it was increased by +2. Additionally, Avocavex's own attacks are considered to be magical. Lastly, Avocavex is completely immune to the effects of poison and suffocation.

Enrapturing Gaze: Those who look into the eyes of Lithea have their attention held by a perverse enchantment. This requires a Half Action and may be used on any victim within 6 yards (3 squares). The target may resist the Enrapturing Gaze with a successful Will Power test. Failure means the target is enraptured and any may take no actions whatsoever and is considered helpless for one round. Lithea may maintain this ability as a Free Action, but the target is automatically freed at any time Lithea moves out of view or otherwise becomes obscured.

Instability: On any round, if Lithea is injured in melee combat, but fails to inflict any wounds in return, she must succeed a Will Power test or be banished back to the Realm of Chaos from which she came.

Mask of Seduction: When Lithea so chooses, she masks her daemonic appearance. While clothed by seductive, shifting forms, her Frightening and Aura of Slaanesh Traits do not apply and she cannot be detected with Witch Sight.

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Muse: Once per day, Lithea may grant a +10% bonus to any Skill or Characteristic test made by an ally within 4 yards (2 squares).

Will of Iron: Lithea is immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (None): Best Craftsmanship Nobles Garb

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincer Hand (1d10+5, Precise)

Trappings: Multiple sets of Nobles Garb, 100 gc, assorted raunchy books, Trade Tools (Artist), Writing Kit

THE MASQUE OF SLAANESH

Daemonette Fell Maiden of Slaanesh

The Masque of Slaanesh was the favoured dancer to the Dark Prince, before she committed some slight and was cast out of his court and cursed to dance through the mortal and immortal worlds for eternity. She manifests during acts of great sensory excess, an often-uninvited guest at feasts, operas and celebrations of all kinds. One she departs from such events, she leaves little in her wake but agonised and broken victims, whose mortal bodies could not endure the price of perfection.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
77%	0%	40%	37%	72%	31%	40%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
5	22	4	3 (5)	10	0	0	0

Quirks: Exquisite Dancer, Unnatural Reflexes

Skills: Academic Knowledge (The Arts, Daemonology), Charm+20%, Dodge Blow+20%, Gossip+20%, Intimidate, Perception, Performer (Dancer+30%), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, any Two), Torture

Talents: Ambidextrous, Contortionist, Disarm, Fleet Footed, Lightning Reflexes, Lightning Parry, Night Vision, Strike to Injure, Swashbuckler

Traits: Frightening, Natural Weapons (Pincer Hand)

Special Rules:

Aura of Slannesh: The Masque of Slaanesh is so seductive and bewildering that living opponents within 4 yards (2 squares) of her take a -10% penalty to their Weapon Skill and Will Power Characteristics.

Chaos Mutations: Animalistic Legs, Extra Limb (extra arm), Fast (x4), Horns, Pincer Hand

Daemonic Aura: The Masque of Slaanesh is made from the very stuff of magic, which protects her when she is in the mortal world. Any time a non-magical weapon hits The Masque of Slaanesh; their Toughness Bonus is treated as if it was increased by +2. Additionally, The Masque of Slaanesh's own attacks are considered to be magical. Lastly, The Masque of Slaanesh is completely immune to the effects of poison and suffocation.

Eternal Dance: the Masque of Slaanesh can perform the Special Combat Actions: 'The Dance of Dreaming' or the 'Chanson of Caging' each round. See the 'New Advanced Actions – Eternal Dances' Sidebar.

Instability: On any round, if The Masque of Slaanesh is injured in melee combat, but fails to inflict any wounds in return, she must succeed a Will Power test or be banished back to the Realm of Chaos from which she came.

Quickening Blood: The Daemon strikes with fluid quickness, astounding mortals with its astonishing speed. When determining Initiative Order, this Daemon gains a Bonus of +30 to its Agility.

Will of Iron: The Masque of Slaanesh is immune to Fear and Terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Armour (Light): Leather Corset and revealing Dress

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Pincer Hand (1d10+4, Precise), Horns (1d10+3)

Trappings: Carnival Mask bedecked with Ribbons

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New Advanced Actions

ETERNAL DANCES

The following are the two most common Eternal Dances, although others may exist in the limitless possibilities of Chaos. These Advanced Actions may never be performed while wearing any Armour that applies a penalty to Agility or Movement.

Dance of Dreaming (Half Action)

Your soporific gestures bring upon a state of slumber in all who view them, sending them into the torpor of their imagined desires. When you perform this dance, all creatures within 12 yards (6 squares) must make a Will Power test or suffer a -30% Penalty to all Intelligence and Will Power based tests for 1 Round.

Chanson of Caging (Half Action)

Through repetitive gestures and chanting, you temporarily destroy your audience's understanding of movement. When you perform this dance, all creatures within 12 yards (6 squares) must make a Will Power test or suffer a -30% Penalty to all Agility based tests and a -3 Penalty to their Move Characteristic (their Move cannot be reduced to under 1 by this dance) for 1 Round.

DARKSOULS OF SLAANESH

Scholars state that all Darksouls are screaming Norscan barbarians, blinded by rage and unable to contain the torrent of blasphemy that forever emanates from their mouths. Some Witch Hunters fear however, that this is a myth told by said scholars in order to obfuscate a far more dangerous enemy within. The Witch Hunter Adolphus Carew writes that the more seductive children of the Ruinous Powers possess not Northern savages but rather cheap harlots and ladies at court, before discarding them like an unfashionable frock. The horror of the process of possession creates not an unthinking warrior, but rather a deviant with no knowledge of decency or the morality of Sigmar or any other lawful deity. Such women, and women they most often be, can retain some manner of cunning and vial for their activities, and Carew advises that the best cure for their evil, is to tie them to a stake and burn them upon it.

- CREDITS -

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