

You've been quite busy here, deciding allegiances and collecting plunder of great value. Weapons once thought lost to time, and wondrous technology that outstrips anything the Imperium or Chaos has to offer. The alliance of ancient Astartes, and vessels capable of deciding the fate of planets. All of these and more have been brought under your banner, all for a singular purpose.

That is, your Ascension.

The gift of Immortality is rare, you know. Trillions have died trying to reach it in vain, and only the truly worthy seem to be able to reach it. Worlds have been razed, entire groups of Astartes lost, and even Champions from all sides have met their grisly end in pursuit or defiance of this tempting gift. You are not the first who would pursue Divinity, and you will not be the last. However, you're certainly in a better position than most in regards to this goal.

All the more reason for enemies to rise against you, whether to usurp what you believe to be rightfully yours or to deny you the chance outright. Such an act of self-empowerment is not something to be taken lightly, and fear of that act is what causes the downfall of many. More often than not, they trip at the finish line because of how self-absorbed and cocky they become, drunk on the idea that becoming immortal is what they deserve from such an uncaring galaxy.

There's just one question at the end of all this: What makes you so special?

I suppose we'll both find out soon enough. Just remember to leave one in the chamber if it turns out you're wrong.



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PART 3: The Gate of Divinity

BEGINNING

[THIS PART CAN ONLY BE ACCESSED IF YOU TOOK PART 2 OF THIS ADVENTURE]

How long has it been, since you returned from the Zerzuran Chasm with your spoils and made your choices at the ruins of Cadia? Weeks? Months? All depends on how much time you needed to prepare. It's not like you were lacking on things to do anyway, with the galaxy cut in half thanks to a massive Warp Storm and causing every faction to begin pouring forces everywhere like insects crawling from under the carpets.

Places to go, people to see, resources to acquire. You know how it goes.

But eventually you will need to act. There's only so long that the prophecy will remain valid, and you're attempting to assault a place that's of great importance that's within the Ultima Segmentum. It won't be easy, and it'll be in the Ultramarines' own backyard. This means you'll need various vessels to make your way there, and troops to protect you as you begin your work. Even if you're on their side, it just means someone else will do their best to arrive and take the prize for themselves.

But hey, that's just how it is when you're plotting to go to Molech.

Moriana was quite open to giving you information on the planet itself. It was primarily a jungle world, with beasts so ferocious that Knight Houses had formed just to keep much of the wildlife at bay. It has a significant population, and surprisingly has a Blood Angel garrison stationed on the planet to provide additional protection. Between this and the orbital defenses, it would be a tough nut to crack.

This is because of what lies under the capital city Lupercalia: The remains of a Warp Gate. Rare for even the forces of Chaos, this particular one was used by the Emperor Himself to walk right into the fortresses of the Dark Gods and strike some kind of barter with them for untold powers. Powers which he used to kick off the Unification Wars and eventually the Great Crusade. It was also this very portal which Horus Lupercal used to gain the same immense powers, before destroying it so none could follow in his footsteps.

Normally, that would be the end of it. But Moriana explains that there is a unique ritual one can do to spark it into activity one last time. It wouldn't last long, but perhaps just long enough to claim something of extraordinary value.

She would also go on to explain that it would take time, easily spanning weeks making the proper preparations and psionic imbuelements to stabilize and reinforce such a gate to last long enough. After all, Horus not only obliterated the gate but also had his forces conquer and raze the planet to remove any chances. Loyalist forces have conquered it back in the meantime, but that doesn't help matters.

Good thing you've been stocking up, then.

Hundreds, if not thousands of Astartes await your command. Groups of war machines and vessels stand by to await your signal, and no doubt whoever you threw your lot in with will have their own benefits to bring to the table to increase the odds of your success. You would have to strike fast and catch many off-guard, but it was possible.

The eyes of the galaxy are upon you now. Do not disappoint them.



THE HAND THAT SEIZES (ABADDON ROUTE)

For better or for worse, you had joined with the Despoiler's warband as he offered you the entire galaxy like a Christmas goose. Power. Fame. Glory. All of these things and more, just to appeal to your greed and secure your allegiance. Seems crass, to treat you like all you cared about was getting whatever was shiny to you and bugging off. Yet it seems to have worked, and so here we are.

Abaddon joined his personal fleet with yours. The race towards Molech was tense, yet the atmosphere of the vessels seemed to have an air of anticipation among it. Even the Despoiler himself appeared more jovial than usual.

"I am thankful for your cooperation, Void Walker. I have waited ten thousand years for the Imperium to be delivered its death blow, and watched as Mankind has rotted and stagnated under its banner. Cadia was only the first step. We shall tear open the doorway of failed demigods. We shall create an ocean of blood to anoint your rise. The galaxy will scream, and we will take joy as the flames finally take it in its long-overdue demise."

Never let it be said that the Despoiler didn't have a way with words. But it would be a thankfully uneventful trip, as the Warp Ghosts did everything in their power to guarantee a safe trip through the Immaterium to allow the fleet to reach Molech safely. It would no doubt be a rough fight.

Or rather, it would if it wasn't for the fact that the first thing you saw upon entering realspace was a Blackstone Fortress annihilating a *Mars-class* Battlecruiser like it was an empty drink can.

It looked to be an absolute mess out there, with multiple Chaos vessels delivering an intense pounding to the orbital defenses and the local Battlefleet. You could see hulked wrecks floating by with others fighting for their lives. No doubt that terror would intensify once the *Harbinger of Doom* had arrived with the slew of ships following in its wake.

"Every favor with Blackheart has been called. His fleet has struck first, and will strip the defenders' flesh from their very bones. We will annihilate all Imperial forces and begin bombardment of all cities. After they are dust, we will begin landing at the site of the broken gate. We will not be stopped."

Well then. Talk about a good time. Your fleet would be able to rush in and help deliver death to the ships trying in vain, and if you got lucky you could possibly acquire some extra equipment and loot out of the deal. But Abaddon would insist on keeping one's eyes on the prize, and so it would take a few days as the planet was prepared in a lightning attack of slaughter and bloodshed. You would likewise be encouraged to show off your weapons and powers to remind the forces of Chaos just who was the new Champion in town and why you had *earned* the position.

But soon enough, the cave network would be penetrated, and the site would be open.

CULTRORUM NOCTE (NIGHT LORD ROUTE)

You didn't need Abaddon. You didn't need his so-called guidance, nor his hollow power. He had ten thousand years to conquer the galaxy, and he failed. No matter how many times he points to the minor objectives he completed, no matter how much others will point to the Great Rift, a fool is still a fool.

No. You will become the true heir to Horus, and succeed where he failed. You will succeed where Abaddon has failed. This galaxy shall burn, and you will be the one to light the match.

The Night Lords have been working around the clock ever since they picked you up, and the *Nightfall* was hurrying as fast as it could towards Molech the moment you gave the order to travel. They had their own ways of using the Great Rift to their advantage, in an attempt to shave off time and arrive to the planet as soon as they could. There was concern among your own crew that the defenses would be difficult to overcome, but Moriana did not seem troubled. In fact, there was a gentle smile on her face.

Upon entering the system, you immediately found out why.

What greeted you wasn't the roar of macrobatteries or the flashes of explosions. No, what greeted you was the unending screams of terror on the vox-casters. Whatever ships had not gone cold and dark were blindly firing on each other with no regard to the heraldry upon their hulls. The orbital defenses were taking shots at other Imperial vessels, and you could almost swear there was red slashes across their barrels.

Perhaps more concerningly was the skull symbol on the planet that was clearly made from skin. Visible from orbit *without* any telescopic equipment.

"They sought to prepare this place for your arrival. Such wonderful stealth operatives they make, don't you agree?"

No wonder Moriana was so smug. It was almost a token resistance as your ships cleaned up the rest and prepared the defenses, all while you and a landing party arrived at the cave network in search of the site. Some Guardsmen, plenty of civilians. It was almost an insult at the lack of true defiance they could muster thanks to the Night Lords and their work. But hey, at least you had a lot of material for banners and leather to prepare the ritual. No points for guessing what they used.

Eventually, you found the site. Even broken, you could feel the raw power in this place. Power that would soon be yours.

SERPENT'S GAZE (LOYALIST ROUTE)

Loyal Alpha Legion. It almost seemed like an oxymoron with how they schemed and backstabbed and created innumerable agents for their own agenda. At this point who even knew what the majority of the Legion's true goals were?

It ill-mattered, though. What you do know is that these particular Alpha Legionnaires have sworn themselves to you, and now the *Alpha* was racing its way towards Molech with all the vessels following in behind them.

Yet the real question was whether the defenses around the planet would believe them. It's one thing for you to be saved, but it's another for a fleet to suddenly arrive with forbidden knowledge, and then claim to act in the best interests of the Imperium. Even if you were carrying the reforged staff of Malcador himself, it could only take one so far in the eyes of zealots.

It was why much of your own crew was concerned. All but Moriana, who acted with the calmness of one who was taking a Sunday stroll along the paths of a park.

"It is an interesting thing, watching these ones work. They work ahead of time, but many times they have no need for most of their plans. I enjoy seeing which probabilities they take. I think you will enjoy this one as well."

When you arrived at Molech, for the first few moments it was about how you expected it. Ships got into position, the orbital guns started to turn, and all manners of threats and proclamations were broadcasted in your direction for the unscheduled arrival. Especially with the *Alpha* floating there with everything else, being quite imposing. It was going to look like a brawl would erupt soon.

A brawl that never came to pass, when a single phrase was broadcasted in return by one of the Legionnaires:

Per Luce Eius

Within moments the guns ceased aiming at you. The commanders seemed to greet you with open arms, and you were told that you were expected down on the planet. Your vessels would be a wonderful addition to their own defenses as they prepared to fend off any who would dare dim the Emperor's Light.

Damned Alpha Legionnaires.

PREPARATIONS: FORTRESS

The capital city of Lupercalia. A shining bastion of the planet, the crown jewel that was named in honor of the greatest Primarch of all. It had been formed thanks to the efforts of four Legions and their respective Primarchs, with tremendous defenses designed by the Emperor Himself to ensure none could gain the power that he once did on this very world.

Too bad it all went to shit. Horus was not exactly eager to clean up after himself once he got done here, and when the planet was liberated once more it wasn't like the Imperials did any better of a job. Hence why the vast majority of it is all ruins and rubble, with anything in the cave networks themselves being inoperable or malfunctioning thanks to either damage, disrepair, or having been ripped out when either Horus' forces or the Imperium's reclamation force had swept by.

Needless to say, both you and your forces have your work cut out for you.

All is not lost, however. Between the cave networks containing remnants, resources left behind in the vast jungles, and your own stocks of rewards and pilfered treasures there's enough here to work with. After all, it'd be a fool's gambit to think manning any defenses in space and leaving one's fleet in orbit will be the only way to protect the ritual site. Not when there's both technological and non-technological ways to bypass such things.

How you design your defenses will determine your strategy, and shape the legend that will unfold soon enough. Will you succeed, and become something that inspires emotion not felt since the days of the Great Crusade? Or will you fail, your body just one among trillions who were foolish enough to believe they were somehow special or deserving of unyielding might?

It's time to see for ourselves. Just remember, no backsies.

You now have +1000BP to use to make your decisions

Now before we begin, there's a little bit of housekeeping that needs to occur. After all, you've been in this galaxy for potentially decades, even centuries. Your choices matter, and the options laid before you will be determined by what you've done or what you've collected. So, let's just get the big one out of the way first:

-Original Fortress (Free): You don't need plans. You don't need to follow the whims of others. You've got yourself, and clearly you won't be steered wrong by following someone else's mistake. Some might question your wisdom, but big boys make big plays. This will not stop you from taking the other options.

-Reputable Fortress (Free): Whether through strange archaeotech from the Dark Ages or all-too-potent Warp Sorcery, you have managed to find a way to affix a base from your prior adventures to this location in order to have something to work with. While this will no doubt give you a better idea of what to focus on, are you sure this is wise? Do you truly have that much confidence in those who have controlled this location in the past, or are you secretly amused by the dread realization they are about to receive? This will not stop you from taking the other options.

-Legacy of Iron (Required: 'Plans of the Eternal Fortress'): If it was good enough for the near-annihilation of the Imperial Fists, then it'll serve quite nicely for a place like this. Rather than needing to flounder about and worry about the defenses and durability of your fortress, it has already been planned out by exceptional minds of the past. So sure are your workers when they see these designs that they swear they're able to reallocate some resources elsewhere thanks to the efficiency. You don't need to purchase any weapons or defenses, as they are now covered. You may spend the rest of your points on utility or special options. If you desire, you may still spend points for specific options in weapons and defenses.

-Forgotten Past (Required: 'OI-944'): The civilization that is the Imperium today is... a pale, pathetic excuse of what it once was. That is the politest way it can be said, and there's nothing that can be done about it. But you have a piece of the past with you, and this ancient A.I. has determined that it is in the best interest of this galaxy to ensure this ritual succeeds. Before anyone knows what's occurred, tasks have been assigned and the blueprints are constructed. Three Tech-Adepts committed suicide before one finally took charge and informed you that resources can be stretched far more than usual with the A.I. doing the planning. You don't need to purchase any weapons or utility options, as they are now covered. You may spend the rest of your points on defenses or special options. If you desire, you may still spend points for specific options in weapons and utility.

Figured out the framework for your little sand castle? Excellent. Now it's time to get down to the nitty-gritty details and figure out how you want this to go down. Will you turtle up, trying to win by attrition? Will you instead try to attack the enemy so they keep a healthy distance from you? Or will you simply focus on being the most annoying enemy to ever exist? With your kindest regards, of course.

Either way, the galaxy is definitely going to remember this.

Fortress Weapons:

-Turret Emplacements (Free): The basics of what one needs to keep a place free of enemy combatants. Various turrets, emplacements, and stockpiles will be distributed throughout both the cave network itself and the surrounding landscape that you have determined to be your fortress location. These turrets will all be manned by Servitors programmed to fire against anyone who is not deemed an ally, so the response time will be rather quick. You may pick one turret emplacement type for free, and any others will cost an additional 50BP:

-Heavy Bolter: A very powerful version of your standard bolter, this weapon fires off rocket-propelled ammunition larger than said other bolters and uses electric motors to feed the ammunition in. This allows for rates of fire unable to be achieved by smaller bolters, and is an extremely effective anti-infantry weapon.

-Autocannon: An ancient weapon that's seen use even before the era of space travel, this rapid-firing weapon fires rounds larger than a heavy bolter, and has little issue with overheating. Its design also means there's little maintenance needed. However, it is a weapon that lacks the punch of a Las-cannon and its ammunition is exceptionally heavy. Think of it as a middle ground between the Bolter and the Las-cannon.

-Las-cannon: When you want each shot to hit with the power of a freight train, you go for the Las-cannon. A larger version of the Lasgun and carrying enough firepower to ruin most vehicles, this form of turret fires off a single shot before it needs to recharge. As such, it's not meant for infantry but for much larger targets. Fortunately, this turret will fold into a safe point when it is recharging to prevent being struck.

-Assault Cannon (+50BP): A six-barreled version of the Autocannon. The amount of ammunition it can push out means it's not only an effective anti-infantry weapon but it can also be used against light vehicles to bring them to ruin. It does not have as much range as a regular Autocannon, but guns like this can clear away entire groups of enemies out in the open if they aren't careful.

-Volkite (+50BP): These weapons are rather rare, but in using them one quickly finds out why they were used during the days of the Great Crusade. Firing thermal rays at an enemy, it will superheat the target in a deflagrating attack until the flesh literally combusts in a rush of fire. It has even been known to pierce the ceramite armor of Astartes, meaning such devices are exceptionally valuable to any who may face them.

-Sabre Gun Platforms (Free): The effective solution isn't always elegant, but rarely does one care about elegance in combat. Enter the Sabre platform, a turret that mounts quad-Heavy Stubbers to be used against infantry or to be used as ad-hoc anti-air weapons in a pinch. Such weapons are often seen as wonderful assets when defending static positions, and even an Astartes might give pause if enough Sabres are firing upon him at once.

-Hydra Flak Tanks (+50BP): Of course, there's no reason not to utilize actual anti-aircraft weaponry. The Hydra was designed for such a thing after all, armed with a set of twin-linked Hydra Autocannons and utilizing highly sophisticated targeting equipment. It's mounted on a Chimera chassis so it can move around as well, easily allowing for repositioning to eliminate aerial opponents. In a pinch, it can also level its guns to become an incredibly destructive anti-infantry unit.

-Basilisk Artillery Units (Free): One of the most common artillery pieces in the galaxy, these alternate Chimera chassis are equipped with powerful Earthshaker Cannons capable of unparalleled destruction. The cannons are 132mm guns able to fire their guns over a range of fifteen kilometers to deliver swift death upon the enemy. Not only are they able to swap out different ammunition as needed, but they are also capable of engaging in close quarters thanks to the Heavy Bolter in their chassis in the event an enemy got too close.

-Manticore Platforms (Free): Of course, it's not lasers and bullets. Even in the 41st Millennium, there is still room for ballistic missiles. These platforms are used as anti-air or siege units, thanks to being equipped with either Manticore Missiles or Storm Eagle Rockets depending on which task is needed for it at the time. A battery of these weapons are capable of collapsing void shields, leaving enemies quite vulnerable to all the other weapons that would have normally been little issue for it.

-Praetor Armored Missile Launchers (+50BP): But why settle for four missiles at a time when you could have so many more? A modified version of the Crassus Armored Transport, these units are able to fire twelve missiles at a time and fill the air with the scream of impending doom. They're also able to be equipped with various different missiles for different requirements depending on the land or air targets presented to it, and its sophisticated targeting means it can strike at multiple locations at once.

-Tarantula Sentries (50BP): There are times when you can't afford to use a person in the defense of a fortress, but still need a defense nonetheless. These sentries are a compromise, a walking sentry defense system controlled by a Machine Spirit to be used in the patrolling and defense of various corridors in your base. These sentries can be equipped with twin-linked Heavy Bolters for attacking infantry, or come with twin-linked Las-cannons to strike at enemy vehicles. You may purchase this option multiple times for other variants.

-Missile Variant (+50BP): But why settle for only attacking ground forces? After all, there's always those pesky enemies in the air, and sometimes they'll have little tricks that prevent glancing blows from anti-air that will see them laughing at you. Well, they won't be laughing anymore with this set-up that carries Hyperios Missile systems capable of firing up to 20 missiles before needing to be reloaded. Deliver swift death, champion.

-Multi-Melta Variant (+100BP): When you have a burning hatred for anything that has armor, you go overboard. These particular variants carry twin-linked Multi-Meltas, firing off energy beams that can even melt through a Leman Russ tank as though it were nothing but a child's doughy toy. It will be dangerous to use, but the results are so potent even Astartes will not face it head-on without a suitable plan.

-Attack Craft (50BP) (Free: 'Hidden Starcraft'): So there's been anti-air, anti-infantry, and all manners of defense platforms meant to make it a living nightmare for anyone trying to invade this place. But the best defense can often be a good offense, and so there's these various assault craft meant for delivering long-range death and interfering with other attack craft that may try to claim your skies as their own. Loyalists will acquire Fury Interceptors and Lightning Air Superiority Fighters, ready to head out into battle. Those with Chaos, on the other hand, will find themselves with Hell Blades and Swiftdeath Fighters that weave through the skies with disturbing precision.

-Bombers (+50BP): You'll need more than just planes to dogfight and skirmish, however. After all, any foothold the enemy can use to lay siege to you is a foothold that is best removed, and for that you will need bombers. Purchasing this will gain the Hell Talons for Chaos users, capable of gliding through the air with unnatural grace before delivering their payload of terror. Loyalists will instead gain the Marauder Bombers which are the primary atmospheric bombers of the Imperium, and as such forego finesse for efficiency.

-Heavy Fighters (+50BP): There's the nimble fighters able to bob and weave through the sky like a bird. Then there's the terrifyingly potent fighters which are meant to act like the big brothers of skirmish craft while swatting away the inferior, smaller craft that dared to fly the same skies. Should you decide to indulge in this, you will gain one of two fighter types. The first is the Thunderbolt if you are a Loyalist, which performs well in multiple scenarios and was so rugged that it could still fly when most craft would have been annihilated. Heretics however, will receive Helldrake Daemon Engines that scream across the sky like hungry predators and utilize its mouth-mounted weapon to act akin to powerful dragons.

-Wyvern Suppression Tanks (50BP): Utilized for urban combat where range isn't too much of a factor, the Wyvern is a variant of the Hydra that utilizes twin-linked Stormshard Mortars instead of the Autocannons. While lacking the power of an Earthshaker cannon, this machine is so well renowned for its destructive capability in close combat that it's capable of even giving a Guardsman an ego. This is partly due to the extreme maliciousness of the Machine Spirit actively seeking out the most clustered or tightly-packed enemies, and being so eager to rain death and carnage that they even sometimes override the commands of its crew. Such a vindictive weapon have been known to save entire regiments from destruction.

-Thunderfire Cannons (100BP): There are weapons that the Imperial Guard uses for point defenses, and then there's the weapons the Adeptus Astartes normally have access to. Functioning as a quad-barreled artillery gun, it is mounted on a rugged track unit to maneuver itself around for an optimal firing position. Such a machine is not only capable of delivering punishing firepower from odd angles, but can also have its shells programmed to detonate at certain points in its path to deliver explosions from any angle the user desires. Strike hard and strike without mercy.

-Icarus Stormcannon Arrays (100BP): Normally mounted on Stalkers, there's very few things the Imperium has access to that perform anti-air duties better than these weapons. Utilizing various Stormcannons and linking with a servo-mind conclave to allow for independent targeting, these weapons can quickly track individual fighter planes or even focus fire to eliminate a larger opponent with swift precision. With weapons like these, many fliers will think twice before approaching.

-Defence Lasers (200BP): You have means of fending off infantry, tanks, and even some level of Knights or Titans at your disposal. But what about starships that remain in orbit, far out of the reach of your guns? If you want to relieve some pressure from any ships you have with you, then these massive buildings are key. Once they take down Void Shields, these weapons are enough to drive off a Cruiser, or even annihilate an Escort vessel in a single blow. Twin-linked autocannons serve as defenses for the laser battery, for these emplacements are high priority once their presence is revealed.

-Heavy Arachnus Blaze Cannons (Loyalist Only): When you want to utterly annihilate even the greatest of armor units, you go no further than the ancient, mighty weapons of the Adeptus Custodes. Heralding from the days of the Great Crusade, these unique Las-cannons are capable of even tearing apart Baneblades should their aim be true, a terrifying prospect for the dark forces of Chaos. While they are normally irreplaceable and rare beyond compare, it would appear that these weapons have been donated to you in the hopes of seeing you succeed.

-Ectoplasma Daemon Cannons (Chaos Only): When the forces of the Dark Gods found themselves against the wall due to the efforts of Loyalists, they turned to the denizens of the Immaterium to give them an edge that could not be so easily countered. Enter the Ectoplasma Cannons, channeling the very power of the Warp itself to deliver damnation and death to its opponents via a hybrid energy of plasma and ectoplasma. It is reported that tortured souls wail in the flames, which is a bonus to any who enjoy psychological warfare too.

-Psionic Annihilator (Required: 'Iron Web'): Your adventures in the Chasm have yielded surprising fruit, and this Dark Age technology is but an interesting tool to use in the defense of this planet. Utilizing specific cybernetics and the linking of minds, this weapon can create powerful bolts that can strike out at enemies on the field, in the sky, or even in orbit if one has enough Psykers to contribute to the power of the weapon. It is as magnificent as it is dangerous, to see a choir of souls all focused on the destruction of those who are before them.

-Rad Cannons (Required: 'Mars-Grade Radioactives'): If you ever decided that you didn't really care about life on the field, then one could go the way of the Mechanicus and apply these dangerous radiation-based weapons to caused immense environmental destruction. Not only do they cause trouble for electronics, but the lingering radiation can even cause flesh to melt from its armor should it climb to high enough levels. After all, denial of entry is an effective tool if one did not want visitors.

Fortress Defenses:

-Trenches (Free): It feels a little strange that one would dig something as simple as trenches in this far-off age of the 41st Millennium, but they're still surprisingly effective and cost next to nothing. The Death Corps of Krieg use it to disturbing degrees, but clearly, it's worked out for them. Thus your Fortress has all manners of trenches and blockades set up for your troops to maneuver around and keep some degree of cover. It isn't flashy, but you're here to win.

-Warren System (+50BP): Oh. The trenches aren't enough. Taking a page from the cave network system that's underneath the ruined capital city, you've opted to have miles upon miles of tunnels and small caverns dug out underneath the lands surrounding your fortress. Not only are there numerous hidden areas for your troops to pop out of for ambushes, but anyone attempting to follow will find multitudes of collapsible tunnels, ambush points, death traps, and other horrific hazards to work with. Even worse, should you have any number of 'Turret Emplacements' or 'Death Traps' you may use them to booby-trap these tunnels.

-Mines (Free): There are many things that can work as an anti-vehicle deterrent, but none are as iconic as the land mine. Easily hidden and waiting to detonate upon its seismic sensors being tripped, it'll be an especially nasty surprise to anyone bringing in armor hoping to hammer on you. There are also variants for detonating on infantry, using pressure plates to go off instead.

-Melta Charges (+50BP): Yet, you know there's far more dangerous variants of explosives out there. Variants that can punch through thick layers like wet tissue paper and vaporize any unfortunate soul within. Enter the Melta Charge, putting in the destructive power of the Melta Gun into a charge and waiting for armor to roll over before boring through the armor plating, crippling it at best and annihilating it at worst.

-Armor Plating (Free): A fortress only lives up to its name if it is durable as the name implies. Otherwise it's more of a paper castle to be laughed at and toppled over on a sunny day. Fortunately, there's enough Plasteel and Ceramite around the ruined city to start making bulkhead plating and thick protective layers to ensure that your domicile does not fall prey to the dangers that will arrive. Constructed walls are also included, for the purposes of keeping enemies from simply being able to pile in.

Material Import (Free): But why settle for anything you only find in the city? In the event you've found a material during your time in the Chasm, you're certainly able to use it here and use it to shore up your Fortress' durability to even greater heights. Imagine the looks on the enemies' faces when you reveal how effortlessly you can hold out during a siege! In the event you have a material you wish to use from another world, this increases the cost to 50BP.

-Pillboxes (Free): A mainstay in many defending armies since the time of the 2nd Millennium, pillboxes offer many advantages in their construction. Formed out of fast-acting Rockcrete, these buildings have small windows in which gun emplacements and soldiers can fire out of and reduce their visibility to the enemy. They can also be built nearly anywhere, giving a lot of flexibility to cover vast ranges of the battlefield. It doesn't look flashy, but your troops will be quite glad you have them.

-Death Traps (Free): You can't go wrong with the classics when it comes to the defense and deterrence of enemy forces. Hidden secrets, booby-traps with any number of triggers, fake rooms, altered corridors, and so forth with the single ill intent of grievously harming or killing anyone not supposed to be there. Even if it doesn't kill anyone, it'll at least slow them down. You may pick one type of Death Trap to be liberally applied to points of your fortress for free, with additional types of death traps costing an additional +50BP:

-Acid Pools: You know them, you love them. Pools of fast-acting corrosive acid hidden in ceilings ready to be dumped over enemies, floors that fall away to large pools, even greased slides that lead straight to a large corrosive tub ready for an occupant or four. It'll be an exceptionally dangerous trap to the ones who do not pay attention.

-Spikes: It seems a little... strange to have spike pits, or ceiling spikes that drop on an enemy. Even walls that suddenly push out and slam an enemy with rows of spikes to impale them. Either way, these traps will cause untold mayhem to the unprepared.

-Hidden Turrets: Nothing like having extra guns ready to pop out of the walls or ceilings to spike one's adrenaline as the next few seconds determines if they live or die. It also ensures that you have guns pointing inwards as well as outwards so you can attack enemies no matter where they are. This may be used with any combination of 'Turret Emplacements' that you possess.

-Lightning Orbs (+50BP): There's little that can compare to the amusement that sparks from the pulsing of a lightning generator, or the smell of ionization in the air as it reaches out and pumps someone with enough electricity for their flesh to turn to dust. They can be installed in many hidden areas, or within chokepoints to put on a light show for your defenders. That and to bring the power of the sky to the nonbelievers.

-Gravity Plates (+50BP): They say that gravity is a cruel mistress. Thing is, utilize it properly and gravity is also a fickle bitch. Large gravity pads can be installed in floors or walls to either create a powerful gravity that even Astartes will have difficulty trying to move, or a sudden burst of antigravity that can turn anyone next to it into a chunky red sauce on the opposite surface. Glorious when the natural forces of the world are used against others.

-Tenebro Maze (50BP): Normally installed into the hulls of starships to repel borders, there's nothing saying that you can't adopt the idea for your own Fortress to make it harder for invaders to move around. By installing these mechanisms within the workings of your fortress, you'll find it capable of rearranging its corridors and walls to block off some pathways and create new ones. The unpredictability alone will ensure any forces you have will be able to get the drop on the enemy while keeping themselves relatively unseen.

-Decoy Command Bunkers (50BP): You have your regular command bunkers, the places where your tacticians read the situation and relay orders to the grunts in the field. But if it's assaulted, then it's very well liable to throw everything into disarray and mayhem. Perhaps it's time to borrow a page from the Alpha Legionnaire playbook. Using spoofing technology, proxy servers, and camouflaging techniques, you've made at least half a dozen false command bunkers that are both heavily defended and quite active on the vox networks. It will at least buy you valuable time as the enemy tries to figure out which one is the real one.

-Iron Jaws (+50BP): Yet, why have them sit there as decoys? Wouldn't it be better to put some teeth on them and punish the idiots who fell for your trap? With this, these decoy bunkers will also be equipped with various hidden weapons, lock down if enough people walk inside, and immediately implode upon itself should enough damage be taken in order to condemn a number of enemies to a grisly fate. Make them pay for every inch.

-Force Fields (100BP): Protective fields are normally placed upon important members of the Ecclesiarchy, or the esteemed veterans of the Adeptus Astartes. They can turn killing blows into mere light shows, and tremendously increase the life expectancy of a warrior. It should come as no surprise then that there are force fields big enough for buildings and bunkers in order to let them weather a greater storm. They only can withstand so much punishment at once before they are overloaded, but any damage spared can be worth it.

-Void Shield Arrays (+50BP): Yet there is something far greater than a mere force field able to protect your fortress. Something that's normally utilized to protect the Fortress-Monasteries of the Adeptus Astartes. The Void Shield Array is that very protection, capable of neutralizing very powerful attacks and sending them into the Immaterium to remove any danger. As a bonus, they can be recharged and reactivated when in the middle of combat, making them the very best in protection.

-Blade Rooms (100BP) (Free: Khorne): The blood must flow, and the skulls must be collected. If you do not want it to be yours, then it had best be from the enemy. Khornate Cultists will thusly follow your instructions, installing entire rooms with hidden saws, blades, hammers, launched pikes, and other similar items that are best at defenestrating and utterly disemboweling any enemy that is unfortunate enough to walk into the room. Any such room will also collect the blood for your use.

-Trigger Runes (100BP) (Free: Tzeentch): Psychic powers have many different applications, and when one is not expecting them their effects can be that much more dangerous. The Changer of Ways relishes in this, and so Tzeentchian cultists have done what they can to create psionically charged runes that are meant to attack the mind. Hallucinations, twisting of thoughts, sudden phobias, and other such mental afflictions will plague your victims and make them easy prey.

-Gas Canisters (100BP) (Free: Slaanesh): The Lord of Pleasure is exceptionally eager to show such *sights* to anyone who will partake and imbibe of their gifts. The problem, however, is that not everyone is able to withstand the gifts that are given. Discussing this with some Slaaneshi cultists, you've figured a way to weaponize this. Various rooms and corridors are trapped with gas canisters that possess such powerful hallucinogenic gases that any damage they imagine themselves taking ends up becoming real, manifesting upon their very body. There are also hypnotizing mirrors that overwhelm any who look upon them with powerful sensations to paralyze them, making them easy targets.

-Insect Hive (100BP) (Free: Nurgle): The Rotfather's gifts are as varied as they are corruptive, and once they have taken root many will find it is best to burn away their own allies rather than risk letting it spread. Taking advantage of such virulence is something that Nurgle cultists wholly recommend, and will gleefully get to work filling the field of battle with swamps, muck, and various insect hives. With this, you'll see plagues, diseases, rot and corruption surge forth and seek root in any unfortunate victim that gets too close to, or falls into the mires. Tanks will rot, pestilence will sweep through the enemy troops, and flesh will be devoured.

-Immaterium Mirrors (100BP) (Free: Unaligned): The Warp is a dangerous place to the uninitiated, and even the barest of energies can begin the corruption of a soul into one of damnation. But an actual glimpse into the Immaterium, completely unprotected? That's the sort of thing that can lead to a fate far worse than death. Cultists have been used to place special windows into the Immaterium before being sacrificed themselves, ready to reveal themselves and drive viewers to a dark and insane worldview as daemonic whispers enter their mind. Should they grasp onto a person enough, the chances of possession increase dramatically, and with that the chance of turning enemies against each other.

-Blessed Furnace (100BP) (Free: Emperor): Suffer not the Unclean. Suffer not the Heretic. There shall be no mercy, nor respite. Burn them where they stand, and let the Master of Mankind sort them out in the end. These specialized rooms and corridors are useful for that alone, containing gallons upon gallons of sanctified Promethium connected to various heavy flamer weapons. Those of corrupted nature will find their unholy defenses useless, and dark powers will cease to work provided they do not go out of control upon the holy flames licking their skin. See them killed, and shed no tears for the traitors.

-Corruptive Wards (Chaos Only): There are many in this galaxy which flee from the embrace of the Dark Gods. Those who foolishly cling to the false promises of a broken corpse on a golden throne. Those fools deserve everything coming to them, and with these wards that are inscribed in the language of the Neverborn you shall do just that. These wards will afflict the area with a sense of dread and foreboding, and any abilities of a dark or corruptive origin will be significantly magnified in this area. As a bonus, abilities of a holy or purifying origin will find themselves notably weakened.

-Purified Wards (Loyalist Only): Selfish creatures clinging to the dark whispers of foul spawn. Those who are scared of the light and run away from the first sign of true divinity. These cretins do not deserve to live, and with the light from the Golden Throne you will ensure no ground is given to them. Inscribed in a unique variation of hexagrammatic wards, any abilities you possess that stem from a purifying or holy origin will be significantly magnified in this area. As a bonus, abilities of a dark or corruptive origin will find themselves notably weakened.

-Psionic Dampener (Required: 'Iron Field'): The technology from the Dark Ages are able to perform numerous wonders that can often seem like magic or sorcery to those who are unfamiliar with their true origins. But they are grounded in science, and as such they can be altered to perform their function. The God of Iron's goals were dangerous as they were vast, and so the technology he had was meant to ward off any attempts for psionic powers to be used against his vessels. It would not take much to alter it and ward your fortress as a result.

-Automated Seekers (Required: 'Sentinel System'): Having the means to defend your borders is very important. Having an automated means to do this task without all the hesitation or fear that organics would bring to the table is arguably even better. Those who lived in the Dark Ages understood this, and now that you've seized their technology for your own you can apply their understanding for your own gain. These Sentinels will swarm the points that you declare to be of vital importance, and with their Arc Weaponry and Plasma Guns there will be few enemies that can withstand such a vicious barrage.



Fortress Utility:

-Barracks (Free): Everyone needs a place to stay. It's a given, and any base that does not have barracks for the troops is a base that's going to see itself failing catastrophically the moment a battle becomes a siege. They won't be the most elegant rooms or the comfiest of beds, but they don't take up much space and they do what they're meant to do.

-Luxury Quarters (Required: 'Quarters of Eternity'): But why settle for less? After all, troop morale is incredibly important and the longer it lasts, the longer you will last. Taking technology from the Everlasting Empire, you'll ensure that even your regular troops can live a life of quality that planetary governors would be envious of. The mere idea of others betraying you will be all but nonexistent, if only for the risk of losing this kind of life.

-Water Filtration (Free): You need to be efficient in your use of resources. After all, not everyone can live on a planet that's got a ready supply of water, nor is said water always going to be clean. This complex facility is the answer to all of those problems, chemically treating and recycling any water used within the base so that each and every drop is used to its fullest extent. No one in this base will go thirsty for a very long time.

-Hydroponics Section (Free): Supplies will only last so long, especially if the enemy is vigilant on trying to ambush or destroy any supply transports trying to get into the Fortress. Though many military units will simply rely on corpse-starch, the sensible ones will insist on a section in the facility for growing food and having a steady supply. This will aid in making sure your resources last for longer than usual.

-Arboretum (+50BP): But if you want to take a bit more of a risk, you could go for so much more than just a stuffy hydroponics section. By setting aside a section for a highly controlled Arboretum, you can increase the effectiveness and quality of your food production by a significant amount while giving your troops a place to relax and take their mind off. Think of it as a way to handle the physical and mental needs of soldiers all at once.

-Monotask Servitors (Free): It's all hands on deck for a battle, and the enemy isn't going to simply let you repair up any defenses or run maintenance in the middle of a battle. Far from it. You need something else to handle the technical issues of your fortress, and lucky for you this galaxy has a solution. Thousands of servitors and servo-skulls, all prepped and programmed for the purpose of fixing up your fortress and running maintenance whenever it is needed. Don't worry about the vacant stares, the Tech-Priests all insist that they're far more useful this way.

-Hangar Bays/Landing Pads (Free): You may have fighters, you may have bombers, or even transport ships that managed to get through the war-filled skies to deliver reinforcements or supplies. But you need somewhere for them to land as a result. These large pads for supply ships will be heavily defended by whatever defenses and weapons you may have purchased, and the hangar bays will be built into the walls and underground for aircraft to fly into and out of with enough room to let them build up enough speed.

-Shadowblind Bays (+50BP): Yet, any sane entity will tell you that leaving your landing areas and hangar bays out in the open is just begging for the enemy to put a cannon round into them. Normally reserved for cargo bays, the modifications done to these particular hangar bays makes it so auspexes and attempts to detect them encounter far greater difficulty, thus reducing the chances of your flying vehicles getting assailed as they attempt to land or take off. This will greatly aid your ability to send and receive things during a battle.

-Medicae Station (Free): Whether it's las burns, or severed limbs, or infectious diseases, or even just needing to pop out some organs and replace them with new ones, it is an absolute requirement to have some kind of hospital or triage section in your fortress to aid and restore those who tried to fight for you. All manners of Imperial technology have been scavenged and repurposed to create a Medicae Facility, equipped to handle just about anything but supernatural afflictions and death. It might not be pretty, but it'll handle a lot of injuries.

-Augmented Restoration Zone (Required: 'Xenos Medicae Station'/'Pools of Respite'): Yet, why settle for less? You know there's more out there. You've seen it in the Zerzuran Chasm, and even took part in collecting these improvements for yourself. By applying what you've found, you'll find patients recovering far quicker and being restored to a much greater degree. Your enemies might get confused and think you simply had reserves, not understanding that you just recovered that quickly.

-Vox Chambers (Free): It's a standard, really. Your soldiers need to communicate with each other. They need to communicate with vehicles, and even any ships in orbit that you've brought to the table. That's why you've got some powerful equipment here along with Vox Casters that have enough range to make contact with any vessel near the planet. Useful for getting the situation sorted out.

-Vox Jammers/Interceptors (+50BP): Of course, that's just for your own communications. In battle, it pays to be able to listen in on enemy communications as well, to say nothing of being able to squelch their lines so they cannot communicate with each other. Thus, you have these powerful Vox Leeches that can snatch the messages out of the air for you to listen in, or even deaden any communications beyond your own on the planet. Take control.

-Choir Chambers (+50BP): Vox units have one unfortunate flaw in their systems. That is, they can only go so far before they're utterly useless. During the days of the Great Crusade, they had a way around this. Astropathic Choirs could join their minds together and send out messages across vast distances, allowing for the Immaterium's currents to carry vital intelligence or orders to be carried out on a demand. These chambers will hone and amplify the power of Astropaths, ensuring your own messages are sent with crystal clarity.

-Extended Supply Vaults (50BP): Waste not, want not. That's the golden rule of logistics, but what happens when you get a surplus? You need somewhere to store them, after all. Burrowing out some tunnels and setting up reinforced holds will allow you to store them away, with various stasis modules for any time-sensitive or perishable materials to be held for an extended period of time. It's not the most elegant set-up, but in the event of a rough time or a moment where supplies are completely cut off, you may be glad that you stocked up any excess resources for a rainy day.

-Beast Pens (50BP): You might have everything to support the regular troops, and a place to store and work on the vehicles, but what about all those poor animals? Who's going to take care of them and make sure they remain strong for the field of battle? A section will be dug out for any beasts or war animals you may have in this instance, and multiple pens along with food dispensaries and monotask servitors to care for them will be installed to ensure they remain healthy enough to take to the field of battle at any time.

-Augur Arrays (50BP): Forewarned is forearmed, and anyone who tries to refute that is a moron who deserves to be strapped to the front of a Chimera. Alas, not every fortress is equipped to provide said forewarning, and it can lead to a cruel fate when an ambush eliminates a large portion of the personnel on site. By salvaging and installing various items along the fortress, you'll attain powerful arrays capable of scanning a massive portion of the planet along with scanning anything in orbit. The enemy will need to try rather hard to avoid you with something like this.

-Surplus Plasma Reactors (50BP): Normally a fortress will come with quite the potent Genetorium for powering its defenses and weapons, but there may be times where you need additional power in a pinch or the original power supply gets taken out in some way. This is why you collect these myriad surplus reactors, meant to not only boost your fortress' power reserves to a notable degree but also as a back-up in case something goes wrong. Laugh as the enemy thinks they've opened the way by taking out one reactor, only to realize there's five more to go.

-Baroque Supplies (Required: 'Baroque Core'): Imperial technology can be bulky. It can be needlessly prone to failure. More importantly, it's well known and liable to sabotage as a result. But you've solved that by braving the depths of the Chasm, returning with prizes from the Dark Ages. Installing these Baroque Cores will see all your systems increase in power noticeably, and with your fuel requirements significantly reduced. Laugh as the Darkness keeps you in the Light.

-Teleportarium (100BP) (Free: 'Ancient Teleportarium'): Getting to places in your base can take an awful amount of time, especially if it's larger than normal. In the beginning moments of a battle, reaction speed can determine the entire flow and quite possibly the outcome as well. Hence, this ancient technology is found and installed into your fortress in multiple parts so that your forces and operators can appear anywhere in the base on a moment's notice. Never be caught flat-footed again.

-Manufactorum (100BP) (Free: 'Mobile Manufactorum'): Weapon resupplies are good, but they don't always happen. Ammunition tends to be a thing as well, because most times they aren't infinite. How fortunate then that Tech-Priests found enough materials to recreate a small factory so that ammunition and refined products can be churned out as needed to keep the troops well-armed and well-protected. With this, you'll find your position far more fortified than normal.

-Auto-Stabilized Logis Targeter (100BP): Normally, each and every weapon system needs to be individually coordinated along with the defenses within the fortress itself. It can cause troubles in reaction time along with the lapses in individual judgement. Enter this miraculous piece of technology that can be installed, linking up all the machine spirits of your weapons and defensive devices to not only improve accuracy, but also to coordinate your defenses to an inhuman degree!

-Superconductive Lines (Required: 'Conductive Mesh'): A siege is all about trying to make your resources last as long as possible. The longer you last, the longer the enemy has to waste their own resources in the vain attempt to make you break. By using the special crystals you found in the Chasm, you'll be able to heavily augment and improve all the power lines in your fortress so that power efficiency and generation is amplified to a tremendous degree.

-Power Siphons (Required: 'Shields of the Dead'): The Yu'vath collect many things from the dead, and none shall contest their reign. Well, your reign now. The salvaged technology from the Korvikemo is utilized in the construction of your fortress, warding off the strikes of large shells and explosives to either assimilate the energy for its own or to fire off immense waves of force from its walls to deter anyone trying to get in. Suffer not the unworthy, for only the dead shall rest at your feet.

-Cogitator Interlink (Required: 'OI-944'): It is not enough to settle with the technology available to you. No. You must reveal why humanity were the undisputed masters of the galaxy so long ago. Why their mastery of science and technology was enough to conquer this galaxy before, and why they shall do so again. With the help of OI-944, all of your fortress' systems shall be improved and networked to such a degree that the difference between you and your enemy shall be night and day. It is time for humanity to rise up once more.



Fortress Special Options:

-Orbital Defenses (100BP): The world of Molech had a numerous amount of weapons in orbit, ranging from macrobatteries to missile pods to lance weapons and other wonderful tools of mayhem to keep itself secure. While you're working on the planet surface, there's nothing saying you can't have your ships in orbit working on those defenses to get them back up and running again. Whether it's reconstructing them or simply reprogramming them for a new master, eventually you'll be able to at least fend off enemy ships this way.

-Desecrated Temple (100BP) (Chaos Only): Loyalty is rewarded by the Dark Gods, contrary to the words of the Corpse-Emperor's followers. Dedication and service are all valued things, especially when they lead to results. But the Gods are ever hungry, and so tribute must often be paid. Enter this mass temple, pulsing with the energies of the Immaterium and draped with the skins of Imperial Saints. The thinness of the veil between realities is enough that rituals performed here will work with unnatural effectiveness, meaning you'll have a rather easy time summoning daemons to your call. Of course, mass sacrifices will also be more effective here meaning you can really call up some powerful allies by sweetening the pot.

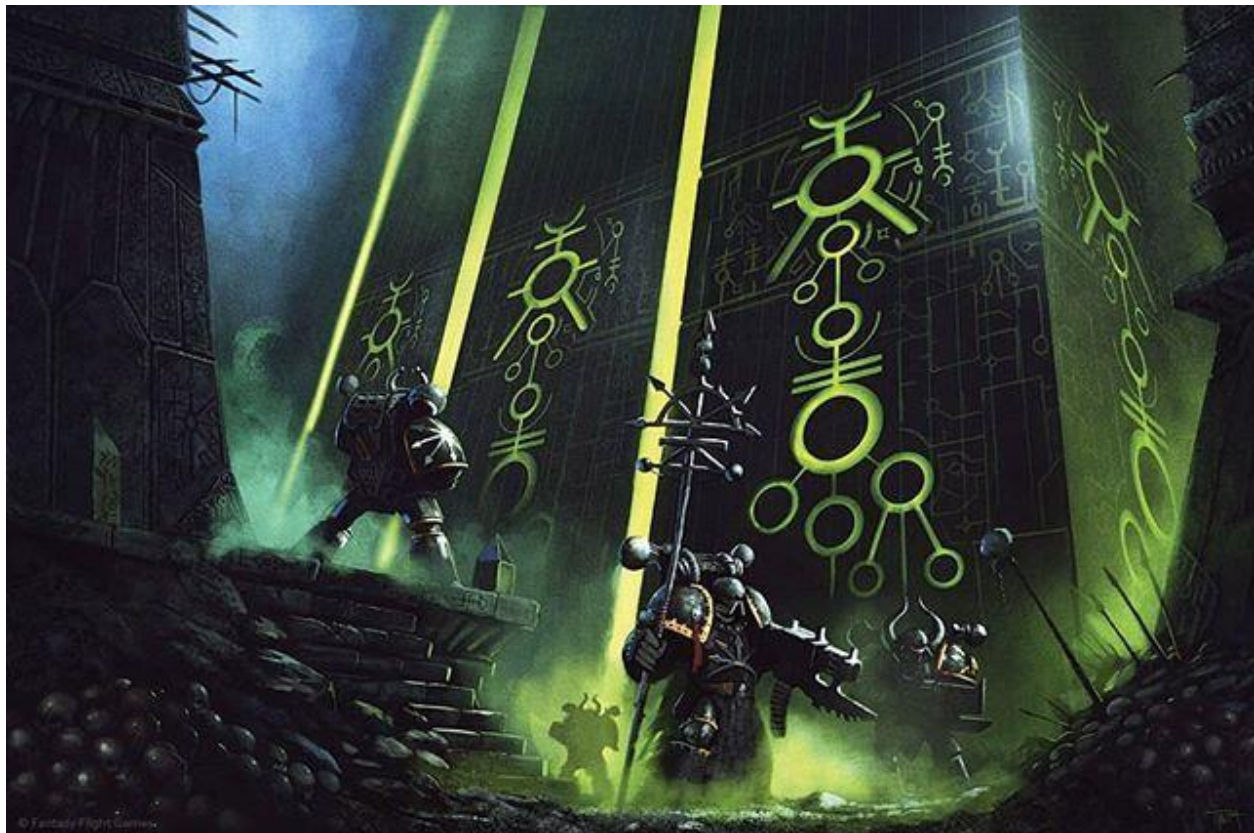
-Consecrated Temple (100BP) (Loyalist Only): Diligence. Faith. Order. These are but a few tenets that the followers of the Emperor abide by, and though the Master of Mankind did not seek to be worshiped as a god, it is eerily fitting that His power is what will bring salvation to this galaxy. Statues of golden aquilas, sanctified torches and every inch of this place inscribed with litanies means the barrier between this world and the Emperor's realm is quite thin. Strengthening of one's will and mental fortitude is exceptionally easy here, and should one possess enough faith in His vision then they will find apparitions of aquilas begin to manifest to protect this place and its followers. Let His light be what guides you.

-Orbital Shipyards (200BP): The defenses in the orbit of the planet along with the defenses on the surface are powerful indeed, and it would take quite the massive fleet in order to break through. But you need to perhaps think a little further beyond the battle that is to come. It will be something of a close call, and no doubt these resources could have gone elsewhere, but you'll be able to construct the facilities needed to create and produce new vessels with this investment. Perhaps in time, it will be your fleets that spread across the galaxy.

-Apothecarion (200BP): Many a fortress pays close attention to the training, caring, and deployment of human armies. After all, humans are the best resource both the Imperium and the Dark Gods currently possess. But the Adeptus Astartes and their dark brethren are effective force multipliers, and so the ability to create them is an extremely valuable ability indeed. Scanning the wreckage and remains of various places, you will find just enough to create your own Apothecarion, which is a place not only specifically tailored to tend to Astartes, but has all the equipment needed to perform the implantation process and begin the creation of new Astartes. It also has a unique repository for storing Geneseed, a valued aspect of any fortress that wishes to field these demigods of battle.

-Knight Facilities (200BP): House Devine used to keep this world's populace safe from the wildlife and any who may try to invade. For a time, it was the way of things for the Knights to provide for the people and be seen as saviors in kind. But the influence of Slaanesh saw to the seduction of this House to the side of Warmaster Horus, and thus the Battle of Molech was practically sealed. There are still remains and devices left behind from those bygone days, and should you commit enough resources you will find the means to create and maintain Imperial Knights of your own. They will be of great value in the future.

-Pylon Devices (Required: 'Blackstone'): Ancient forces built the Pylons on Cadia, and as time went on it was discovered these pylons were constructed in other places too. Their power was demonstrated on Cadia when the foul xenos known as the Necrons used it to temporarily close the Eye of Terror and disrupt all Immaterium phenomena before the Despoiler destroyed the planet itself. Through some twist of fate, or perhaps intentionally, the Blackstone you acquired from the Chasm have come with the blueprints required to construct your own Pylon Network to be placed along the planet. By activating them, you will find an unparalleled level of control of psychic activity on the planet's surface. Disable the powers of others to leave them incapable, while overcharging the powers of your allies to ensure a wave of destruction. You could also just shut down psychic powers entirely, leaving everyone to the mercy of material devices for their battles. For enemies that rely on the supernatural, it's a terrifying prospect to see these devices once more.



PREPARATIONS: ARMY

The blueprints are laid out. The crews are rushing forward to collect every piece of scrap and material they can to create this magnificent fortress that will do its best to keep the ritual site safe. Even though the Gate wasn't activated yet, there was something of a dread feeling in the air as your followers went to perform their tasks. They knew something terrible was coming, and the only thing keeping them from a gruesome demise was how well they did their jobs. Not the best way to create motivation, but if it gets the job done then so be it.

There was just one last issue: The Fortress' size meant that you would need a notably larger attack force than you currently possess. Depending on what you collected during your time in the Zorzuran Chasm you might very well have gotten a head start on it, but there was no doubt that you would be faced with armies of tens of thousands. If you pissed off certain people, it might very well be millions.

A Fortress can only withstand so much without enough guns shooting back.

At some point early in the construction, one of your aides would report that there was a build-up of energies from the Immaterium near your location. At this stage of the game it was hard to say what it would be, but leaving it alone might as well be shooting yourself in the foot with extra steps. So naturally, investigation was required.

Surprisingly... the energies were coming from Moriana. She had crafted an extremely detailed ritual circle, and judging by the cuts upon her person it didn't take a doctor to realize what she used as paint. But the moment she saw you, despite her chanting you could hear her voice in your mind.

"I have seen many pathways, Void Walker. Endless possibilities of destruction and damnation, intertwined with possibilities of salvation and conquest. But this battle has only two outcomes, and neither one sees the both of us alive. But you will shake the Imperium to its core, and it will never be the same after you enter the Gate. Whether it is destroyed, or reformed to a far better state... it will cease to be the Imperium I have spent millennia hating. For that, I fuel this spell with all of my being."

All the vox networks would start shouting for orders. Queries of confusion as reports of Immaterium energies were beginning to build to a critical point. The veil was on the brink of shattering.

"I regret that I will not see this play out in person. But I am glad that you will play your part as the instrument of my long-awaited revenge. The Imperium will despise you for what you become and seek to cast you down, regardless of what you become this day. You will show them that none command you lest you desire it. You will show them that they will break upon your defenses, and they shall not survive as they are. They shall join you, or die... and I shall grant you the armies to make it happen."

Everything came to a head. The veil sundered, and reality twists before your very eyes.



Time seemed to stop for you as these baleful energies surrounded you. Whispers and what-nots filled your mind, and images of battles that have been and never were began to fill your vision. It's almost enough to drive anyone mad, being unable to discern which images were real and which were fake.

But then it hits you: These are all possibilities. But the Immaterium had a very convoluted flow of both time and history. Each event, fractured and reflected and split like a light going through a prism. Millennia could pass in the Immaterium and only seconds pass in reality. It could be the opposite. But thoughts were also made manifest, and with these thoughts come the inevitable 'what-if' that seems to plague every sapient mind. The thoughts and visions of mortals and gods alike playing out in this Sea of Souls.

What Moriana has done is let you draw upon these endless possibilities. Given you her sight for just long enough to search the Immaterium, and use its immense power to draw from the depths and bring your armies into reality. Soldiers that have normally been Loyalists, appearing as alternates who chose to worship the Dark Gods, and vice versa. Timelines where things played out just a bit differently, but just enough to fit your designs perfectly.

It was the gift of a lifetime, meant to determine the fate of every lifetime in this galaxy.

Do not squander the gifts that the Seer has given you.

You now have +100 Tokens to use to make your decisions

We shall get to the meat of your army in a moment, but first you must choose your generals and leaders. After all, they will be the ones on the field of battle alongside your troops, and will be the ones that your soldiers will look to for guidance and morale. At least, aside from you of course.

Who you choose will greatly determine how your army is supervised and organized, so please do your best to choose wisely.

Hero Units (Each Cost 5 Tokens; First Unit is Free):

-Primarch (Cannot be Free Pick) (+2 Tokens): The very children of the Emperor Himself. Cast away in their incubation pods through a Warp Vortex appearing in their room, they each grew up on different worlds and became wholly unique individuals as a result. Immortal demigods, all potent warriors and capable of doing so much if given the freedom to do so. Through the power of the Immaterium, a version of one Primarch of your choice is brought forth, understanding of what must be done. Whether it's the real one, or an alternate version with particular viewpoints or bodily differences due to variations of their past depends on what you seek and your actions in this world. Can't very well call forth the original Primarch in question if they seek your head, now can you?

-Arch-Magos: The Adeptus Mechanicus and the Dark Mechanicum respectively have a strict meritocracy, and the higher up you are the more powerful technology your body will possess. As such, the more authority you have, the closer you will be to the Omnissiah thanks to the replacements in your very body. This particular Arch-Magos is quite eager to see what lies in store for you, provided you're willing to let them look upon any new technologies you happen to acquire. With their plasma weaponry, durability to rival a Terminator, and extreme understanding of technology and its capabilities, they're sure to pull their weight.

-Alpha Pariah: Created in dark laboratories by the order of Uther Tiberius and eventually sent into the Immaterium abroad the Fortress-Monastery known as the *Martyr*, this unassuming woman heard the psychic call that was sent forth and decided to answer it for herself. Though she has a bit of an attitude and objects if you ever try to imply that you're her master, her powers are nothing short of impressive. Not only can she focus her Blank powers and use them in attacks, but they are great enough that she can destroy and potentially devour daemonic souls. She will be an extremely valuable asset, if you can make it worth her while. You may only choose this Hero option once.

-Lord Inquisitor: Inquisitors are ones who act with near unparalleled authority within the Imperium of Man, and because of the nature of their work it is rare to see one who manages to make it to old age. Yet, those who perform their duties with exceptional talent and achieve great deeds may be nominated to become a Lord Inquisitor. It is a formal title, but with that formality comes even greater authority than normal and a skillset that is nearly unparalleled among the Imperium. This particular entity in artificer Power Armor, wielding a powerful sword and protected by a potent protective field will be able to sniff out any traitor in your army and ensure nothing escapes your knowledge.

-Potent Veteran: Bjorn the Fell-Handed. Merek Grimaldus. Eliphas the Inheritor. Kharn the Betrayer. These are names that have gone down in history, Astartes who have become so renowned thanks to their deeds and battles that they will never be forgotten. They are the standard of combat, they who can bring low hundreds of their brethren and thousands of opponents. One such veteran that has seen and done much will be carried by the currents of the Immaterium to your location, a powerful Astartes who will provide much in the way of training and frontline warfare to your troops. Their very presence could be a morale booster, or shatter the morale of your enemies.

-Religious Leader: There is no greater army than that with a holy cause. The Word Bearers figured it out far earlier than anyone, and despite the Emperor of Mankind wishing to abolish all religion, it is the religion of the Imperial Faith which is keeping the Imperium of Man together. While this entity is not only for straightforward combat, their ability to give grand speeches and fire up the troops in a religious fervor is nothing short of supernatural. Their charisma is second to none, their oratory talent is exceptional, and they're able to turn everything but an undeniable and absolute destruction into a talking point to convince the soldiers to fight on. Promise a man salvation, and he'll walk barefoot into Hell itself.

-Legendary General: This galaxy chews up humans, caring not for their screams and cries of mercy as they fade away. Billions perish on a regular basis, never to be remembered as other bodies take their place. But that does not mean humans have to take this fate lying down, oh no. They will shout, they will fight, and they will do whatever it takes to defy this fate. This mighty general is one who has studied war and tactics for decades, while internalizing every possible strategy they can possibly envision. Units will be routed, elaborate traps will be laid, and each maneuver they order will utilize the army to its utmost efficiency. They may not be a frontline fighter, but they will ensure so long as you have a fighting force, there will always be a chance for victory.

-Greater Daemon (Chaos Only): The greater the power, the more fear will be sown. Lesser Daemons alone are something that many in the Imperium are nervous of, and will do whatever they can to eliminate them with extreme prejudice. A Greater Daemon, however, is something that can plunge an entire planet into absolute terror. Not only do armies of Lesser Daemons follow in their wake, but they are so potent that they are some of the few things that can cause the Imperium to declare Exterminatus upon a world. You may choose a Greater Daemon that matches with your alignment, manifesting to fulfill your whims and act as a Daemonic commander.

-Emperor Angelic (Loyalist Only): On a distant world, the Alpha Legion attempted to perform a ritual that was capable of turning an entire planet's population into Psykers. This was done in an attempt to turn them to Chaos, but what occurred instead were manifestations of the Imperial Faith such as flying aquilas and golden auras. The greatest of these manifestations, however, was the Emperor Angelic. A golden representation of the Master of Mankind, possessing such power that they were able to fight on par with Greater Daemons. One such manifestation has found its way to you, deciding your fight is pure and your intentions are true. Go forth with the Emperor's Light and cast down any who would stand in your way.

-Erda (Requirement: 'Primarch'): Should you have acquired the services of a Primarch in some fashion, whether in this timeline or in another, you will find a woman who has found her way to you. The call that Moriana has given out was not meant for her, but in her own way she was called. The best geneticist the Emperor could call upon, eventually her rare gene-stock was combined with his own to create the Primarchs themselves. Her status as a Perpetual means she has seen a great deal in her life, and has tremendous skills that could serve to improve and provide a fighting chance to your armies.

Besides. What mother wouldn't want to see her sons once more?



But those are just the big swingers. You still need all manners of grunts to do the work on the ground. The smaller pieces of the puzzle, as it were. But don't look down on them just for that, for enough competent bodies can take over a galaxy. Just look at the Imperium of Man, for example.

Using Moriana's vision will let you find all manners of soldiers, and bring them to the field so you may give them guidance. They know why they are here, and they will follow you to see those goals realized. The galaxy has rotted long enough, and it's time to see it gain the glory it's meant to possess.

Army Units:

-Army Import (Free): Perhaps you've collected different armies across your journey? Entities with strange origins or technology, possessing creeds that might not mesh here. Or maybe you collected various armies in the Zerzuran Chasm, and need time to acclimate them to other armies so there will be no erosion of cohesion among the troops. With this option, various degrees of team-building exercises mixed with hypno-indoctrination will slowly turn the groups into a very capable force. They will be united, and they will do whatever it takes.

-Everlasting Armies (Required: 'Everlasting Imperialists'): Curious, how a group that has been separated for so long could adapt so easily. But whether you have acquired the strange Xenos or freed the humans in that system, they will be performing interesting adjustments to your army to share their gifts. The Xenos for instance will perform mind-linking abilities that create unparalleled cohesion while casting psionic powers through them, whereas the humans would instead begin modifying weapons to be much smaller while packing a stronger punch. This combined with their numbers will grant many different options.

-Rise of Dreadfang (Required: 'Dreadfang's Legacy'): When you collected the Holy Knights and rescued them from their planet, they brought much of their own culture with them. Their meditations, their crystals, and their weapons. Along with their own numbers, they will be able to teach their unique psychic powers to any psykers in your army, as well as impart their meditation techniques that will see even Guardsmen stand firm at the mind-bending horror of Daemons. The green demons were not able to break them, and they will ensure the armies of their god will not break either.

-Awakened Horde (Required: 'Geode of Madness'): Not necessarily an army, the Geode was nonetheless revealed as an exceptionally potent recruitment device. During the process of press-ganging different slaves and menials, one ended up running into the Geode and eventually emerged a powerful entity with the strength of three men. It would take a long period of time, but perhaps with the Geode you could strengthen your human, non-psyker troopers so they can perform significantly better than other human soldiers. You might have to put up with some strange variation and mutations, but morale among the changed troops will be through the roof along with their personal combat capability.

-Bastion of Iron (Required: 'Iron Men'/'Iron Cult'): The technology and weapons that Kyrrios had stashed away since the days of the Dark Age would be seen as devices of wonder in today's age. The technology they possess is nearly indiscernible to normal Tech-Priests, and as such the technology is rarely able to be defended against. Personal armor that possesses five-fold the normal protection, weapons with far greater penetration, and augmetics that would make the bionics of the Imperium look like ad-hoc garbage are all things your soldiers will be provided to improve their power. It is time for technology to rise once more.

-Horde of Damnation (Required: 'Daemon Engines'): The hordes of Daemon Engines are thirsty for the blood of mortals who would dare share a battlefield with them. The variety they possess, along with their power, is so terrifying that there are few who would dare to fight them, much less control them. Yet their tempered rage is enough to call out to various Warpsmith Cults, leading a group of five hundred Warpsmith Chaos Astartes to arrive with a council of eight Lord Discordants reigning over them. Their mastery over warp-infused technology, and their eagerness for annihilation will both grant unparalleled control over the Engines and put the technology of the enemy at risk. Which works just fine for you.

-Custodes Detachment (Required: 'Caladius Grav-Tank Annihilators'): It is one thing to possess the technology of the Adeptus Custodes, as powerful as it is. It is another to possess a group of the Custodes themselves, but yet here they are at the whims of the Emperor Himself. It has been declared that your victory here *must* be achieved, and so a force five hundred strong have arrived to reinforce your position. They are led by five Proconsuls, veterans who are below the Tribunes and possess a level of veterancy that can leave Chaos Champions trembling in fear. The Emperor Protects.

-Necro-Soldiers (Required: 'Yu'Vath Constructs'): Collecting the constructs from that cursed city almost feels like it was so long ago, but the power they have brought you has never been called into question. Yet as time went on, you've found that they do more than use the dead to repair themselves. Get enough body parts, and the constructs will create new flesh golems, powered with their unique energies and utilizing the skills and memories of all who were used in their construction. It's appalling to any sane sensibility, but the constructs aren't here to debate morality. They're here to win.

-Golden Army (Required: 'Korvikemo'): The idea of cloning has been breached by Imperium scientists over and over, and the idea of creating super-soldiers via cloning has almost always ended in complete disaster. Something about it doesn't seem to work, with the vat-born that comprise the Death Korps of Krieg being the best they can offer. The Korvikemo appear to have found a work-around using their own cloning technology, and so you'll be able to preserve the skillset of your greatest assets while vat-growing new soldiers to replenish your fallen ones. Possibly heretical, but if Mankind was responsible for it in the first place then it's okay, right?

-10,000 Operators (1 Token) (1st Purchase Free): You need someone to be able to run all the logistics and the daily operations of your Fortress, and using the soldiers is probably not a good idea if you want all hands on deck. That's why you have a bunch of operators who are trained as crew for manning various consoles, doing or overseeing repairs, performing logistical actions, and generally making sure everything runs smoothly. In a pinch however, they're trained with the same combat skill as Imperial Guardsmen should the need arise for them to strike at invaders. Never be caught defenseless if you can help it.

-10,000 Guardsmen (1 Token) (1st Purchase Free): You know them. You maybe love them. Hard to say. But they're an army of ten thousand strong on the skill level of Cadian Guardsmen, all armed with a variation of Lasguns and autoguns. They all have Flak armor as well, which can reasonably stand up to .50 caliber rounds with no damage on the guardsman in question. Wonderful in normal circumstances, but in this universe... let's just say you'll be glad you have a lot of them.

-2,500 Tech-Priests (1 Token) (1st Purchase Free): Operators and servitors can do plenty of maintenance on low-level issues, but when it comes to repairing complex vehicles like tanks or modifying them to carry different weapons, you don't want anyone other than the Tech-Priests of the Adeptus Mechanicus working on them. Augmented with numerous bionics and having a very keen precisions with their various mekadendrites, these entities are second-to-none when it comes to fixing and maintaining rather complex technology. Thanks to the ballistic mekadendrites and their various weapons, they'll also be able to fight alongside guardsmen in a pinch as well. They're not to be underestimated.

-2,500 Battle Servitors (1 Token): The Adeptus Mechanicus has a complete ban on the creation and study of Abominable Intelligence, and so they must make do with the technology they possess and the trillions of human bodies the Imperium of Man has at any given time. Effectively re-wired cyborgs whose personalities are annihilated to make room for programmed combat doctrine, the Charon Pattern is equipped with either Heavy Bolters or Heavy Flamers so they can eliminate the enemy with extreme prejudice as they march forth.

-500 Psykers (1 Tokens): Armed with psionically-resonate staves, psychic hoods, and basic Guardsmen Flak Armor, their worth does not come from any knives or their staves. Their worth instead comes from the power of their mind, as they draw from the Immaterium to utilize a myriad amount of offensive abilities. Whether they assault a person's mind to drive them insane, shoot bolts of lightning to disintegrate the enemy outright, or even causing a person's blood to boil from within themselves. These are but a token of their potential, though each Psyker excels at a single discipline which they will utilize the most.

-1,000 Electro-Priests (1 Token): There are many tenets that those following the Omnissiah carry with them, but none are so visually powerful or potent as those who follow the Motive Force. Implanted with numerous electro-grafts along their entire body, these priests are capable of building up a powerful electric charge before sending it out in a loud, destructive bolt of lightning that can erase entire squads of humans. The force of this energy is enough to make their eyes burst, but thanks to their implants giving them electro-reception they are ill bothered by the loss of their eyes.

-2,500 Specialists (1 Token): Whereas most Guardsmen will be equipped with Lasguns or Autoguns, these specialists will come with a variety of rarer weapons that allow them to adapt and overcome more dangerous enemies. They come with the standard Flak Armor, but will come with Flamers, Missile Launchers, Plasma Guns, and occasionally Melta Weaponry. Their training will also ensure they can use these weapons to their utmost efficiency.

-2,500 Arco-Flagellants (1 Token): When you simply do not care for losing your troops and are instead focused on them causing as much destruction as you can possibly manage, you're in the market for these Servitors. Possessing Electro-flails for arms, they're normally dormant until their controller activates them, upon which they are pumped full of powerful and dangerous narcotics before they are sent forth towards the enemy in a suicide charge. Either they die, or the enemy dies. Any troops will be wary of being nearby, for anyone not tagged as 'friendly' by their controller is seen as a target to destroy. But few things will cause as much panic as a hoard of Arco-Flagellants charging them with little care in the world.

-500 Tauros Venators (1 Token): When your soldiers need to get somewhere really quickly, they mount up on this armored, six-wheeled vehicle and kill a couple of people on the way there. Armed with either twin-linked Multi-Las weapons or twin-linked Las-cannons, this vehicle also comes with two Hunter-Killer missiles, smoke launchers, and searchlights to quickly find its target, obfuscate itself, or simply drive around to annihilate whatever is in its way. Each vehicle comes with one human driver and one human gunner as a crew.

-2,500 Adeptus Sororitas (2 Tokens): Otherwise known as the Sisters of Battle, few are as devoted to the faith as these all-female fighters clad in powered armor. Each one is a faithful priest in of themselves, performing rousing speeches and reciting creeds of faith as though it were second nature. Each one is also equipped with potent flamer weapons and bolters, purging any that go against the Creed and sparing no thought for the enemy who would dare turn their back on the only religion worth following. The group here come from a variety of different Squads, such as Dominion, Retribution, Zephyrim, and so forth to ensure a well-rounded attack force.

-2,500 Stormtroopers (2 Tokens): Compared to the Guardsmen who are frontline fighters and are the most numerous, the Stormtroopers are your elites that can be seen as the best that a Guardsman could possibly be. They are armed with Hellguns and Chainswords, while wearing Sealed Carapace Armor and possess an expertise that can see them run various special operations. If you need something done, you send in these units.

-1,500 Kataphron Destroyer Battle Servitors (2 Tokens): You have your regular battle servitors, and then you have these rather potent war machines. Having their legs replaced with tread units, these units are much more heavily armored and equipped with weapons such as a Plasma Culverin, Arc Weaponry, and even Heavy Phosphor Blasters. They move forward with cold logic and fire with such ferocity that the servitor's own flesh can burn away from the heat of the weaponry. They may be slow, but their power and durability make them a force that can erase a battlefield in glorious flame.

-1,500 Myrmidons (2 Tokens): When Tech-Priests are caught up with the power and purity that technological weapons can bring, they are converted into a Myrmidon to bring forth the destructive power of the Omnissiah to the nonbelievers. Towering figures that have parts of their body converted into hardpoints for heavy weapons, they're capable of releasing a frighteningly large volume of fire upon their hated foes while still being deadly in close combat due to their power axes. They will not suffer the unenlightened to live.

-1,000 Skitarii Rangers (2 Tokens): When you seek to headhunt the enemy and eliminate priority targets, there are few units who can perform their duties as effectively as the Rangers. Armed with Galvanic Rifles and equipped with enough cybernetics to nearly make them completely machine, they are capable of chasing down their opponent no matter where they end up. Along with some Arc Weaponry and Power Swords, they will not stop. Their march is eternal, until their enemy dies by their hand. For an additional +1 Token per purchase, they can be upgraded into Serberys Raiders which ride mechanical horses to increase their speed and serve as a cavalry unit.

-1,000 Skitarii Vanguard (2 Tokens): Informally known as Rad-Troopers, these cybernetic units are exceptionally dangerous to their allies just as much as their enemies thanks to the Radium weaponry that they possess. Carbines, cannons, and everything in between that gives off so much radiation that the Vanguard are practically soaked in it as they melt the flesh of their foes. To approach them is to invite death, and they seek to spread this death as much as they can in the name of the Omnissiah. For an additional +1 Token per purchase, they can be upgraded into Serberys Sulphurhounds, riding mechanical hounds equipped with Flamers that serve as line-breaker units.

-500 Cataphract-Class Robots (2 Tokens): The Legio Cybernetica are the only ones in the Imperium that are allowed to use pure robots in its fighting force, even though they are sure to keep an especially tight leash on its units. This unit in particular is the closest thing it has to a foot soldier, marching forth with a Las-Cannon on its shoulder and carrying a Heavy Bolter in one arm and a Flamer in the other. Designed as a jack-of-all-trades, this machine will rarely let you down.

-1,000 Adeptus Astartes (2 Tokens): The bread and butter of the Emperor's forces, meant to carry out the Great Crusade. Genetically engineered super soldiers clad in ceramite power armor and carrying an assortment of weapons like combat knives and bolter weaponry, these transhumans were, and still are, some of the most dangerous soldiers in the galaxy. They are of iron will, and terrifying cohesion.

For an additional +1 Token per purchase, they will come with additional weapons like heavy flamers to spread goutts of fire, plasma weaponry to burn through layers of ceramite, and power weapons capable of slicing through barriers like butter to increase their potency even further. You may choose which Chapter or Legion each purchase is from.

-250 Librarians (2 Tokens): Compared to the regular Astartes who are already powerful enough, the Librarians are what happens when you combine the strength of a normal Astartes and combine it with the mental strength of a Psyker. Capable of using powerful psionic abilities in tandem with their weaponry, it is a chillingly potent combination that has seen them responsible for more than one battlefield scoured clean of all life. Their Force Weapons allow them to channel their powers through said weapons as well, dealing a blow that can annihilate all but the strongest of opponents in a single swing. You may choose which Chapter or Legion each purchase is from.

-250 Techmarines (2 Tokens): When you combine the power of the Astartes with the knowledge of the Adeptus Mechanicus, the Techmarine is born. Chosen for their affinity with technology, their armor is loaded with various mekadendrites as they are tasked with repairing and maintaining the most hallowed equipment their Chapter has to offer. During times of peace, they may even seek to construct or improve the equipment available to ensure the birth of new relics, for the sake of seeing their brethren rise. Each one comes with the standard Astartes loadout, along with an Omnissian Power Axe and improved weapons such as plasma pistols. You may choose which Chapter or Legion each purchase is from.

-250 Chimeras (2 Tokens): The standard in APCs for the Imperium at large, this unit is one of the most produced vehicles in the entire Imperium and is used as the basis for a variety of other vehicles as well. It comes with a crew of one commander, one driver, and one gunner while carrying twelve humans in its interior into battle. Its standard armament is also one Multi-Las or Autocannon as its main weapon, a hull-mounted Heavy Bolter, and six Lasguns on the sides that its passengers can control and use as the vehicle moves along. Its ease of construction also means it's a heavily customizable vehicle, making it popular among various armies.

-100 Leman Russ Battle Tanks (2 Tokens): The most widely deployed tank in the entire Imperium, this main battle tank was designed with both versatility and maneuverability in mind. It can run on nearly any combustible liquid, and its frontal armor is so great it can take hits from a multitude of weapons that various Xenos like to abuse. Armed with a main Battle Cannon, a hull-mounted Heavy Bolter, and two sponson-mounted Heavy Bolters or Heavy Flamers, this tank's four-human crew will not be shy in seeking to annihilate any foolish to take them head-on. For an additional +1 Token per purchase, these may be upgraded to the Incinerator variant which replaces the Battle Cannon with a twin-linked Volkite Demi-Culverine.

-200 Vultarax Stratos-Automata (2 Tokens): Primarily used during the days of the Great Crusade, the Adeptus Mechanicus (or the Mechanicum as it was called then) used these drones as multi-purpose machines that could operate in nearly any environment thanks to sophisticated sensor gear. It was also quite deadly for its size, armed with Arc Blasters, two Havoc Missile Launchers, two Power Blades, and a Flare Shield to aid in its defenses as it moved to sabotage and short out various machines that were threatening it or its masters. Such machines swarming the sky would often be a sign of defeat for the enemy.

-250 Valkyries (2 Tokens): A VTOL aircraft heavily utilized by the Imperial Guard, it is a multipurpose flier craft that comes with one pilot, one navigator, and two door gunners as it ferries twelve Guardsmen across the sky towards its destination. Sporting a single Multi-Las, two door-mounted Heavy Bolters, and two Hellfury Missiles for tougher opponents, it's an exceptional vehicle for moving across the field of battle quickly and moving troops as it provides covering fire for allies upon the ground.

-250 Vultures (2 Tokens): A variant of the Valkyrie that's replaced its passenger bay for one massive engine for the purposes of extra speed and maneuverability, the Vulture is primarily used as a gunship to protect different Valkyries as well as provide covering fire for soldiers on the ground. Possessing a twin-linked Punisher Gatling Gun as its main armament, it also possesses any combination of bombs, rocket pods, Hunter-Killer missiles, Hellfury Missiles, Las-cannons, or Autocannons depending on what is needed for the job.

-250 Archaeopters (2 Tokens): A bit of a strange design by the Adeptus Mechanicus, though its effectiveness should not be denied. It is an all-around workhorse of the Machine Cult, able to be altered for a variety of purposes that can be chosen with each purchase. The Stratoraptor variant comes with two Cognis Heavy Stubbers, two Phosphor Blasters, and a twin-linked Las-Cannon to act as a gunship. The Fusilave variant possesses four Cognis Heavy Bolters and a bomb rack of Tectomagnic Munitions to act as a bomber, while the Transvector only comes with three Cognis Heavy Bolters, but can transport six Mechanicus soldiers into the field as needed.

-500 Land Speeders (2 Tokens): Not all of the Astartes vehicles are meant for pure destruction in mind. Others are exceptionally quick and nimble, such as the two-person Land Speeder. Utilizing grav-technology to give it unparalleled movement, it's the go-to vehicle for reconnaissance, resupplies, scouting, and fast attacks to distract the enemy while the real force arrives. It's exceptionally light-armed with only a Heavy Bolter pintle-mount, but don't underestimate what ingenuity can do.

-500 Astartes Speeder Bikes (2 Tokens): It might not be as advanced as a Land Speeder, but there's a reason that these bikes have been popular in use even during the days of the Great Crusade. Possessing both the potential for dizzying speeds as well as enough agility to perform death-defying combat maneuvers during said speeds, each bike is piloted by a well-trained Astartes capable of using it to its fullest. The bikes themselves come equipped with forward-facing twin-linked Bolters, while the rider comes equipped with Krak Grenades, Power Swords, and Bolt Pistols.

-100 Thunderhawks (3 Tokens): The primary means for deploying ground forces by the Adeptus Astartes. Its armament of four twin-linked Heavy Bolters, two Las-cannons, and a Thunderhawk Cannon means it can act as a heavy ground attack ship. Its six Hellstrike Missiles and six triple bomb pylons lets it be a superb bomber. The ability to transport up to twenty Astartes or twelve Astartes and a Dreadnought means it works perfectly as a transport carrier. These variants come with Flare Shields as well, increasing their durability tremendously as they perform their duty like their primary crew of three Astartes.

-50 Triaros Armored Conveyer (3 Tokens): Used as a transport vehicle exclusively for the Adeptus Mechanicus, it is equipped with multiple galvanic traction drives while its ceramite armor is complimented by interlocking energy fields and layered techno-cant warding to keep it and its compliment of twenty Tech-Thralls or light automata safe. Its weapons are also nothing to scoff at, consisting of pintle-mounted twin-linked Mauler Bolt Cannons and a Volkite Sentinel on each side controlled by servitor-brains. The Shock Ram on the front is extremely deadly, allowing it to simply pick up speed and annihilate anything it rams into for incredible damage before releasing its cargo. For an additional +1 Token per purchase, this is upgraded to the Karacnos Assault Tank which replaces passenger capacity for the Karacnos Mortar to launch highly radioactive warheads for use against organic life and two rear-mounted Lightning Blasters.

-50 Land Raiders (3 Tokens): When Astartes want to get somewhere while still possessing considerable firepower, they will stride forth on the Land Raider. With an Astartes driver and Astartes commander driving the machine, they have little to fear with their two sponson-mounted twin-linked Las-cannons and twin-linked Heavy Bolter firing upon any who try to fight. It's thick ceramite armor means it's exceptionally well-protected, which bodes well for the sixteen Astartes being carried within. As an all-rounder vehicle, the Land Raider performs each task given to it admirably.

-100 Onager Dunecrawlers (3 Tokens): An assault walker devised by the Adeptus Mechanicus, it is one of the most dangerous machines they have available in their arsenal thanks to numerous devices from the Dark Ages. Equipped with an Eradication Beamer that can be swapped out for an Icarus Array, Neutron Laser, or twin-linked Heavy Phosphor Blaster, it strides forth on its four legs and is protected by the powerful Emanatus Force Field that allows it to continue to fight on. With a driver of a Skitarii Vanguard and a Skitarii Ranger gunner, their aim will be as true as it is merciless.

-300 Ironstrider Ballistarius (3 Tokens): Designated as a light walker with a single Skitarii Ranger occupant, this unit has multiple stabilizers and a servitor brain that allows it to maneuver nearly any form of hostile terrain while also providing downlinks to the rider with the sum total knowledge of their enemies. Combined with the twin-linked Autocannons or twin-linked Lascannon armaments, this makes the Ironstrider extremely effective at taking out high-priority targets before scuttling away with unnatural speed. When not seeking a specific target, these units make for superb mobile artillery platforms.

-25 Dreadnoughts (3 tokens): When an Astartes is injured to the point where not even Apothecaries can save them, but there is still a chance they can survive, they will be interred into a Dreadnought Unit so that they can continue to fight for the glory of their chapter. In the event of Chaos, the Dreadnought is used to let their Champions continue to fight and release their unending hatred. Regardless, these machines are equipped with weapons such as twin-linked Lascannons, twin-linked Assault Cannons, Power Fists, twin-linked Heavy Flamers, and any other similar machines of destruction. For an additional +1 Token for each purchase, you can improve these units to be Contemptor Pattern Dreadnoughts with greater maneuverability and access to rarer weapons.

-250 Kastelan Robots (3 Tokens): When one thinks of the Legio Cybernetica, it is the Kastelan Robot that will immediately come to mind thanks to its iconic, rounded chassis. Armed with a shoulder-mounted Phosphor Blaster, and a choice between two Power Fists or two twin-linked Phosphor Blasters, there's little that will stand in the way of this machine's incineration power. When given specific instructions or possessing a suitable controller, even an Astartes may give pause at the idea of attacking such a machine.

-250 Scyllax-Class Robots (3 Tokens): No larger than an armored man, this robot's compact frame and snake-like method of movement makes them somewhat disconcerting to both enemy and ally alike. Its banks of lucid cogitator-stacks mean it possesses a dangerous degree of self-awareness along with its powerful targeting sensors, and its armor is similar to carapace armor meaning it can handle a decent amount of punishment. Its slew of mechadendrites means that it can shred a person's flesh as though it were paper, while its reactor means it puts out such radiation that people suffer lethal levels once this automaton is in battle mode. It's sole purpose is to kill.

-500 Lesser Daemons (3 Tokens) (Chaos Only) (2 Purchases Free: 'Greater Daemon'): The tears in reality have allowed for numerous daemons to begin pouring out of the Immaterium, all rather eager to begin wreaking havoc upon the mortals who would dare try to get in the way of this glorious ritual. The kind of daemons you acquire in question will depend on which of the Dark Gods you are aligned to, but they will all still be sworn to you. After all, you are their anchor upon this world. Their continued rampage, enough to send entire groups of Guardsmen into a panic and put Astartes on edge, cannot continue if you were to perish.

-500 Aquila Manifestations (3 Tokens) (Loyalist Only) (2 Purchases Free: 'Emperor Angelic'): The golden eagles that manifested upon the world of Talledus when the Word Bearers first attempted to convert the citizens of the Imperium to Chaos were able to burn Daemons upon contact, and simply seeing them restored the faith of the pious as they struck against the Imperium's foes. They swarm, and strike against any corruptive foe as streams of golden fire are directed at the fools who defy the Emperor. In embodying His tenets, they are anchored to you. They will ensure no corruptive touch strikes you or your followers if they can help it.

-15 Questoris Imperial Knights (3 Tokens): A walker from before the days of the Great Crusade, these units are piloted by a single Mechanicus pilot who bonds so deeply with the Knight unit that it is their code of chivalry and honor that keeps their mind intact throughout the entire process. This is important, as the weapons they can bring to bear is comparable to a tank with a great deal extra mobility and increased durability thanks to adamantium plating and defensive Ion Shield fields. Upon choosing these units, you may decide how many of them are Crusaders, Paladins, or Gallants. For an additional +1 Token per purchase, they may be upgraded into Dominus Knights instead, possessing much greater firepower and durability.

-300 Legion of the Damned (4 Tokens): A mysterious band of Astartes with unknown origins, these soldiers are so infused with the energies of the Immaterium that they have almost become Warp Entities in of themselves. Capable of using Empyrean energies to create unparalleled destruction and enough durability to stand where a Terminator would have been annihilated, such warriors have been witnessed to withstand a Volcano Cannon before walking out and firing bolt rounds that can pierce even the strongest armor. It would seem these warriors have seen fit to arrive in your hour of need. The first purchase is free if you purchased 'Legion of the Damned' in Part 1.

-300 Warp Ghosts (4 Tokens): They march forth with an eerie green glow that erodes the willpower of others. Upon destruction of their bodies, their spirits simply fly forth and possess another Astartes so they can continue the fight. Combined with their horrific warp-sorceries and the heavily armored contingent they operate, the Warp Ghosts will not stop until their enemies are killed and their souls are harvested. Such is the price of their services. The First Purchase is Free if you purchased 'Warpsmith' in Part 1.

-15 Baneblades (4 Tokens): Often touted as one of the most powerful tanks that Mankind has created, seeing them in battle often has bystanders quickly agreeing. It comes with a crew of ten humans just to use it, with a Baneblade Cannon and coaxial Autocannon as its main armament. It also has three twin-linked Heavy Bolters, two turret-mounted Las-cannons, and a forward-facing fixed Demolisher Cannon to increase its battle capability to a disgusting degree. While it may be slow, it's also got enough armor plating and durability to withstand a concentrated assault from almost anything smaller than it. Along with a fire control suite, electronics warfare, and an exceptionally powerful

-50 Sicarian Battle Tanks (4 Tokens): Designed as the brainchild of Ferrus Manus, Roboute Guilliman along with Magos of the Adeptus Mechanicus, the Sicarian was designed to specifically be a fast-moving tank hunter that can hit just as hard. It succeeded so well that Horus himself ensured the majority of these vehicles were sent to his forces when he began the Heresy, and upon inspection of these units it shows. Armed with two Herakles Accelerator Cannons, a forward-pointing Heavy Bolter, and two sponson-mounted Las-cannons, the tank has a disturbing amount of power it can bring to bear as it runs circles around the enemy. This tank comes with a crew of one Astartes driver and one Astartes gunner.

-5 Mastodons (4 Tokens): There are transports, and then there are these massive vehicles. Several times the size of a Land Raider and with a crew of five Astartes, it carries forty Astartes within its internal bays that can protect them from artillery or even strikes from Titans due to its heavy ceramite armor and twin Void Shields. Its armaments are nothing to scoff at either, possessing a Siege Melta Array to burn through enemy walls and fortifications along with a turret-mounted Skyreaper Battery and two sponson-mounted Heavy Flamers. Two sponson-mounted Las-cannons and four Hunter-Killer Missiles likewise ensures that it's extremely unwise to get close to this machine.

-5 Sokar Stormbird (4 Tokens): In the days of the Great Crusade, there was a greater vehicle than the Thunderhawk that ferried the Adeptus Astartes across the skies to their destination. Carrying five twin-linked Las-cannon turrets, six Dreadstrike Missiles, and carrying a compliment of fifty Astartes, its crew of four Astartes can feel safe in knowing whatever the Stormbird has set its sights on will die. Of course, should it come under fire its twin Void Shields will do a great amount to keep it safe.

-3 Warhound Scout Titans (4 Tokens): Standing at fifteen meters tall, the Warhound was designed to scout the area ahead and perform reconnaissance duties as it moves ahead of the main attack force. Crewed by one Princeps, two Moderati, two Tech-Priests and three Servitors, the power of its reactor means it can move surprisingly fast for a machine of its proportions while being protected by two Void Shields. It can carry two Titan-grade weapons such as Vulcan Mega-Bolters, Inferno Guns, Plasma Blastguns, or Turbolaser Destructors to deliver a merciless death upon any unfortunate victim that it comes across during its travels across the field of battle. Use them for their intended purpose and they will serve you well.

-3 Shadowswords (5 Tokens): Often seen as the sister tank to the Baneblade, this unit differs tremendously in its weaponry and its intended purpose. Armed with a massive Volcano Cannon capable of felling even enemy Titans of Imperial or Xenos origin, it can be a welcome addition to the destruction of enemy fortifications and larger units as well. Besides the removal of the Demolisher Cannon and Baneblade Cannon to make room for the Volcano Cannon, the Shadowsword is similar to the Baneblade in weaponry and crew requirements.

-3 Fellblades (5 Tokens): A super-heavy tank designed for Astartes use only, this machine has been the cause of many a victory during the days of the Great Crusade. Utilizing technologies unique to its construction such as the Flare Shield which spread impacts along the hull to lessen damage, it was also significantly hard to kill before it could release its devastating payload. Requiring four Astartes to pilot it, they'll put the twin-linked Accelerator Cannon along with the Demolisher Cannon and twin-linked Heavy Bolters to good use. As if that wasn't enough, the sponson mounts both contain double twin-linked Las-cannons to become the name in unbridled battlefield destruction.

-1 Reaver-Class Titan (6 Tokens): Standing at a maximum of twenty-seven meters tall, the Reaver-class Titan is an old pattern that still sees frequent use despite being phased out for the Warlord-class Titans. It can be seen as the middle between the Warhound and the Warlord, being protected by four Void Shields and possessing three Titan-grade weapons. Its top will often possess an Apocalypse Missile Launcher, while both arms will have either a Laser Blaster, Gatling Blaster, Volcano Cannon, Melta Cannon, or a Titan-grade Powerfist should it need to get up close with its enemies.

-1 Capitol Imperialis (8 Tokens): The closest thing one can get to an actual landship, this unit is *the* name in mobile command bunkers. It comes in at fifty meters high and eighty meters in length, giving a Warlord Titan a run for its money in size. Its defenses alone are absurd, possessing an outer hull of adamantium as well as six overlapping Void Shields while also possessing a single Macrocannon and multiple twin-linked Heavy Bolters for weaponry. As if that wasn't enough, the hull can also electrically charge to ward off attackers. It also comes with a crew of one thousand soldiers to man the guns, maintain communications, plot out maps, and other such battlefield concerns, though in a pinch it can deploy seven hundred of them to use as ground troops. Any general you happen to have will enjoy having this as an early Sanguinala present.

-1 Warlord-Class Titan (8 Tokens): Standing at thirty-three meters, the Warlord carries significantly more firepower than the Reaver and is a walking platform of mass destruction in its own right. Possessing six Void Shields and four Titan-grade weapons, its destructive power dwarfs even lesser voidships with what it can bring to the table, no doubt the reason for requiring twelve crew and a noticeable number of Servitors to aid them. For an additional +2 Tokens per purchase, this may be upgraded to a Psi-Titan, piloted by a Blank Princeps while using the enslaved power of psykers wired into the machine to power its psionic protections and numerous psychic weaponry to fight even the most potent of warp entities.

-1 Emperor-Class Titan (10 Tokens): Separated into Emperor-class and Warmonger-class titans, they can stand anywhere from forty-three to a hundred and fifty meters in all their resplendent and gothic glory. It is often seen as the God of Machines given life, unyielding and unstoppable thanks to its twelve Void shields and adamantium armor plating covering every inch. To make matters worse, not only does it come with two primary weapons of either Hellstorm Cannons or Plasma Annihilators, but it also carries six Titan-grade weapons on its carapace for additional warfare. It is also capable of carrying hundreds of soldiers with itself, to be used in deployment or for repelling borders should anyone get too close. Praise be to the God-Engine. Praise be to the Omnissiah!



COMPLICATIONS

It takes months to construct the Fortress and all of its preparations. Good thing too, because with all the myriad forces you've recruited, they may require an adjustment period towards each other. They all follow you for what you represent and what you are about to do here, but at the end of the day you're the lynchpin holding it all together. These months will be arduous and a trial in of itself, but teaching them to work together will pay off in ways even they will not understand at first.

When they all finally arrive, you will realize that all of this preparation was absolutely necessary.

There may be those here who seek to aid you in your ascension, but for every ally there are countless more who seek to usurp you and take the power for themselves. That, or destroy you for your heresy and do whatever they can to bury you here and now along with the rest of the planet that should have been cleansed long ago. Countless vessels rushing forth from the darkness of space or the energies of the Immaterium, burning with purpose.

It is only thanks to your preparations that they are not simply able to bombard you or launch a cyclonic torpedo here and now to be done with it. There are also the lingering warp storms that you have to thank for that too. Moriana appears to have planned a lot of things out beforehand.

Speaking of, the ones she taught the ritual for opening the Warp Gate once more will micro-bead you at this time. The preparations are ready, and they'll begin soon. Only two things are needed to ensure it opens successfully: Time, and the blood of the enemy. A little troubling to be sure, but think of it as a fuel gauge: The more emotion and release of souls are experienced on this field, the weaker the veil between realities will become. They hope to use this to burrow through the same pathway the Emperor of Mankind used to attain great power, and Horus Lupercal after him. Granted, no one truly understands how well this will work out for the galaxy, but hey. Third time's the charm, right?

Right?

The fleets soon begin to launch their forces. The amount of drop pods and transport vessels darken the very skies. A dread wave seems to wash over the land surrounding your fortress, as thousands of soldiers turns into hundreds of thousands. Some even murmur of millions. But you know it's so much chaff that can be cut down with relative ease. It's the cream of the crop that leads these forces which will be the concerning ones.

EZEKYLE ABADDON, WARMASTER OF CHAOS

CRITERIA REQUIRED: Loyalist, and/or rejecting Abaddon's Offer

He tried to extend to you an olive branch, and you burned it out of spite towards him. Him, the greatest champion of Chaos ever since Horus Lupercal. In seeking to perform this ritual without him, you threaten to crush him underfoot and render the last ten thousand years to be a moot point. He will not allow such a sin to be made against him, and while the hastiness of the situation has prevented him from bringing forth the full might of the Black Legion, he has collected just enough to suit his purposes.

An Astartes force of nearly fifteen thousand, with five times that in traitorous Guardsmen and mercenaries. Many of them are touched by Chaos, and so will possess some level of power beyond the norm as they throw themselves against you. Hordes of war vehicles and daemonic engines ready to desecrate and annihilate.

You know, that would make a pretty neat song title.

But the real breadwinner here is the four Greater Daemons that Abaddon will have managed to summon, each to be used as his personal honor guard when he takes to the field of battle himself. A Bloodthirster, with full immunity to psychic powers and possessing unparalleled martial combat. A Lord of Change, uncontested in their psychic aptitude and ready to rend reality with their foul sorceries. A Keeper of Secrets, with hauntingly distracting beauty and agility that would make even the Aeldari scream as it cut hordes to ribbons in seconds. Then a Great Unclean One, whose very presence defiles the land and sends forth waves of plagues and contagion to corrupt any who dare stand against them.

They will stand with Abaddon the Despoiler as he marches out. They will destroy what they can, in his name. With his dread weapon Drachnyen, only a champion of equal or greater power could dare to stand against him and come out on top. Such opponents can only be counted on one hand.

Good luck.



ROBOUTE GUILLIMAN, LORD COMMANDER

CRITERIA REQUIRED: Chaos, and/or accepting Abaddon's Offer

It would appear that you've made enough waves for the newly restored Primarch to take a personal interest in stopping you. A pity. He could have done so much more by running around and restoring order in the galaxy with his precious Indominus Crusade ever since the opening of the Great Rift. But he has decided that you opening the gate and attaining the same power as Horus is simply unacceptable, and so he's diverted himself to Molech in order to put a stop to you. He does not have the full power of the Imperium since they're spread out thin as is, but what he has may end up being enough.

Nearly fifteen thousand of his new Primaris Marines, born from the forges of Belisarius Cawl's project ten thousand years in the making and possessing new weapons that the galaxy has long since forgotten about. Thrice that in Guardsmen, but they too seem to be eerily well equipped for their standing. It is a unified fighting force, all quite eager to carry out the will of their new Lord Commander of the Imperium. Effectively an army of incense and iron.

Okay, admittedly that one was on purpose.

But the real *pièce de resistance* will be Guilliman himself. Surrounded by two hundred Adeptus Custodes as his personal bodyguards, each one is a peerless warrior in their own right and has been the bane of many Chaos Champions for over ten millennia. To make matters worse, Guilliman is also wielding the Emperor's Sword, making him more than capable of annihilating almost any opponent off the field. He's bested Daemon Primarchs, Champions, Greater Daemons and more. The amount of people in this galaxy who could best him could be counted on one hand, and he's looking to add you to the piles of dead men behind him.

Best of luck to you, mm?



This is, of course, not counting the enemies that you may have made during the beginning of your journey for additional advantages.

...what, did you think I forgot about them? Hopefully you didn't.

This isn't the death knell, mind you. There is greed to consider, and old rivalries simply don't disappear overnight even in the presence of a ritual such as this. The lure of opportunity is always there to sweeten the pot yes, but as you've no doubt noticed, nobody in this galaxy likes to share. No such thing as one big happy family in this grim, dark future.

Perhaps you can find a way to play these factions against each other as they arrive. Imperial troops would certainly wish to assail any heretical force no matter which side of the field they were on, and the various Xenos care little for anyone aside from themselves. Effectively, Molech is about to become one very target-rich environment depending on the amount of factions and groups you so happen to have gained the enmity of. Even the Daemon Primarchs, as powerful as they are, aren't exactly the friendliest with their own brethren.

All it would take is one wayward shot or one misunderstanding to get them to turn their guns on each other. Or maybe just time, as the reality of the situation and what each entity has to gain begins to sink in. Who's to say? But I doubt you'd complain much about your various enemies taking pressure off of you by being petulant children about who gets to have the fancy toys.

But if you're feeling especially brave, you can change this. Well, that or suicidal. You've been under a lot of pressure, no one will judge if you decide to take the coward's way out in one massive blaze of glory.

To put it short, the attention of their enmity can be changed to be focused solely on you. Rivalries will be ignored, sibling bonds will win over past history, and even the various Xenos races will be completely focused on seeing you annihilated. For once, forces of every type will be united in their singular purpose to see your molecules scattered to the winds and your accomplishments so utterly blasted that even those who take part in the battle will question if you even existed.

Just remember, you'll be the one to decide if you want this. You will have no one to blame but yourself.

FOR EACH ADDITIONAL XENOS GROUP OR FACTION YOU'VE TURNED AGAINST YOU IN PART 1, YOU MAY GAIN EITHER +5 TOKENS OR +200BP IF YOU CHOOSE TO DIRECT THEIR IRE SOLELY ON YOURSELF. THIS BONUS WILL DOUBLE FOR EACH DAEMON PRIMARCH YOU INCLUDE ON THIS DEAL.

PATH TO ASCENSION

Weeks of battle. It's been weeks, with the fighting raging as hard as when the battle first started. Unimaginable horrors, endless carnage, and sights so horrific it's actually a question of whether the Astartes among your forces may need to attend counseling for post-traumatic stress disorder. Moments where you needed to put makeshift blades on tanks just to bulldoze all the corpses away from the walls so the enemy couldn't just climb on top of them. Moments where your soldiers never went hungry due to the overabundance of corpse-starch you got some days.

Days where blood was the only thing you could smell, an inescapable scent that lingered no matter how many chemical baths you took.

But eventually, should you have managed to hold out long enough, you would receive a priority hail on your micro-bead. The ritual was almost complete, and you were needed down there immediately.

Through the winding caverns no doubt clogged with all the myriad defenses you've placed in there, you can feel the air has a strange effect to it. It feels charged, there's barely intelligible whispers in the air, and at the corner of your eyes you can almost feel something staring back at you. The atmosphere is so ominous despite the explosions and roaring above you that it felt like death was on your heels.

But soon you're greeted by your faithful acolytes. They assure you that the ritual is nearly complete, and despite the damage that Horus had done to ensure none could follow in his footsteps they had managed to find a work-around to bridge the gap once more. It just required the ritualistic sacrifice of a hundred psykers and the anointing of the technology built around the echoes of the portal itself.

Seems the acolytes don't bat an eye at this even if you were a Loyalist trying to fulfill the Emperor's word. Then again, the most abundant resource the Imperium has is human bodies. Regardless of which side of the coin one was on, this was par the course.

Entering the room itself would reveal a technological marvel that you're pretty sure is fifteen kinds of tech-heresy if Mars ever found out about it.



Endless wires were bundled around the portal itself, humming with life once more even as empyrean energies crackled around the edges. Dozens of tech-acolytes kept running around triple checking the systems and ensuring enough power was being routed to the frame, and no less than one hundred people of faith were chanting along the edges of a massive ritual circle that spanned a hundred meters in diameter.

Even then, the lead acolyte warned you that this portal would only be truly active for minutes at best. But since time in the Immaterium is something of a suggestion, there was confidence that minutes would be all the time you required.

The final piece of the puzzle was to touch the portal itself with your Relic Weapon. The charged energies would be enough to guide the Gate to its destination, and lead you to your glorious destiny. Any trusted companions would need to be gathered at this time, whether to use as an audience or to partake in the wonders you could find alongside you.

Would you hesitate, if only for just a moment? Would you perform the final act immediately, hungry for what you felt was rightfully yours?

Then again, it doesn't really matter, does it?

With the Relic touching the portal, and the energies surging to a blinding crescendo, the ritual would finally activate. The circle would glow with a powerful light, and the planet itself would shudder at the raw power being channeled at this very moment. Even the Warp Storms around the planet would intensify and cover every inch, as though a cocoon was forming in anticipation for what you will uncover.

Stepping inside, every sense you possessed would be overwhelmed to an almost painful degree. You were, and were not. You were everywhere and nowhere. Every flavor, every scent, every sound, every texture, and every sight, all at once. Thoughts wrapped you like a blanket, and deeds pierced your heart. For a brief moment, every moment of your life was played out before you in perfect clarity. All the memories you forgotten, replayed. Every moment you enjoyed or despised, revisited.

The totality of your being was weighed and measured, in a moment that was both instantaneous and eternal.

Then finally, you were delivered to one of two realms, depending on the ones you have been loyal to this entire time.

For those who joined the Dark Gods, they would find themselves in the Realm of Chaos. Specifically, they would be brought directly before the Fortresses of the Four, the homes of the Gods themselves. Their pleasure would be immeasurable for opening the path once more, and challenging the Anathema's legacy. For this, wealth and power would be yours. Power that once belonged to Horus would now belong to you. Hail, to the Despoiler of Realities. Hail, to the Great Conqueror...

...at least, this is something you could accept. But there is another path, for those who decided to collect a little Malice in their life. Yes, there is a Fifth God. Malice, the God of Fear and Destruction. Should you have taken his Ode to dabble in the power of others, he will invite you to his personal Fortress, exalting you as his new Champion and fueling your chaotic powers in their place. You who have divided others by joining their power together for your own purposes. Should you choose to accept him, he will have you crowned as the Outcast King, Lord of the Dark. Praise be to the Paradox.

For those who stayed loyal to the Emperor's Light, they would be taken instead to a much brighter location. Yes, to the Emperor's Realm where all is bathed in golden light and aquilas protect every loyal follower who has ever come here. Your name would be heralded as you walked the immaculate streets towards the Eternal Palace, where the Golden King Himself resides. You would be personally thanked by Him for staying true to the faith and towards Mankind, a feat that extremely few would have performed with the temptation of power that Chaos presents. You would be anointed, and become the Golden Lord, Light of Mankind. You would speak with His word, and all would see you as a savior who never backed down.

IT IS TIME TO CLAIM WHAT YOU ARE OWED

REWARDS OF THE GODS

It's felt like a long time since we started this journey, doesn't it? Years upon years, waiting for this crucial moment where you can finally attain wondrous riches and power for yourself. Years of preparing for this one exact moment.

Hopefully you're not nervous about it.

But the rewards of the Immaterium are as vast as they are potent. Treasures that can change the fate of entire star sectors, weapons capable of wiping out entire civilizations, and more. Things that men have killed billions in hopes of finding, and often failing to achieve them. These things and more are now yours.

But then, the real question is *what* will you choose? You can't exactly walk away with everything after all, no matter how hard you may scream at the gods or the Emperor for it. They are thankful for your service, and are willing to offer you much. But they will not give everything. There is this world to consider as well, you know. So choose wisely, my friend.

YOU MAY CHOOSE
ONLY FOUR OF THE
FOLLOWING

DAEMONHOOD (REQUIRED: CHAOS/MALICE)

The power of immortality. The strength to send entire star systems into a panic, and the knowledge that you will never truly perish. It is the ultimate reward of Chaos, and to become a Daemon Prince is to become one of the most powerful beings in the entire galaxy. Because of your own methods, your own power will be far greater than a standard prince. You will stand equal to the likes of Horus himself, and your own malevolent power will allow armies of daemons to follow your whims. More information can be found in the 'Daemon and Saint Customization Table' at the end of this document.

But should you have made a particular choice in the past, you may have options here. Choose one that applies to your situation.

Yourself:

It is yours by right. You're the one who has chartered this path, and slaughtered countless in the quest for this power. It will be yours. It *must* be yours, and you shall have it.

You can feel the energies coursing through you as your soul's light begins to grow along with your body. Flesh and energy become one in the same as you transform, your equipment changing and growing with you to accommodate the magnificence of immortality that wraps you like a new skin. After what feels like eternity, it's something you have finally achieved. Rise, Daemon Prince. Rise and revel in your newfound power as the galaxy trembles before you.

Cultist-Chan:

Much to the shock of even the Gods themselves, and quite possibly to your closest allies, there is another who likewise qualifies for this reward. It will actually stun the Gods into silence if you offer this reward to them instead of yourself, and none will be as stunned as Cultist-chan. She who was mostly seen as a joke. She who was the laughing stock of Chaos itself, needing her caretaker Dranon to make waves. But now she has the option to ascend. To become a Princess of Chaos Undivided.

It should be noted that Dranon is vehemently, absolutely, completely against this choice.

But it's your choice, and upon making it she'll be raised into the air as the power begins to overwhelm her. Becoming as tall as a Bloodthirster and with enough power to destroy entire companies of Astartes, what soon appears in front of you is the very image of a goddess, her very eyes alight with the energies of the Warp.

Dranon's five minutes into his planned three-hour-long curse-filled rant before he starts to glow as well. Shock spreads across his face, before confusion on what is happening. He appears to be becoming empowered, a minor Prince in his own right as horns grow out his head and wings unfurl. Unexpected joy, before he hears the words that bring untold terror on his face: "Ah tohken foh hyuuu... beeeeeest fwiend."

Cultist-chan laughs. The Gods all laugh. Dranon's scream echoes throughout the Warp itself.

SAINTHOOD (REQUIRED: LOYALIST)

Exceptionally rare entities that show up during pivotal and extremely dark moments of the Imperium's history, these entities are canonized before death due to the sudden manifestation of unique powers such as raising the dead, making daemons combust with a glance, causing rapid regeneration, and a multitude of other powers while being bathed in the golden light of the Emperor. To be a Saint is to be blessed by the Emperor Himself, and thanks to your deeds you will become the greatest Saint of all. You will stand side by side with the Emperor in power, and command hordes of golden Aquilas and fallen warriors as they acknowledge your benevolence. More information can be found in the 'Daemon and Saint Customization Table' at the end of this document.

But should you have made a particular choice in the past, you may have options here. Choose one that applies to your situation.

Yourself:

To become a Saint is to be wrapped in the Golden Light, and it is by the decree of the Emperor Himself that there shall be none who shines brighter than you.

Ethereal wings would appear upon your back as a halo of brilliant light surrounds your head, and the most comfortably warmth would wrap around your body as your soul began to pulse and grow with power. Your body soon following suit, washing away all impurities as it turned you into the very image of a perfect being. It feels like an eternity in paradise as it reshapes you, forging you into an immortal warrior of holy might. Awaken, and let your own light illuminate the Golden Path that will save Mankind.

Sanctioned Psyker Boone:

But there is another who has followed the light of the Emperor. One who has done her best despite the torments that regularly visit her dreams thanks to her powers. But loyalty is to be rewarded, and there's nothing she would like more than to be able to become strong enough so that Commissar Raege didn't need to keep protecting her all the time. With your permission, of course.

There will be some hesitation. A bit of concern, and looking to Raege to see if it was okay. But upon her nod of confirmation, Boone would be surrounded by a golden light as angelic wings appeared behind her. Her helmet would be removed, replaced with an ethereal halo as she no longer needed to fear her powers going out of control. With immense power, she would be Living Saint Boone.

But strangely enough, that was not the end of it. Before anyone could respond, the newly canonized Saint quickly rushed to hug the Commissar as energy began to envelop her as well. With glowing eyes and another pair of wings erupting from the older woman's back, she would ask why. She didn't deserve it like Boone, after all. But the answer sealed their fates together:

"You've protected me for all this time, Conrad. You made each day wonderful, and kept me safe. Now it's my turn to help you, and let you walk beside me for the rest of a bright eternity."

GAZE OF MALICE

CRITERIA REQUIRED: 'Ode to Malice'

It's funny, really. The Dark Gods have been squabbling so much that they never noticed the dark seed that had taken root within your soul. Like greedy children so focused on what's in front of them, it never occurred that there may be long-term repercussions of gleefully stuffing as much power within you as they could before setting you on the galaxy. They treated you like a toy soldier, ready to be recalled upon a whim.

But you are no soldier of theirs. No minion, no slave. You were just waiting for the right time to slip the leash and show them exactly what they were fucking with. Using the power of Malice, you tore away any chance they had at controlling you as the God of Anarchy laughed in the distance. Such was the plan, to show them that only one who is willing to take what they can and destroying the rest is worthy of being called mighty. But in the process, Malice dropped off a little bonus to help keep you in the mindset.

You possess the same parasitical abilities, able to maintain anywhere from some to all empowerments that others are foolish enough to grant you. Whether it is from the imbue of another God, or the enhancement from a powerful weapon, it all remains the same. You keep what you steal, and only death will be able to pull such things away from you.

As a bonus, you'll find yourself able to imbue others with facets of your power to create a truly powerful warrior. It ill matters for what purpose, for the true goal is letting them become strong as they affect the world at large... or worlds beyond that one. Letting them reach the peak of their might, before you rip all of your power back into yourself. With interest, leaving nothing but a corpse as you feed and become more than you were before. Who knows how far you can go with this?

Go forth. Show them that you are beholden to none. Let there be Chaos.



IMPERIAL TRUTH

CRITERIA REQUIRED: 'Ode to Mankind'

The Gods. What are gods, but parasitical beings that deigns to believe themselves your betters? Creatures that claim the bounty of mortals and delude others into believing it was theirs to begin with. Creatures that are unworthy of the accomplishments of others. They do not deserve the glories of Man, much less their worship.

It is this view that the Emperor of Mankind had tried to instill upon his beloved Imperium. It is also this very viewpoint that has coalesced into a power in of itself, awakened within you due to the sliver of the Emperor's soul that was imparted upon you at the beginning of your journey. Though it goes against the nature of the original Imperial Truth, the Master of Man has realized that belief in His ideals is far preferable to enslavement towards those who foolishly see Man as cattle.

You will find that the more people believe in either you or the beliefs you teach, the more power you will receive from them. Psionic powers, intellect, physical strength... all of these will be improved the more you have others following in your steps. A planet's worth could see enough to destroy city blocks with psychic power alone. Imagine what could be done if the entire galaxy was aligned.

Of course, why keep it for yourself? The Emperor did not wish to hoard it all for himself, oh no. That would be following the ways of the petty warlords back when Terra was still an insignificant dirtball. He wanted all of Mankind to become stronger, and that is where the secondary nature of this power comes in. You may choose to instead distribute this wellspring of power to others as you see fit, letting them become greater and more powerful as your worldview continues to spread. Very potent for creating leaders who work in your stead, or imbuing those in dire need of Mankind's power to survive.

It is Man's destiny to become more, and you shall see it realized.



THE BLESSED LADY

In the days of the Horus Heresy, the Word Bearers tried to get an advantage over the Loyalists by trying to create unique ships. Ships that were larger than even the *Gloriana-class* battleships that each of the Primarchs had at their beck and call. Each one was designed to be staffed by a thousand Astartes, and had enough menials that it was effectively a flying metropolis. Arrays of lances, macrobatteries, missile silos, and entire swarms of fighters are all weapons that even a single ship has access to.

The Word Bearers made three of these mighty vessels in the service of Chaos. The *Furious Abyss* ran amuck of a psionic mine and was missing after that, while the *Trisagion* was involved in a rather intense fight and its fate is likewise unknown.

But now the third vessel, the *The Blessed Lady*, has been found once again as the Immaterium brings it forth to serve under you.

Staffed with a thousand Astartes of your choice, the *Blessed Lady* comes with a contingent of ten *Repulsive-class* Grand Cruisers, ten *Cardinal-class* Heavy Cruisers, and thirty *Tempest-class* Strike Frigates to protect it. With this, you'll certainly be sure to make waves as your vessels darken the skies.



BLACKSTONE FORTRESSES

During the 12th Black Crusade, otherwise known as the Gothic War, Abaddon the Despoiler managed to acquire six Blackstone Fortresses and through some method unlocked their full potential as weapons of war. One was able to annihilate a planet with its unique Warp Cannon, while three combining their power was able to cause a star to go supernova. Naturally, this destroyed the entire system.

Throughout the centuries, they were either destroyed or given away to secure the loyalty of others as Abaddon prepared for his 13th Black Crusade. He also lost a Blackstone Fortress in that battle as well, sending it down through the atmosphere to collide into Cadia and destroy it in turn.

But there are other Fortresses out there. Such as the three you have been gifted, waiting in the Immaterium until your arrival.

These vessels come fully staffed and will obey your orders as the xenos technology within hums with life. Their powerful shields and immensely destructive cannons make them extremely destructive foes, and even capital ships can be annihilated in a single shot from just one of these ships. This is great power, and very few will contest you upon seeing this power in your hands.



TREE OF LIFE

Many options were explored to try and heal the Emperor of Mankind when he was mortally wounded by Horus, and to date none of them have worked. Whether this is due to their ineffectiveness or simply because they did not use it out of risk depends on the exact method, but the end result was the same: The Emperor of Mankind, forever still on the Golden Throne with no way to communicate with His subjects.

In time, the Primarch Leman Russ had come across a legend discussing the Tree of Life, the last uncorrupted Warp Font in the entire galaxy. Such a font was so powerful that to merely feed the seeds to the Emperor would restore Him in His entirety and allow him to roam freely among the galaxy once more. Intent on finding this font, he left the Vlka Fenryka and went straight for the Eye of Terror. To date he has yet to return.

Mayhaps his quest is over now, for the Tree of Life has been found by you in this strange realm.

This uncorrupted Warp Font is so potent that it is a miniature Sea of Souls in its own right, and left to grow in another reality it's fully capable of allowing others to tap into it and become Psykers in their own right. To absorb it would create an extremely phenomenal being capable of creating entities similar to Daemons born from their own emotions, though to use it like that might be a bit selfish. Enough practice or power could even see a Greater Daemon once in a while. Nonetheless, it is yours to use as you will.

Though depending on your companions, you may have another choice.

Council of Five:

Bob, the Scourge of Evras. Kelgorath, Seeker of Souls. The Rock Star. Halenthor the Corpse Consumer. Nakrethar, Snake of the Stars. Should you have acquired all five of these Astartes, they will reveal that they've been seeking this Font ever since the Horus Heresy has ended. They've collected untold amounts of data, samples, and relics for a very unique ritual that would shake the galaxy to its core.

Now, it is time to enact that ritual.

Carefully sifted genetic samples, the souls of hundreds of psykers and the nature of their light. A perfect infiltration method into the palace of Holy Terra, and the slaughter of so many psykers that the Black Ships have been struggling to even meet quota. All of these have contributed, and would be an extreme battle as you fight off the Companions. But should you choose to help them with their ritual, you will find what they seek: To truly remake the Emperor, and create an improved body with the knowledge of psykers of this age and the faith of trillions over ten thousand years. They will create a god.

And with that knowledge, they will understand how to replicate the process. Again. And again. And again. Through Chaos, you will be able to impart Divinity unto others.

DARK AGE COLONIZATION TOOLS

During the Dark Ages, Humanity was able to rapidly colonize the entire galaxy in such a short time that their status as Masters of the Galaxy were practically uncontested. But this was not simply due to the weapons they possessed, or their hordes of mechanical servants. No, it was also due to how quickly they were able to rapidly take over various planets and reshape it to their needs.

How fortunate then, that you've managed to uncover the technology used to do that in the echoes of the Immaterium.

The first unit, a terraforming machine, is able to alter every aspect of a planet within a matter of months as it first scans what is there before messing with both the core and the magnetic field, effectively replicating the days when a planet is first made to begin the larger changes in creating new landmasses or bodies of water. For finer changes, it alters the composition of the atmosphere to adjust the climate and uses data on plant life to start creating specific areas of land. Altering gravity, the type of plants, and even rotation can help alter the physiology of people in time. Due to some modifications stolen from the Aeldari, it's even able to create a psychically charged resonance in the air to create Gaia Worlds that encourage the growth of psychic beings.

The second unit is for harvesting materials. Using extremely powerful augury units, the unit releases thousands of tiny machines that are able to seamlessly enter a rocky mass to sift through it for their target. Upon finding the material composition programmed into them, they will carry a miniscule amount out with them and deliver it to the payload site where it will be fabricated into a refined state for use. This may seem unworthwhile, but these are thousands of machines at once. The total sum is capable of mining out a mountain in minutes, all while leaving the main mass intact for those who enjoy sightseeing.

The third and final unit is an impressive space station that orbits the planet these units work on. It comes with the control unit for all of them, and is able to accept any blueprint in order to fabricate using the materials mined. It also allows for significantly finer uses, giving you tools that can construct an item down to the very atom or even creating unique gravitational fields in some places to allow for the creation of new materials thanks to their special circumstances. It is also capable of constructing and sending down habitation units that could make anyone who lives in them feel like they were living in the homes of gods.

With these tools at their disposal, it's little wonder that the Dark Age of Technology was one of wonder and power.

DARK AGE GENELABS

The colonization efforts of humans in the Dark Age were wondrous, but by no means were they a purely peaceful endeavor. After all, faster-than-light travel still needed to be achieved and any other method of doing so that did not rely upon the Immaterium catastrophically failed. Even after they had managed to acquire the Navigator Gene, many of the worlds they had found were so hardy that even terraforming was simply not worth the resource investment. But they had ways around that, mastering the genetic modification of their citizens to allow them to better survive on said worlds.

It is often the reason why there are so many abhumans among the galaxy, after all. All of them were the result of gene-tampering from the Dark Ages.

The Immaterium remembers all these actions, and throughout their currents there are just enough remnants to reconstruct the genelabs that those ancient humans once used.

Not only does it come with all the data on the Navigator Gene and other similar modifications they've done in the past, but it also comes with its own A.I. that will eagerly help and give advice on what kind of modifications and alterations can be done to a person. The machine also possesses a great deal more advancement than anything the Imperium of Man can bring to the table... perhaps if you had enough data or aid, you could eventually recreate the Primarch Project for your own purposes. You might need someone else on the soul part of that, though.



DARK AGE WEAPONS

The Xenos of the galaxy are not what you'd call the sharing type. The Aeldari are a cruel lot who think themselves masters, the Orks simply don't care for peace, and the Tau would rather assimilate others and subjugate them to their castes rather than do a true alliance.

As such, the ancient humans needed to arm themselves with the best weapons that science could offer them. Weapons that manipulated time itself to hit their mark, ammunition that created micro-singularities to devour a target that they struck, and more. You had machines that could simply annihilate the flesh of an entity and leave all non-living matter behind to collect precious items, or blasters that turned their targets into bombs so powerful they devastated anyone unfortunate enough to be nearby, and these were merely a taste of what they had to offer.

Such weapons are normally lost to the cold grip of time, never to be rediscovered again thanks to how far Man has fallen. Weapons that could surely aid the Imperium of Man in its darkest hour.

Fortune appears to favor the bold, as you've now uncovered a cache of these weapons lost in the Immaterium. They were locked away in a specialized vault, which opened to your touch.

It is time you allow your fellow Man to rise up once more. Reclaim the galaxy, and cast down all who would dare oppose their reign a second time.



ABADDON'S WEAPONS

The Warmaster of Chaos is a cruel tyrant who does not tolerate failure. He also does not tolerate weakness, especially in himself. This is why he equipped himself with only the greatest of weapons, so that he may never have to be seen as weak again.

The first of these weapons is Drach'nyen, Echo of the First Murder. Every life taken by human hands, every whisper of hatred in the ears of the dying... every thought of killing another to fuel their own goals. Each of these makes the Daemon in this weapon stronger, and as such there is no barrier the weapon cannot pierce. There is no protection it cannot simply cut through, be it flesh or metal or energy. It is the ultimate Daemon Weapon, and its desire for souls is never ending.

The second of these weapons is the Talon of Horus. It is an extremely powerful Lightning Claw that has tasted the blood of countless entities, and was the very weapon used to deliver the final blow to the Primarch Sanguinius. Since then, daemons and even minor gods have fallen to it, and it holds a psychic aura to it that drives all that is good and pure to immense dread and anguish. It also has a combi-bolter upon it, two barrels firing off unique shells that could tear through Terminator armor as though it were paper. Whatever Abaddon could not reach with his blade, he would reach with these bolts.

There are two ways to acquire these weapons.

Death to the Despoiler:

He thought he could stand against you. He thought these very weapons made him invincible, having been the top fighter for ten thousand years. It would appear he miscalculated greatly, as he simply perished underneath whatever tactics and tricks you had up your sleeve. The weapons began to resonate with you, as though they recognized their new master. It would be simply to pick them up and equip them yourself, showing yourself as the new Warmaster of Chaos.

The Despoiler is dead. Long live the Despoiler.

Accepted His Offer/Road to Malice:

It was a strange situation, admittedly. To be joined with Abaddon himself, and having him watch your back. But he stuck it out with you, keeping true to his word. But to see you turn away from the Gods and instead work with Malice instead?

That got him to laugh. It was a dark, echoing laugh of unbridled joy.

He finally had a way out from the Gods. Long has he been using them for his own ends, to take over the galaxy from the Emperor who never loved his sons. You gave him that out, whether you take him along with you on your journey as a Companion or let him remain here as Malice removes the Gods' grip on him. Regardless of your decision on that front, he relinquishes his weapons to you freely as a parting gift.

GUILLIMAN'S WEAPONS

The Lord Commander of the Imperium. While you were off on the other side of the galaxy preparing your weapons and equipment, he was restored by the joint works of Belisarius Cawl and Yvraine of the Ynnari in order to walk among mortals once more. He knew he needed to lead the Imperium of Man during this time, and so it is that reason he equipped himself with the very best weapons available.

The first of these weapons is the Sword of the Emperor. Kept in the safety of Cawl's vaults after the Horus Heresy, this weapon was wielded by the Master of Mankind Himself during the Great Crusade. It is a blade with no equal in craftsmanship, and blessed by the Emperor's own psychic might. As such, it annihilates any corrupt or foul entity with no hope of being recovered, and its holy flames allow it to slice through any armor with ease. It will also allow you to channel your own psychic powers through the blade to make this fire even greater, and it will hit with catastrophically greater damage against any dark or corrupt entity that would dare to stand before it.

The second weapon is the Hand of Dominion. Originally wielded by Guilliman during the Great Crusade and the Horus Heresy, it is a Power Fist capable of tearing through Terminator armor like it was not even there thanks to its highly advanced field from the Dark Age of Technology. To make matters more dangerous for the enemy, it also comes with a high-powered built-in Bolter with sanctified shells, piercing powerful armor like paper and dealing even worse damage to corrupt entities like daemons.

You may acquire these weapons by choosing one of two options you qualify for.

A Death In The Family:

Guilliman had been on life support for millennia thanks to the poison of Fulgrim, and it has been a point among the forces of Chaos that he should have died long, long ago. But you have brought his long-overdue demise, and struck an irreversible wound to the Imperium that it will never recover from. Just to add salt to the wound, you opted to take his equipment for yourself. Whether you use them as-is, or defile them later to deliver unparalleled despair to the Imperium is your decision.

A Worthy Heir (Loyalist and Rejected Abaddon):

After holding out against the Despoiler for so long and finally making it to the Emperor's Realm, you may find the presence of Guilliman there next to you. A strange thing, as he did not die. But the Emperor would reveal that he called Roboute here, and within moments his forces will descend upon Molech and annihilate all the remaining enemies. In luring the Despoiler here with a large amount of the Black Legion, you will deal a devastating blow to Chaos.

You will continue the Great Crusade among other stars, and other worlds. Guilliman's weapons presented to you, as a sign of respect and your new leadership. Should you wish, you may even bring Guilliman with you as a Companion when this is all done. One must tend to this galaxy first, after all.

LOST PSYCHIC ABILITIES (REQUIRES PSYKER)

It is said that Tzeentch was once the strongest Chaos God in existence. His mastery was due to his staff, which contained every single psychic power to exist in both past and future. With it, he was uncontested. But the other three Gods soon banded together, and demanded that he destroy his staff. Despite this setback, he sends a duo of daemons known as the Blue Scribes to wander the galaxy, collecting knowledge of every power and psionic spell to piece together his staff once more.

You yourself have come across three extremely potent powers in the Immaterium.

Vaunted Breath of Prospero:

Magnus the Red landed on the planet Prospero, a world where psykers were both welcome and encouraged to explore their powers to see what it is they could accomplish. After its destruction and subsequent escape into the Warp, they needed to plan things out for their vengeance.

After the Great Rift, there was a massive surge in Psykers being born. There was also a ritual the Word Bearers and Alpha Legion used to artificially create Psykers, though they had a limited lifespan. These two instances are flawed pieces of the same psychic ability, the Vaunted Breath of Prospero. This talent allows you to truly awaken one's soul to their psychic potential, opening their mind to the myriad of possibilities and even letting you decide how powerful they may eventually become. The stronger you are, the more people you can do this to. You could even do this to a whole planet, in time.

Unyielding Grasp of the Sea:

There are many different telepathic abilities that psykers possess. Whether it is linking minds, or sending thoughts across great distances, and even seeing into the thoughts of others. All of these are watered down variants of the true power, Unyielding Grasp of the Sea.

This talent allows one to reach stellar distances and communicate in realtime with any who see you as their leader. It even lets them reply back with no distractions, somehow allowing their brain to communicate with you while even in intensive combat. By focusing more, you may create a network where many can do the same with each other, creating a hivemind where all maintain their individuality. As a darker side, should one perish then the others will attain all the skills and a portion of the psychic potential the deceased possessed. Many options with this one.

Berith's Dominion of Hospitality:

There was once a powerful sorcerer in the Screaming Vortex known as Berith of the Dozen Eyes. He tired of the politics that were rife within the ranks of Chaos, and sought only to be able to learn and read in peace. Centuries of practice and meditation allowed him to eventually glimpse this psychic spell, the Dominion of Hospitality. It creates a rift and bores into a subspace of reality, effectively creating a new pocket dimension only the caster and those they allow can access. Meditation and frequent casting can increase the size of this micro-realm, and in time they can possibly imbue it with other psionic effects. Be at peace, traveler.

DAEMONIC/CELESTIAL WORLD

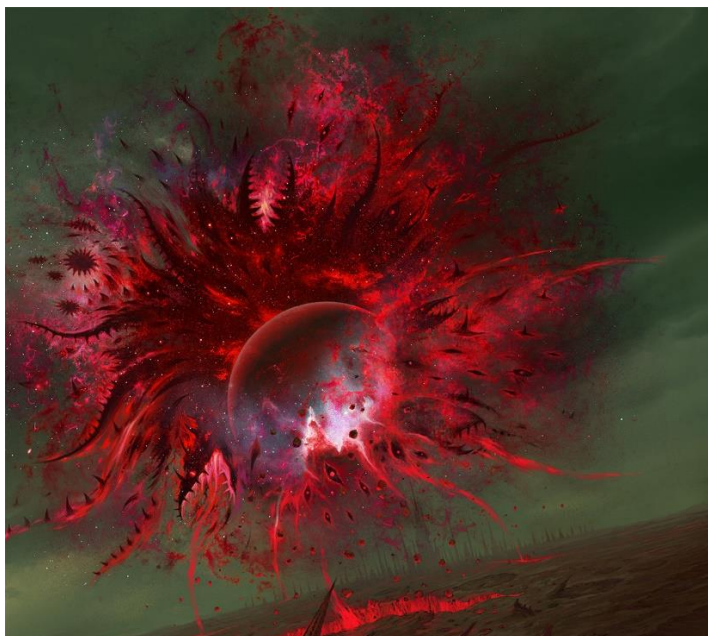
In many cases, the invasion of Chaos upon a world can be stopped with material weapons and munitions, due to daemons requiring a sufficient supply of energy from sacrifices or other such methods to keep them anchored in the Materium. This is arguably one of, if not the biggest reason that Chaos has not been able to simply continue conquering until it reaches Holy Terra.

A Daemon World breaks all the rules.

This is what occurs when the energies of the Immaterium saturate the planet to such a degree that it exists both in the Material Realm and the Immaterium at the same time. When this occurs, entities like Daemons can exist as long as they desire on that planet and the normal rules of reality begin to become quite malleable to the point of being guidelines that daemons rarely have motivation to follow. Powerful entities can take charge of this condition, reshaping the planet to their whim. Woe to the citizens remaining on the planet should its new masters care little for them, and should the masters spend enough time and power they could very well infect other nearby worlds and do the same to them.

You will attain such a world, if you choose. A planet that either exists somewhere in realspace or in a pocket of the Immaterium, one where you have control over the rules that govern that section of reality. Should you have ascended as a Daemon Prince, you will find your control over the planet nearly absolute, as a being of the Immaterium is far more attuned to the energies that course through the planet.

Even if you are a Loyalist, the Emperor provides. A similar world will be provided, bathed in golden light and controlled by the will and faith of its people... and especially you. You will also enjoy a similarly powerful control over the planet should you have ascended as a Living Saint.



ASTRONOMICON/GOLDEN WEBWAY

Navigators weren't enough for the Emperor of Mankind. He needed a way for His armies to march across the galaxy faster and farther than ever before, but the Navigators could only go so far on their own. To this end, He created the Astronomicon, a psychic beacon that shone brightly through the Immaterium and acted as a marker that Navigators could use as an astronavigational reference point. With that reference, Navigators found themselves able to not only reach farther but also charter the galaxy with greater ease during the Great Crusade.

But this was only supposed to be a temporary measure, for the Emperor was seeking to create His own Webway Portal upon which the Imperium of Man could appear across the galaxy within the blink of an eye. Once accomplished, it was meant to allow the Imperium to cast aside their reliance on Warp Travel and continue forth on the Golden Path that the Emperor set for His people.

Such a goal never came to pass. But perhaps in another world, you can finish what He started.

By focusing on the echoes within the Immaterium, you come to acquire your very own Astronomicon. Not only is it self-powered by a psionic singularity to shine a light through higher dimensions across seventy thousand light years, but in doing so it will provide you with a real-time, automatically updating map of the galaxy that the Astronomicon is in. Any vessel that uses Warp Travel or other forms of faster-than-light travel will find they have easy access to the best stellar charts for their travels.

But deep within this Astronomicon are certain plans. Plans that utilize immense psychic power and psychoreactive materials to create and utilize their own Webway Portal Network. It would take time, but creating such a network would allow its users to travel across the galaxy instantaneously via portals, and creating a truly unified race for the first time in history.



END CHOICE

It felt like you were in the Immaterium for hundreds of years. Thousands, if you had decided to become sculpted by the power of Gods or Emperors. But to your forces, it would only have been five seconds since you left. Your prizes would also manifest in a way you deem sufficient, but with the success of this ritual the battle may as well be over. It would be an intense but simple mop-up operation as your enemies either retreated with nothing to show for it or perished under the might of your new power.

You would have another hundred years here, to settle your affairs and decide if you truly wished to decide upon a decisive fate for this galaxy or wished to let it languish in its own decrepit state. But in time, you would need to make one last choice.

Go Home:

The fires of war and destruction were simply too much. Or perhaps you feel like this was as good a note to go out on as any. Regardless of your choice, you return to your homeworld with everything you have collected thus far. You also get a parting bonus of +1000CP for Part 1, +5 Rewards from Part 2, and an additional +4 Rewards from Part 3. Let the world shudder before its new master.

Stay Here:

Really? You wish to stay here of all places, and seal the fate of this galaxy? Well you certainly have your work cut out for you, but if this is truly what you want then it shall be granted. Your affairs will be handled in your original world, with debts paid and pets cared for while loved ones are informed that you're in a happier place. You also get a parting bonus of +1000CP for Part 1, +5 Rewards from Part 2, and an additional +4 Rewards from Part 3. Your journey may end, but your story continues.

Next Adventure:

There are other galaxies to conquer. Other worlds to spread your power and might towards. Whether you do it for personal domination or to save other civilizations is your call, but you will continue on to the next world while keeping everything here you have attained, including the Fortress and the Army in this final part. What fun we shall have in seeing far you're willing to go.

DAEMON AND SAINT CUSTOMIZATION TABLE

Immortality. You finally have what trillions in this galaxy have sought, and billions have died for. It is an exceptionally rare gift, one that is not given out so easily. And yet you possess it.

Lucky you.

But not every Daemon Prince or Living Saint is the same. There are notable differences among them, and it is time we determine exactly what those differences are. Think of it as the mother of all makeovers as your soul is filled with an otherworldly light and makes your body reflect your new status as a demi-god of this galaxy. Though with the power you'll be receiving, you're certainly a cut above the rest. You'll also be able to choose whether you receive all this power now, or require time to grow into it.

But for the sake of preserving your mind for this process, let's put it in a way you'll understand.

You now have +1000 Immaterium Points to use to make your decisions

-Impressive Form (Free): There is no such thing as a 'standard' design for an entity when a mortal becomes partially of the Immaterium. They grow in size to at least fifteen feet in height, gain supernatural traits like wings or horns or glowing eyes, and at the end of the day their body looks like something out of a myth. Accurate, as these entities might as well be minor gods. You gain a one-time ability to reshape yourself to any sort of humanoid form you wish, for that is the power of the Sea of Souls.

-Being of Souls (Free): When they say 'immortal' in this universe, they truly mean it. Princes and Saints don't ever truly die, instead being banished to the Immaterium upon taking enough damage that their body is compromised to an unsalvageable state. When this happens, it can take centuries or millennia for them to return, and for all intents and purposes they might as well be dead to the mortal world. For you, you may choose to hasten this one time for every ten years by automatically returning to the mortal world the following day.

-Immaterial Constitution (Free): These are entities that can take an extreme amount of damage thanks to their nature of being partially comprised of the Immaterialium. Weapons that have not been blessed or defiled have an extremely negated effect upon them, and even weapons of a supernatural state are diminished in some way thanks to their unique physique. You gain this same constitution, becoming an entity that your enemies may very well resort to orbital bombardment to destroy.

-Immaterial Power (Free): Your durability is great, and your lifespan is infinite. What kind of entity would you be if you did not have the strength to back yourself up? Despite how you may appear, your personal strength can see you lifting an Emperor-class Titan with barely a care, or casually smash entire Hive Spires with just a few punches thanks to your immense power. Your might is exceptional now, as befitting one as powerful as you should be.

-From Beyond (Free): Your body is powerful, as is your soul. Why not make your mind just as strong to add to the mix? As an entity of the Immaterialium, your will is akin to a steel fortress in its inability to be assailed. Any attempts to make you afraid, control you with mental powers, or drive you mad simply does not work on you no matter how hard a person may try. You are greater than mortals, and will never stoop to be controlled by them if you do not desire it.

-Stuff of Nightmares (Free): It should be rather evident by now that facing you in one-on-one combat is rather unwise. You have the power to do much, and you're certainly going to push out more damage than most. But if they thought they could cheat by using underhanded tactics, they will be sorely mistaken on this one. Poisons and diseases simply do not affect you anymore unless you wish it, and attempts to stun you will be utterly ineffective as well. Able to weather most environmental hazards that would destroy an armored convoy and unable to receive wounds that would compromise them such as a broken leg, there will be no way to prevent you from fighting with your full strength.

-Psychic Boon (Free): As a being of the Immaterialium, it's the understatement of the century to say that your soul is more potent than it ever was. It has been transmuted, changed to allow its full potential to awaken as you ascend to your rightful place at the top. The Emperor of Mankind was able to fuel the Astronomicon from thousands of light years away and create continent-spanning events with ease, to say nothing of destroying fleets with his mind. If you did not have it before, you now gain the 'Psyker' perk from Part 1 and gain access to the table as though you purchased it, while having the Alpha level, even though you are far beyond it. Should you have already possessed it, you will attain an additional +500 Psyker Points to spend there as your soul burns ever brighter. Your psionic power is immense, and will only continue to grow over time.

-Powerful Armor (50IP): The natural constitution of a Prince or a Saint is potent as-is, but there are those who still cling to the idea of going into battle with their own armor. How fortunate that the Immaterialium provides, and allows you to designate an armor of your choice as it bonds with you and becomes partially of the Immaterialium like yourself. Its protective measures increase dramatically, and becomes self-repairing now to become just as immortal as you are.

-Protective Energies (50IP): Some entities have a more subtle power that is not apparent until they have gone into combat. After all, why give away that you've stacked the deck some more? Should you acquire this, your form likewise has a powerful protective field around it that activates when you desire it, blocking projectiles and strikes unless they use enough force to overwhelm it. Considering they'll need a volley from a tank column to do that, you won't have much to fear.

-Empowered Flight (50IP): Some entities have wings, while some do not. It's more of an aesthetical choice between each one, but there are some who recognize the power that flights gives and will try to become as effective fliers as they can. You have gained such skill, having exceptional awareness of your surroundings and possessing such speed that you could easily keep up with fighter craft. They can try to hide from you, but they cannot run.

-Augmented Form (50IP): What's in a body, really? When you ascend, your old mortal form is irrelevant as you take on something far more to your liking. Something that reflects your new immortal nature. But this option is for when you truly want to leave the standard template of 'two arms and two legs' behind. Take the lower half of a snake or something equally as monstrous as you utilize new forms of movement. Gain multiple arms to strike with additional attacks. Acquire a powerful tail or grow to even larger proportions, up to triple your size. It's your call, for only a god determines their form.

-Lord of Lies (50IP): Many will be fearful of you when they see how much better you are than them. They will do whatever they can to save their own skins. For those who do not suffer dishonesty in their presence, there is this ability. Not only will you automatically know when someone is lying, but should you wish it you may compel them to speak only the truth around you. Only those of exceptional will can prevent this, but you'll certainly be made aware of it. Do with them what you will.

-Summoned Hordes (100IP): A Prince or a Saint are more than capable of calling others to their aid. It is a matter of will, and when your will is stronger, they cannot help but follow you. It is this ability which takes that fact to its logical conclusion, allowing you to summon either groups of lesser Daemons or Aquila manifestations depending on which side of the coin you fall upon. When someone asks the inevitable question of where your army is, you know what your answer will be.

-Ecstatic Devotion (100IP): Power is intoxicating. Those who have it are a cut above the others and everyone knows it, while those without are drawn to them like suicidal moths to a glorious flame. There are those who are content to bask in it, and then there are those who are willing to weaponize it. This option is for the latter, granting a charismatic aura while improving the way you speak as your words are weighed with the power that courses through you. With this, the weak-willed will flock to you in droves and even stronger entities will acknowledge your presence and power. It'll give your voice a wicked supernatural tone should you choose it.

-Touched Machine (100IP): Augmetics are something a mortal uses to become more powerful. They're used to cover up weaknesses, or improve one's own original strengths. But normally those of the Immaterium have little need for them, as the energies of souls are all that they require to perform their duties. You're different, instead not only infusing your own augmetics with the energies of the Immaterium to work much more effectively but also able to create unique Warptech cybernetics to install into yourself to improve or expand supernatural abilities. If that is not what pleases you, then you could instead use this to bond with machines such as vehicles or armor to use them as an extension of yourself, making them operate as though they were alive. There may be some who confuse you for some kind of Daemon Engine with this.

-Psychic Suffocation (100IP): When one ascends, they are the ones who are undisputed masters of the Immatrium when compared to a mortal. Finite mortals aren't the top dogs anymore, so why let them continue to act like it? With this, you'll be able to dampen psionic or supernatural abilities and make it harder for others to use said abilities around you. It is no longer their dominion. It's yours.

-Potent Strikes (100IP): A creature of the Immaterium already has more strength and force than what they should normally possess for their size, as is expected of one who is immortal. Their strikes are like a force of nature, and few in existence can weather a constant barrage. But with this, your attacks are significantly ramped up from their already powerful strikes. Where you could pierce a line of Baneblades before, now you could tear through a Heavy Cruiser without even slowing down.

-Aura of Corruption (Free/Required: Daemon Prince): Chaos is an ever-hungry entity, and refuses to give back what it has taken. More to the point, it refuses to lose any foothold it has gained in a person's mind, and is the sole reason the Imperium executes regiments of Guardsmen instead of letting them live to fight Chaos again. This aura allows you to have a presence that gnaws at a person's mind, opening them up to the horrors of the world and either driving them mad from lack of understanding... or nearly go mad as they seek to understand it, trying to become more like you as they willingly do what it takes. Think of it as an entertaining recruitment method.

-Aura of Purity (Free/Required: Living Saint): Faith. Diligence. Honor. These things and more encompass the power of a Saint, and is immediately what one thinks of when they lay eyes upon one. It is so great that one could very well become repentant at realizing how far they are from someone so holy, and either go mad with grief or immediately seek to redeem themselves in any way they can. Your presence shall be one that reveals the light to them, and illuminates the path to purity.

-Symbiosis (200IP): Normally there is one intellect within the form of a Prince or a Saint. One soul, one controlling influence. But there are exceptionally rare circumstances where this could change, and create a unique instance of two being united into one. By choosing this, you choose someone who is willing and fuse with them, creating an entity of two intellects and sharing in each other's powers and knowledge. How your body looks at the end is your choice, whether they partially stick out of your back, or a more unified fusion, or anything in between.

-Psychic Understanding (200IP): Psychic powers are undeniably a game changer in this world, and to possess them is to put yourself on another level. Princes and Saints both have exceptional psionic aptitudes, but it inevitably differs between each one. With this, you could easily make up for any difference in power with application, being able to alter the properties, range, and how the powers affect people as you explore the reaches of your own mind. Telepathy that convinces people they're seeing something? Make it contagious if they describe it to someone, as an example!

-Touched Weapon (200IP): One thing that stands out with entities of the Immaterium is that their weapons do not normally follow the same rules as other weapons. They cleave through armor as though it was not there, and normal protections fail unless there are wards in place to fight against these effects. With this power, you can provide these very boons to any weapon you pick up and touch, making them exponentially more dangerous in your hands. This comes with an optional aesthetic change.

-Infused Might (200IP): The power of the Immaterium and its creatures are not to be denied, for even Princes will gleefully use their own brethren as weapons to increase their own power. It is a simple boon, but one that could absolutely change things if used right. Picking this option allows you to acquire an additional +500 Weapon Points for the 'Daemon/Blessed Weapon Customization' table. This option can only be chosen once.

-Immeasurable Combat (200IP): You are a monster in combat, and you will be sure that other monsters are annihilated should they come across you. A weapon beyond compare, and nothing they do will stop you from driving your blades into their heart. By picking this, nothing the enemy can possibly do will disarm you against your will and your weapons are incapable of being destroyed by them either. As a bit of a bonus, should you wish you can choose to mark your favorite personal weapons to immediately summon to your hands upon a mental command.

-Unholy Light (Free/Required: Daemon Prince): Petty warriors and their so-called holiness. Pathetic worshippers to a god who does not deserve it. They are weaklings who do not know true power, and you shall show it to them. With this baleful light within you, you'll find that protections of a holy or pure nature will fall far more easily to you, and your strikes against people blessed with divine power will harm them to a far greater degree than they normally would. Rejoice, for one *truly* deserving of worship is here.

-Purifying Flame (Free/Required: Living Saint): The truth is these fools who turned away from the light are weak. They are foolish and only deserving of suffering before perishing to a holy blade, such is the price of betraying others for power. You will not stomach them to hide away behind foul protections, and you will not stomach their presence. Protections of a dark or corruptive nature are easily shattered before your might, and entities imbued with corruptive power will be harmed to a far greater degree by your strikes. It is their penance, and as a Saint you shall deliver it.

-Anchored Presence (300IP): While many entities of the Immaterium can simply be banished if they take enough damage to be killed, there are other means of banishing them should one possess the necessary skills. Certain psychic powers, chants, and rituals can all skip the combat and make you disappear, rare as those abilities are. With this, such matters are a thing of the past. The only way to banish you now will be to kill you, for no power can force you out of the plane of existence you walk upon.

-Arcane Wisdom (300IP): With the vast difference between a mortal and something like a Prince or a Saint, it's not hard to imagine them as demigods of untold power. Their strength, their durability, everything about them is above and beyond anything else a mortal could provide. Should you choose this, your mind will likewise be almost alien in how potent it is. Your intellect will be vastly improved, and any subject of knowledge you dedicate yourself to will be learned with such supernatural precision that it'll take you next to no effort to truly grasp its intricacies. Never be caught off guard when you put your mind to it.

-Face of Eternity (300IP): The appearance of a Prince or a Saint is otherworldly, and there's no contest about it. They are so much more, with their appearance to be a thing of legend. But why settle for mere rumors and baselines? With this, your appearance takes on a far more supernatural quality, becoming either so beautiful that even immortal creatures of emotion could give appreciation at absolute minimum, or become so terrifying that lesser men could die of fright and even creatures like Daemons would likely just run away rather than approach you.

-Martial Deity (300IP): Many find that it is better to use a weapon of the Immaterium instead of a regular weapon because it is worthless to one who has ascended. It will simply not stand up to the trials that a Prince or a Saint will need to endure, and that makes it worthless to them. Not with this ability. By grasping it, the weapon immediately becomes the best it can possibly be, turning into a mastercraft item ripe for use. It'll even retain the quality upgrade when you put it down, if you wanted to improve the weapons of others that way.

-Influenced Land (300IP): When a Prince or a Saint is in the Material Realm, they still have to adhere to the laws of reality to some extent. They themselves follow different rules, but all they strike and touch are beholden to the Materium and its rules. Well, not so with this ability. By expending a large amount of energy, you can push it into the ground and force a patch of the world to act as though it were a part of the Immaterium, removing the constraints of normal reality as you take control. This is the power used to create Daemon Worlds, and you could very well make them over time if you put enough effort into it.

-Song of Souls (Free/Required: Daemon Prince): Mortals. Finite creatures with finite lifespans. For many, the only value they possess are their very souls and the flesh those souls wear. You understand this so much better now, and have learned to manipulate them, using them for a variety of uses to strengthen materials or give temporary boosts to powers. Use souls as fuel to spare your own, utilize the ones you've absorbed as a powerful protective or destructive field, even create flesh constructs and use souls to make them far harder and more open to supernatural effects. The Immaterium used to be called the Sea of Souls after all, and you are their new master.

-Second Chance (Free/Required: Living Saint): The greatest power that a Living Saint possesses is their ability to restore the dead and bring them back to life. It is this power that makes them seen as an extension of the Emperor's will, and as a figure of divine light in their own right. You too now possess this power, able to restore scores of weak mortals who perished from battlefield wounds or revive those who have died to foul, supernatural causes. Prove your worth as a Saint as you raise the righteous and show them there is no fear under the Emperor's Light.

