

## AKHOR'MENET OF THE THOUSAND SONS (EXAMPLE SORCERER)

When Ahzek Ahriman cast his Rubric, he damned the warriors of his Legion, the Thousand Sons, to eternal servitude and confinement. Their bodies reduced to dust, the Space Marines of the Legion became tortured souls, trapped within their armour by powerful, yet incomplete magic. The XV Legion's warriors became little more than vaguely sentient automatons. Meanwhile, the Sorcerers of the Thousand Sons gained immense power, their psychic powers amplified a hundred fold. The Sorcerers who remain now command the Rubric Chaos Space Marines against the forces of the Imperium, utilizing their sorcerous might and the unshaking obedience of their cursed brethren to crush their enemies and enact the will of Tzeentch.

This is not the fate Akhor'menet, a sorcerer of incredible cunning and a prodigious intellect, has chosen for himself or his legion. Turned to the will of Tzeentch by the actions of Ahriman, Akho'menet refuses to sit idly by as his brethren remain cursed to an eternity of mindless servitude and torment. While his fellow sorcerers content themselves with manipulating the warp with spells and psychic powers discovered millenia ago, Akhor'menet seeks new and more powerful ways to shape reality to his own designs. He does not seek power for its own sake like Chaos Space Marines of other fallen Legions, instead he strive to solve a single puzzle, the one puzzle whose answer has eluded discovery since the dark days of the Heresy. Akhor'menet seeks to free his accursed brothers, that they might either fight side-by-side again once more or receive the rest which they so richly deserve. This goal impels the mighty psyker and weighs heavily on his soul and torments his mind; it may yet even drive him mad.

In his quest to restore his comrades, Akhor'menet has crossed the breadth of the Imperium of Man, ever searching for knowledge and forbidden secrets. In doing so he has gained access to terrible powers and learned things which no mortal mind was meant to know. He has found fleeting moments of insight into how he might go about reversing Ahriman's dreadful spell, but the entirety has thus far eluded him. While he grows more desperate with each passing century, his toil has not been entirely without success. Akhor'menet has uncovered the secrets to many powerful spells which have been lost to mortal minds since the time of the Heresy. He has also made his power and his goal known to several xenos species and earned or forced his way into the repositories of technical and magical knowledge of

these vile creatures. With the collected wisdom within these forbidden vaults, Akhor'menet hopes to bend the Warp to his will and one-day reshape his cursed brothers.

The fearsome sorcerer came to the Screaming Vortex only recently, at least as such a thing is counted by Chaos Space Marines. Drawn by the sorcerous technologies of Q'sal, Ankhor'menet came to the Vortex well-laden with the only trade goods valuable to the inhabitants of Q'sal, souls. Akhor'menet collected a vast stock of slaves with which to bargain and made his way across the Imperium to the sorcerer-world. In the vaults of the city of Tarnor, Ankhor'menet found his first true hint of success in the form of clues to the location of information which will greatly aid his cause. Unfortunately this success is as much a curse as a blessing, for the clues seem to point to sites and phenomena scattered throughout the Screaming Vortex. With these clues, Akhor'menet has begun his trek through the Vortex, driven to the point of obsession by the nearness of his goal.



## HIGHER LEVEL PLAY

If players wish, they may use Akhor'menet's higher level profile. This profile gives the players less choices over how to advance him, but does better represent him as a veteran of the Horus Heresy so many years ago. Akhor'menet gains an additional +2,000 xp, and uses it to purchase the following advances. He has 50 xp left over. Note, these advances have not been applied to his previous profile, and must be added by the player.

**Infamy:** +6

**Corruption:** +10

**Characteristic Advances:** None

**Skill Advances:** Scrutiny (200 xp), Forbidden Lore (The Warp) (200 xp), Forbidden Lore (Daemonology) (200 xp)

**Talent Advances:** Total Recall (250 xp), Psy Rating +1 (750 xp)

**Psychic Powers:** Doombolt (200 xp)

200 experience points remaining. Character Alignment becomes Tzeentch (Khorne: 0 advances, Tzeentch: 5 advances, Slaanesh: 0 advances, Nurgle: 0 advances).

Like all Adeptus Astartes, Akhor'menet cuts a menacing figure. Every surface of his cobalt and gold power armour is engraved with unwholesome runes, symbols of power arranged in precise magical patterns. The white and blue tabard he wears over his armour is pristine despite thousands of years pouring through ancient archives and at war on blasted battlefields and daemon-world hellscapes. His crested helm bears the symbol of Tzeentch, a mark repeated beneath as a tattoo on the flesh of his own forehead. The dusky skin of his face bears runes similar to those adorning his armour, etched in dark blue ink just below his eyes. The powerful psyker bears a fearsome khopesh, a curved sword of gold and inscribed with spidery script which crackles with warp-lightning.

Despite his physical prowess, Akhor'menet's true menace lies in his sorcery. A psyker of respectable skill before Ahriman's Rubric, Akhor'menet grew in power considerably as a result of its casting. In the centuries since, he has learned a great many secrets and found new ways to channel the fury of the Empyrian. While he is perfectly capable of consuming his foes with bolts of pure warp-stuff, Akhor'menet much prefers subtler magic, the sort with which he might shape the reality around him and peer through the veil of time and space. To his mind, the psychic forces of the Warp are tools to be utilized, power made manifest, not just the crude evocations of lesser psykers.

His goal finally close at hand, Akhor'menet acts with unshakably purpose. After several millennia of searching, the Thousand Sons sorcerer must rely on his patience and strength of will to find what it is he seeks. For the sake of his battle-brothers he must not falter, he cannot fail. He can allow nothing to keep him from his final goal whether it be weakness, a mighty foe or even the gods of Chaos themselves.

## Akhor'menet

WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
41	42	40	44	39	45	48	51	43	20

**Starting Corruption Points:** 10

**Wounds:** 17

**Skills:** Athletics, Awareness, Common Lore (War), Dodge, Forbidden Lore (Adeptus Astartes, Psykers, The Horus Heresy and the Long War), Linguistics (Low Gothic), Navigate (Surface), Operate (Surface), Parry, Psyniscience+10, Scholastic Lore (Occult), Scrutiny

**Talents:** Ambidextrous, Ancient Warrior, Bulging Biceps, Heightened Senses (Hearing, Sight), Legion Weapon Training, Meditation, Nerves of Steel, Psy Rating 2, Quick Draw, Resistance (Cold, Heat, Poisons), Unarmed Warrior

**Traits:** Amphibious, Psyker, Unnatural Strength (+4), Unnatural Toughness (+4)

**Psychic Powers:** Precognition, Precognitive Dodge, Personal Augury

**Starting Equipment:** Legionnaire Power Armour (possesses the additional sub-systems: Sustainable Power Source, Osmotic Gill Life Sustainer, Recoil Suppression. Possesses the customisation: Devotional Iconography to Tzeentch), Legionnaire Bolter, Legionnaire Bolt Pistol, Legionnaire Combat Knife, Four Bolter Magazines, Four Bolt Pistol Magazines, Force Weapon, Bag of Dust

**Special Abilities and Passions:** Sorcerer, Prides: Devotion, Disgraces: Regret, Motivations: Arcane

**Mutations:** Eye of Chaos (Akhor'menet's eyes and being are pervaded by Chaos, granting him +10 to Psyniscience.)

**Starting Advance Purchases:** WP +5 (250 xp), Ancient Warrior (250 xp)

0 experience points remaining. Character Alignment remains unaligned (Khorne: 0 advances, Tzeentch: 1 advance, Slaanesh: 0 advances, Nurgle: 0 advances).

## BAG OF DUST

Nobody is certain whether the small sack of dust on Akhor'menet's hip is actually dust from the long-dead bodies of his fellow Thousand Sons, as none have had the courage to ask him. However, the power imbued within the contents is unmistakable. By sprinkling a slight pinch of dust over a bolt weapon Akhor'menet can ensorcell the bolts the weapon fires. This takes a Half Action, does not deplete the dust within the bag, and grants all remaining bolt shells within the weapon increased penetration equal to Akhor'menet's base Psy Rating. This bonus lasts for one hour.