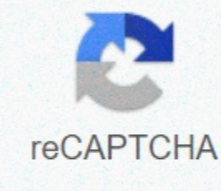




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Ahriman exile pdf

Everything is dust... Disturbed by his former brothers and his father Magnus the Red, Ahriman is a wanderer, a magician from Czech Republic whose actions condemn an entire Legion to an eternity of damnation. Once an undying servant of the Thousand Sons, he is now an outcast, a renegade living in the Eye of Terror. Ever, he schedules his return to power and the destruction of his enemies, an architect of fate and master of the warp. And what are the achievements of your fragile Imperium? It's a corpse that rots slowly from the inside as maggots shrink in its stomach. It's built with the toil of heroes and giants, and now it's inhabited by frightened weaklings to whom the glory of those times are half-forgotten legends. I haven't forgotten anything, and my wisdom has extended far beyond mere mortal weaknesses. - Ahriman of the Thousand Boys The Chaos Wizard Ahriman of the Thousand Boys Ahriman is a Chaos Space Marine and the most powerful Chaos Sorcerer of the Thousand Boys Traitor Legion to their Daemon Primarch Magnus the Red himself. Ahriman was once the Chief Librarian and First Captain of the Ancient Thousand Sons Legion. Ahriman has always tried to better understand the nature of his patron Chaos God Tzeentch and of the power of Chaos himself, gaining the unparalleled power that such knowledge will bring. His actions in crafting the Column of Ahriman, perhaps one of the greatest works of sorcery in history, would eventually lead to his banning of the Legion he hoped to secure. He remains a wanderer across the galaxy, forever seeking any knowledge that will allow him to finally grasp the greatest of all puzzles in the galaxy - the true nature of Tzeentch himself. Over a thousand worlds, Ahriman sought out the keys to saving what he had already destroyed. The scars of his obsession leveled his name a curse in the mouths of men and strangers. Bits of lore, artifacts both obscure and unholy, and rare souls draw him like a raven to a corpse. For the Aeldari, he's the carrion writer who eats the souls of their dying race for secrets, to the Inquisitors of the Ordo Malleus he's the lightning rod that brings a storm of daemons, among the servants of Chaos he's a flame of power and trouble to burn those drawn to his light to relieve them. A master of subtle manipulation, Ahriman had seed cults on a hundred worlds, and bent the desires of the powerful to reach his ends. With conspiracies and excavators scattered across the galaxy, he flushes between them, a puppet master pulling invisible strings. When such subtle means are impossible, he wages a magician's war, forcing armies to kneel with visions of terror, crushing war machines with invisible forces, tearing the souls of mighty heroes. He knows the true names of and possess pacts that armies can bring that flock to his call. Worlds burned at at Command, billions dropped to the hunger of the Warp, and reality was bleeding at the fury of its power. Ahriman refuses to recognize either Tzeentch or Chaos himself as his master. Over the ensuing millennia, he became a scourge of the Imperium, ancient museums, librarium, scholars and reclusia, places of learning, religion and contemplatory thinking. He wants artifacts, data or even persons he believes can lead him to master the way of the wizard. He promoted Chaos Cults on dozens of worlds at a time, providing the cults' magi with wizarding power to time and wytstal time as they acquired some ancient trinket or satisfied another of Ahriman's demands before turning the wrath of his Thousand Sons' war bond of Chaos Space Marines, the Lost Boys, on them and seizing everything they have for himself. History Chief Librarian Ahzek Ahriman, the Masters Templi of the Korvidae Cult of the Thousand Boys Legion before the Horus Heresy Origin Ahzek Ahriman was born on Terra in the 30th Millennium, among the rich techno-barbaric tribes of the Achaemenid empire whose kings united with the Emperor of Man during the Unification Wars that reunited the earth under the new government of the Imperium of Man. As a result of this early political alliance, Ahriman's tribes were largely spared the horrors of the atomic wars and proto-Astartes invasions of the Unification Wars period. Following the emperor's victory and Terra's alliance with the Meganum of Mars to forge the Imperium, Ahriman and his twin brother Ohrmuzd were chosen to be inked into the ranks of the Astartes Legions. Ahriman fought alongside the Emperor and the other Space Marine Legions at the start of the Great Crusade, but five years into the expedition the Astartes of the Thousand Boys Legion began manifesting psychic abilities, and with these manifestatons the flesh-changes began. Terrible mutations gripped the entire Legion, as scores of warriors succumbed and fell to the metamorphosis, many being hideous mutants who had to be euthanized by their allies. Over time, the mutation problem within the Legion became so severe that many voices throughout the Imperium began to suggest that the Thousand Boys be disbanded because they became hopelessly genetically infected. Ahriman even lost his own twin brother Ohrmuzd to the effects of the mutations, which inside the young Astartes showed a terrible fear of mutation and a willingness to do anything to stop it harassing his remaining Battle Brothers. In tribute to his own beloved brother, Ahriman had Ohrmuzd's prized pendant, a custody of their mother just as the one Ahriman wore was working in the shoulder guard of his Power Armour. Great Crusade finally reaches the Great Crusade the world of Prospero, and discovery of the Primarch Magnus the Red, the Thousand Sons' genetic ancestor, ancepsr, not come soon enough. The discovery of their vessel was a turning point in the fortunes of the Thousand Boys Legion, because Magnus was able to seemingly heal the mutation effects of his genetic material and the devastation they did on his Legion. Magnus, however, sacrificed a lot to get this win, including losing his eye in the effort, which involved bargains with the Ruinous Powers of the Warp to gain the knowledge needed to stop the mutations. Little is known about Ahriman's exploits during the Great Crusade. In addition, Ahriman was seconded by the Thousand Sons for 5 Terran years after the Word Carriers Legion, which he found to be an uncomfortable experience because of the Word Carriers' insistence on worshipping the Emperor of Mankind as a divine being contrary to the principles of imperial Truth. Despite this, Ahriman still managed to strike up a friendship with the Word Bearer's Chaplain Erebus. Ahriman is also one of the few Ashtaroths from this period who was publicly supportive of the Emperor's initiative to require civilian Remembrancers to record the exploits of the Astartes Legions and the other Imperial forces during the Great Crusade, as he hoped that an accurate record of the Thousand Boys' exploits would teach the wider Imperium to no longer be afraid or biased against psyche or the use of psychic forces. Ahzek Ahriman before the Horus Heresy The earliest surviving mention of an Ahzek Ahriman in Imperial records took place during the Agrhrou Campaign in the final years of the Great Crusade's second century, a standard action from that time in which a pre-industrial human world was brought into Imperial Observance by the 28th Expeditionary Fleet, with help from a contingent of Space Ahriman showed his Primarch Magnus the Red's wrath when he was a search team in pursuit led to the Primarch after Magnus absent himself from his Legion, despite Magnus' previous insistence that he should not have been disturbed under any circumstances. This incident represents the first time Ahriman was known to have distrusted the verdict of his Primarch and then acted contrary to his emphatic desires. It wouldn't be the last. By the end of the Agrhrou campaign, when a contingent of Space Wolves Astartes showed up to convey a message to Magnus of their own Primarch Leman Russ, Ahriman found fellowship with Space Wolf Rune Priest Othere Wyrdmake, during which he shared information about the Thousand Boys' psychic disciplines in what he thought was a meeting of convivial Brother Astartes, but which later proved insidious when the Space Wolves opposed this conversation against the Thousand Boys' position in favor continued use of the psychic arts at the Council of Nikaea supported. Ahriman's relationship with the Rune Priest was proved useful when both the Space Wolves and the Thousand Thousand was forced to engage in the fight with alien weapons similar to Imperial Titans and the daemons of the Warp before leaving Aghrou. It represents the first time both Legions have come into contact with the realities of Chaos. Ahzek Ahriman during the Great Crusade. It was also at this time that Ahriman was charged by his Primarch with inducing Rememuel Gaumon into the ways of the Thousand Boys. It was meant to develop Gaumon's own psychic abilities and thus through his spreading magnus' pro-psychic beliefs by the Imperium. Ahriman adopted Gaumon as his Probation and spent a significant amount of time training the Remembrancer and teaching him the magic knowledge of the Thousand Boys during the time leading up to the fall of prosperity. This training included that Gaumon was able to accompany the Thousand Boys on combat missions during the pacification of the world of Hellosa, where Ahriman was present for the sudden resurgence of the mutation reading change within the Legion and the granting of The Emperor's peace to the battered mutant Thousand Boys Astartes by the Space Wolves' Primarch, Leman Russ. The return of rampant mutation to the Thousand Boys after Magnus had previously promised that he had promised his danger forever deeply. Ahriman, to the point that his feelings of betrayal were perceived, even to a mortal like Gaumon. Ahzek Ahriman was present at the great review of the Imperial Army on the world of Ullanor at the end of the Ullanor campaign when the Emperor named Horus as the Warmaster of the Great Crusade. More importantly, Ahriman attended the great Imperial conclave known as the Council of Nikaea when the Emperor banned the use of psychic capabilities within the Space Marine Legions and sorcery over the Imperium. For Ahriman, the Council of Nikaea felt like a trial of the Thousand Boys. He felt betrayed again by the Emperor's decision. Far worse was the fact that the first person to step on and accused the Thousand Sons of engaging in the malign and dangerous practice of sorcery were the fellow Astartes he believed to be his friend within the Space Wolves Legion, the Rune Priest Anders Wyrdmake. Betrayal apparently hammered Ahriman from each side, as it was also at this time that he first learned that Magnus was not only aware of the Devastated Forces' existence within the Immaterium, but that he probably hit some form of malignant bargain with them that led to the end of the prevailing mutations within the Thousand Sons Legion. Shocked by a revelation that gave some truth to the charges of the Space Wolves and the Emperor's fears of allowing the practice of sorcy, Ahriman further raised his confidence in his Primarch although Magnus eventually used his own powerful psychic abilities to remove the details of the deal he struck with the Dark Gods of his Chief. Remove. mind before Ahriman could understand his full import. Horus Heresy Chief Librarian Ahriman, surrounded by members of his cabal, unleashed his power during the Battle of Prosper Primarch Magnus the Red comes out to stand with the Thousand Boys as they prepare to face the final bout of the Space Wolves during the fall of Prosperity before the Horus Ketter begins, Ahriman has risen to the position of Chief Librarians of the Thousand Sons, the Captain of his 1st Fellowship and the leader of the Sekhmet or Scarab occult that served as the elite Veterans of the Legion and deployed in Terminator Armor. Ahriman was also the leader of the Thousand Boys' most powerful top workult, the Korvidae, which was proficient in the psychic discipline of precognition, which was the ability to determine the likely probabilities of future events. They served as the Legion's seers and warned their Battle Brothers of dangers before materializing. The Korvidae Cult also helped lead the Thousand Boys Legion along the lines of fate during times of conflict and in pursuit of their overall psychic and material growth as a Legion, as well as serving as the Legion's primary strategic planners. Ahriman came to share his Primarch's obsession with the pursuit and preservation of arcane knowledge and the unraveling of the mysteries of the Warp. Though they were ordered by The Emperor to quit and resist all psychic activities and dabbling in the occult, Amon willingly went along with his Primarch's decision to continue with their studies of the Warp. Magnus kept a monstrous secret from his captains while working feverishly and alone in his private library and the vaults under Tizca. Amon and Anku Anen, Guardian of the Great Library of Prospero and member of the Korvidae cult, shared Ahriman's knowledge that something was wrong, but even their combined strength could not pierce the veils of the future to see what so concerned their Primarch. Magnus foresaw that a terrifying vision of the Warmaster Horus falling from grace and dragging the burgeoning Imperium of Man into a war more awful than any of them could imagine - a Century of Darkness that had been prophesied tens of thousands of standard years earlier by the ancient Aegyptos of Old Terra. Although he didn't know exactly the means in which Horus would fall, all he could observe about his vision is that something primordiales and corrupt root would take root in his soul. Magnus foreseesed that the Luna Wolves Legion would soon make war on a moon of Davin, and fate conspired to fall Horus with a weapon of terrible sentience. In his weakened and blinded state, the enemies of all life would make their move to renew his warrior heart. Without the aid of the Thousand Boys, they would pass and divide the galaxy asunder. The works Magnus Amon had in investigating the Council of Nikaea held the key to Horus Lupercal's redemption. With the help of his Fellowship captains, Magnus would project himself over the Warp and try to shield his brother from his enemies. When Horus fell, mortally wounded by the poisoned xenos blade, known as the Kinebrach Anathame on the moon of Davin, First Chaplain Erebus of the Word Carriers Legion, who was sued to the Luna Wolves Legion as an adviser, gave his chance to further his own designs for the Chaos Gods. He persuaded the Luna Wolves' Warrior Lodge to allow a group of Davinite shamans — Chaos Cults all — located on the surface of Davin at the Temple of the Snake Lodge to heal him. The Luna Wolves, besides themselves with grief and the fear that their beloved Primarch would die, agreed to the proposal, despite its direct violation of the creed of the Imperial Truth. During the dark rituals that followed inside the temple, Horus' spirit was transferred from his body to the Immaterium. There he testified to a nightmare vision of the future. He saw the Imperium of Man as an oppressive, violentocracy, where the Emperor and several of his Primarchs (but not Horus) were worshipped by the masses as gods. While this vision of the Imperial future granted by the Chaos Gods was a real one, ironically it was an outcome created largely by the Warmaster's own actions. Magnus also travelled via sorcery in the Warp to try to stop Horus turning to Chaos. Magnus explained that the Warmaster's vision was just one of many possible futures, but one that Horus could have prevented alone. Horus, already jealous and resentful of the Emperor, proved all too receptive to the Buildable Forces' false vision. During his sojourn over the Warp, Magnus realized the betrayal ran deeper than he first thought. These were the forces that sought to expire Horus, already claiming others who were in the throne of Chaos — Lorgar and his Word Bearers. Now that events have been set in effect, Magnus Amon, Ahriman and the rest of the Korvidae cult have ordered unravelling the strands of the future. The Thousand Boys needed to know more about what was to come. He instructed them to do whatever it took — whatever the cost might be. The Burning of Prosperity We are the Red Magicians of Prosperity, damned in the eyes of our fellows, and that's how our story ends, in betrayal and bloodshed. No... you may find it nobler to suffer your fate, but I'll take weapons against it. - Chief Librarian Ahzek Ahriman speaks to Magnus the Red, Primarch of the Thousand Sons because of his Primarch's absence, Ahzek Ahriman, Chief Librarian and 1st Society Captain, the Thousand Sons Legion during the Fall of Prospero Magnus next tried the emperor of imminent betrayal of his favorite son to be warned. Knowing he'll have to find a way to quickly warn the emperor, Magnus to send his message to Caesar. The message penetrated the powerful psychic defense of the Imperial Palace on Terra, crushing all the psychic wards the Emperor placed on the Palace — including those within His secret project in the Imperial Palace's dungeons, where He continued the creation of the human expansion in the Webway. Refusing to believe that Horus, His most beloved and trustworthy son, would actually betray him, the emperor has instead mistakenly viewed the traitor of the Imperium as Magnus and his Thousand Sons, who have long suffered from an almost debilitating run of mutations because of the instability of Magnus' own genome as well as being practitioners of sorcery that they are in constant contact with the dangerous entities of the The emperor ordered the Primarch Leman Russ, Magnus' biggest rival, to mobilize his Space Wolves Legion and the witchhunters known as the Sisters of Silence and take Magnus into custody to be sent back to Terra to stand trial for violating the Board of Nikaea's ban against the use of magic within the Imperium. As he headed to the Thousand Boys Legion's home world of Prospero, Horus convinced Russ, who had always been repelled by Magnus' reliance on psychic powers, to instead launch a full attack on Prospero, even though Magnus was entirely willing to face the Emperor's judgment once he realized he was being manipulated by the entities the Immater Amon's loyalty and confidence to Magnus was badly shaken when he discovered that his Primarch captain Baleq Uthizzar, the Captain of the 5th Society and Magister Templi of the Athanean Cult, had killed because he knew too much about the imminent assault by the encroachment of Space Wolves Legion. With Amon in his confidence, the Primarch and his former tutor travelled the Aether together in their astral forms. Magnus showed Amon the approaching fleet of the VI Legion. He admitted to his former tutor that he was wrong about everything. All the things Amon learned the adolescent Primarch was arrogantly dismissed out of hand, for Magnus suspects he already knew. He was warned by Amon about the gods of the Warp, who rejected the Primarch and called his tutor a bee-believing old fool. The Primarch admitted to doing terrible things, but he tried to convince Amon that he did it for the right reasons. Magnus pulled a veil around Prospero. No one could look forward as their punishment drew closer, not even the magicians of the Korvidae Cult. Magnus accepted his punishment for his hubris and would sit and do nothing as his Legion was wiped out for their violation of the Emperor's Decorator Absolute at Nikaea. Amon couldn't intrude his Primarch's decision, whether it was the right thing to or not. He couldn't sit idly by and see the of the Thousand Boys' pre-ordained fate. Magnus explained to his eldest friend the reason he didn't hit at the Space Wolves because that was what the Ruinous Powers wanted him to do since he first came to Prospero by their design. The Chaos Gods wanted Magnus to take weapons against their doom, knowing that if he did, it would only confirm everything the Thousand Sons hated and feared had always believed. In that moment of his Primarch's dire revelation, Amon confessed to his no-sailing that before Magnus came to Prospero, he suffered a recurring nightmare. Amon dreamed that everything he held dear had been swept away and destroyed. It plagued him for years, but on the day the baby Primarch arrived like a comet from heaven, the dream stopped. He never had it again. Amon convinced himself that it was nothing more than an ancestral reminder of Old Night, but it wasn't. He knew it now, because he provided this moment in time. The destruction of everything he held dear happened. Despite everything Magnus did, he believed that his fate was his own. He was a loyal son of Caesar, and he would never betray Him, because the Primarch had already broken His father's heart and His greatest creation, the Terran Webway extension. Magnus intended to accept his fate and although history might judge the Thousand Sons Traitors, Magnus and his sons would at least know the truth. They would know they were loyal at the end because they accepted their fate. Magnus urged Amon to do the same. Amon declined to obtain his no-sailing's wishes. He didn't want to sit passively, waiting to die like some weak, deceitful animal. Amon would fight for his people and his home. After the Space Wolves' fleet was translated into the system, they continued to destroy Prospero's orbital defenses. They then em started with a terrific orbital bombardment that reduces Prospero to cinders except its capital, Tizca, a beautiful city and the seat of Magnus and the XV Legion, which is protected at all times by a powerful psychic kine shield. This shield was maintained by one of the Thousand Boys' wizarding cults, and Magnus didn't disable it, knowing such an action would alert his Legion. As a result of the shield, an imperial invasion of Tizca had to take place. A huge force of landing vehicles and support vessel descended on the city, whose defenses were mostly left unmanned. The space wolves began to slaughter thousands prosperously, burning everything in sight. Still, the Thousand Boys' rank-and-file didn't share Magnus' acceptance of defeat and punishment, so they took up arms against the Loyalist invaders. The Thousand Boys Got Into It to keep Tizca (the only surviving city on the planet) for a period of time before they were eventually pushed back. Before Magnus reluctantly from his brother, Leman Russ, he entrusted Amon with a precious gift, his most prized possession, the Book of Magnus. This massive tome contains the collected knowledge of sorcery as dictated by Magnus. It was said that this work was one of the most complete treaters on psykers, witchcraft and sorcery in the galaxy, a compilation of all the knowledge and experiments gathered by Magnus during the conquests that the Thousand Boys made for the Imperium during the Great Crusade. Amon was charged with his safe detection and for ensuring it was passed to chief librarian Ahriman. Magnus eventually, reluctantly, took the fight against the Loyalist forces when Leman Russ and his Wulfen were unleashed on the last Pyramid of Tizca still standing. At the height of the battle, Magnus and Leman Russ took part in a devastating duel in which Russ eventually prevailed. Mortally wounded, with its back broken, Magnus invoked ancient magics in order to escape Prospero by opening a gateway through the Warp in the Eye of Terror where a Daemon World (the Planet of the Magicians) was prepared for Magnus and the remnants of his Legion by their new patron god, Tzeentch. Magnus was subsequently rewarded by Tzeentch by being transformed into a Daemon Prince. Column of Ahriman The Chaos Magician Ahriman stands next to his Traitor Legion allies during the Horus Heresy Following their exile in the Eye of Terror, Ahriman's love and admiration for his no-sailing has turned to hate and contempt. When the flesh-change once again ran rampant among the survivors of the Thousand Boys and Magnus, Ahriman seemed to set out to find a cure for the flesh change himself. In his own hatred and hubris and

utely unaware of the ludicrousness of attempting to use the energy of change to stop change, Ahriman defected in the wizarding knowledge held in the book of Magnus. Distilling the colossal collections of formulas, incantations and rites, and inflicting the results with its own hatred of Magnus and anxiety at the fate of his Legion, Ahriman devised the canvas of a mighty arcane game that ultimately overtaken all the woes that befell his Battle-Brothers and thus protected them from the flesh-change Preliminary testing of the game , generated great promise, but he quickly discovered that he doesn't have the raw power needed to achieve permanent results. He then worked to assemble those among the remaining officers of the Thousand Boys who, like him, were disgusted by what befell their Legion and their Primarch. As he gathered in a hawkish circle around Ahriman, this cabal of magicians lent their power to Ahriman, who then unleashed the full force of his desperate spell. Amon was downstairs who joined Ahriman's breakaway caabal, those who have always been the most headstrong and those with the most psychic psychic in the XV Legion. Those who stayed true to the Primarch were the second rate, ones that didn't dare join the casting of the Column. The counter-orthary affected them all, preserved less than a hundred of the Legion's wizards and condemned the rest, the Rubricae, to dust. The majority of the Battle Brothers of the Legion who lacked the psychic gift failed to cope with the ramponic amounts of wizard energy poured into them. Their flesh burned on the spot, their bodies reduced to ashes in their armor. And yet the energy released all the joints of their Power Armour as it burned their bodies. When their souls tried to leave their devastated bodies, they found themselves trapped in their armor; dead, but still alive, without a body, but invariably for all eternity. In the aftermath of the disaster, it became clear that the Column had either passed beyond all possible expectations or failed atrociously, depending on how one looked at it. Ahriman himself, along with most of his cabal, were horrified by the result. Their brothers were now as they intended, protected from the carnal change, though they paid for this protection with the destruction of their physical bodies. It was only later that Ahriman saw the terrible truth of what he had done. Instead of purging the flesh of crow mutations, each of the Thousand Boys has been transformed into unreliable automation. Magnus angered above reason and assaulted the tower where Ahriman gathered his covenant. The other Chaos Magicians immediately knelt themselves and amazed before Magnus' anger, but Ahriman remained standing, proven in his beliefs and utterly unrepentant. Before the Daemon Primarch could hit its former chief librarian, the Architect of Fate, Tzeentch himself, intervened and remained Magnus' hand. Instead, Ahriman and the rest of his cabal were banned from the Planet of the Magicians. Exile It is by changing the ways I have power, it is by Magnus the Red that I have life! -Ahriman of the Thousand Boys The Chaos-corrupt Magician Ahriman during the closing days of the Horus Heresy As Ahriman was bewilted, so too was his cabal, but Amon was determined to find all the secrets of the Column and perhaps restore some of his senseless brothers back to life. Over the next one thousand standard years when he continued to gather more power, he established his own powerful war bond known as the Brotherhood of Dust consisting of many bewilted Thousand Sons. He has also collected voidships, other Chaos Space Marines, hundreds of Rubricae and a number of apprentices, who themselves have become formidable Chaos Magicians in its own right It was Amon's goal to see how the suffering of his Legion ended, because he would undo the fell magic of the Column that doomed his former Battle Brothers to their unhealthiest, so he could release their tortures Yet despite all his grand schemes and designs, he still needed the way Ahriman, because only he possessed the necessary knowledge of the Column. Amon sent out e-concerns across the galaxy chasing up rumors, no matter how minor, of the possible whereabouts of the former Thousand Boys Chief Librarian. During his quest, Amon came across other former members of the Thousand Boys. He sent his eel fellows to his former brothers in hopes of edging them to join his war bond. If they accepted, they would become part of the Brotherhood of Dust, but those who refused to face the prospect of extinction - both themselves and those who followed them. Meanwhile, Ahriman was hiding under a Renegade war bond dedicated to Khorne, known as The Harrowing. Somehow, the Brotherhood of Dust managed to trace the psychic trace of Ahriman to the war bond. Amon sent an emissary called Tolbek, a former Thousand Sons Legionarian and member of Ahriman's cabal. An adept of the Pirae Cult in the long-bronk traditions of Prospero, Tolbek was among the first to join Ahriman's cabal. Tolbek played his part in the Rubric destroying their Legion and being shared in their banning. Tolbek, escorted by a pair of Rubric Marines, went over to the war bond's vessel, the Blood Singel, to dig with the war bond's leader Gzrel. During the subsequent audience aboard The Harrowing's ship, Tolbek devised the true identity of Ahriman, who was disguised as a humble wizard who initiated Horkos - who was watched with contempt by his fellow Renegades as the lowest of the low and an oath-breaker. Admitting Tolbek and realizing his identity consisted of, Ahriman unleashed his repressed magical abilities against both his allies and the Thousand Boys wizardry. After killing the majority of The Harrowing's leaders, Ahriman was confronted by Tolbek. Ahriman invaded Tolbek's mind telepathically and tried to devise why he was being sought. But the cushioned Sorcerer implicated his own mind and tried to draw Ahriman's psychic-linked mind into the adhesive with him. Ahriman just barely managed to escape Tolbek's forged trap. Tolbek died when his body burst into flames and immolated himself into a pile of ash. Before the Chaos Space Marines arrived aboard the warship Tolbek realized that their master was now dead, Ahriman took the captive vessel he was on board and fled in the Warp. During Ahriman's quest to determine who sought him out, Amon sent numerous followers to do his bidding, including Warp creatures and a half-Daemon Prince, all of whom failed to make him 2017. Despite Amon's best efforts, Ahriman managed to discover his former brother's location and infiltrate his navy. Unfortunately, before Ahriman could launch a surprise attack on Amon, he was betrayed by the mistress of the ship he stole, its location location Ahriman managed to emerge victorious after battling against three of Amon's Chaos Sorcerers but was badly wounded during the fighting. Amon eventually appeared in person, subduing the wounded Ahriman with powerful wards of binding and witchcraft, bringing him aboard his flagship, the Sycorax. While in prison, Amon convinced Ahriman to give him the valuable information he desired so he could undo the Column, and Ahriman eventually succumbed. Ahriman's allies came to save him and they managed to bring about his escape, but the former Librarian was soon confronted by the angry Amon, who sparked a powerful psychic attack. During the ensuing duel, Ahriman revealed the final secret of the Column to his former brother — it was part of all thousand Sons, bound in their creatures — the Column ran through them all, connected them and sustained them. His strength was in Ahriman's hands. Unable to draw his mind away from Ahriman, the Chaos Sorcer caused Amon to spontaneously burn from the powerful psychic energy unleashed from the arcane game. Amon's armor came apart, each component pulling away from the other, dumping gray dust in the turning wind. The vortex of power roiled Ahriman and lifted him into the air, the separate pieces of Amon's armor aligning himself over his unarmed, played body. Then, one plate at a time, they slipped into place over Ahriman's flesh. Finally, Amon's horned hell slipped over Ahriman's skull. The thoughts of the living magicians of the Brotherhood of Dust teased on the brink of indecision. The dead Rubricae simply waited. With his hands, Ahriman summoned magical flames from the floor that engulfed the red lacquer from the arm of every Rubricae and magician. Then the flames flickered blue, and the silver armor became polished sapphire. Ahriman looks over the ranks of blue armor. Slowly, he knelt and bowed his head. He accepted the mantle of leadership of the Brotherhood of Dust, including his massive fleet and army of followers. It is not known whether the Brotherhood of Dust is the same war bond, now known as the Prodigal Sons, that Ahriman is currently leading in the late 41st Millennium. The Harvest of Calliope Ahriman, the bewildered Chaos Magician of the Thousand Sons Legion Among Ahriman's numerous atrocities, there are those who stand as true evidence of his subtlety, power and ruthlessness. One such incident is known as the Harvest of Calliope. Calliope was a world of lost knowledge, an emire planet surrendered to the archiving of records from the earliest days of the Imperium all the way to its uncertain present. Stacks of rotting parchment filled caverns stretch far below its datapool stations rang its orbit from pole to pole, and its cities sprawled around the Index Vaults. Every soul on Calliope existed to service the archive, of the hunters who stalked tendency in the deep parchment to the scribes who fought for control of the hundreds of conflicting indices; all were bound to the ecology of the archive. So it's been for a time since any could remember, and so it looked like things would continue. Until something changed. A faction originated within the castle of indexes. This faction called for the unification of all the indices in an endless expansion of formula. They called themselves the Summary. Where the idea first came from none was certain, but once it took hold, it blossomed like a flower in sunlight. The Summary's power grew generation by generation until his reign of Calliope was unchallenged. Centuries went by and billions worked to further the Summary's goal. Eventually, they succeeded. On the day of The Emperor's Ascension, in the High Hall of Indices, a writer wrote the final line of symbols to complete the formula, and in those kits Calliope fell silent. When an Imperial void arrived at Calliope a standard decade later, it found some hungry people living among the dry corpses of the dead. None of the survivors could remember anything for more than a few seconds. Stranger still, the large archives were empty, each page of parchment bare. The only mark remaining to tell from the algorithmic seed Ahriman planted, and then harvested millennia later, was a single image, hovering in the lost memories of the survivors' bladder minds: the image of a figure in a horned helmet wreath in flame stepping out of a wound in the air. The Death of Dianaxis Ahriman has long searched for the skull of Lepidus, a dead hero of the 2nd Black Crusade, for reasons that remain his own. The skull, dipped in silver and engraved with tens of thousand words of destruction, lies in the polar sanctified city on the world of Dianaxis. A conspiracy to obtain the skull through fraud had already failed, so Ahriman turned to more direct means. Since the end of the Barn, countless billions have fought and died in the shadow of the Eye of Terror. For nearly eight Terran millennia, the remains of many of these re honored dead lay on Dianaxis. Pile of charred bones, the tranquil bodies of Imperial martyrs, and the polished skulls of Space Marines all came to the mausoleum world. On the surface of Dianaxis, the plains of bones expanded from temple city to sacred city, and went ever deeper with each passing year. The cities themselves are built from the skulls and legs of the most heroic dead. So sacred and honored was Dianaxis that a dozen Space Marine Chapters maintained honor guards and bastions on its surface. Star strongholds ring its approaches, and millions of troops stand sentinel over the skulls of those who died keeping the darkness in abeyance, the reach of space has burned Ahriman worlds and sent souls into the Warp. As the murdered worlds spun in line with each other, they found a patterned in the stars with Dianaxis at its heart. As the great design locked in place, Dianaxis' sun was pulled from reality, lying a tossed wound into the sky from the mausoleum world. Blood and fire spread across heaven. The bones of the dead stilled the last thoughts of their lives, and rainbow fire crawled over the ossuary towers. Daemons tumbled through the hole the sun was on the mausoleum world like falling stars. The Imperial defenders screamed as the children of Chaos left their souls. Amid the carnage, Ahriman appeared in lightning, ringed by Magicians and Rubricae. Power rolled out of the circle of Magicians and they stumbled through the battle, killing the defenders and disbanding daemons with arcane fire. Space Marine chapter Honor Guards came against him but were reduced to ashes and silent screams with a gesture. Fire Bane, the last Warlord-class Titan of the Legion of Officium, aspired to the war of its temple. The cry of his warhorns echoes the doomed world, and his weapons burn a path to Ahriman's circle. When he rallied the power of his fellow magicians, Ahriman forced the war machine to his knees, before pulling the core of his plasm area rectory through his caravan. Eventually, Ahriman held the skull of Lepidus in his hand, as the battle raged between men and daemons around him. When he emanates the skull to his eyes, he found the one word he sought on the skull's surface. When he dropped the skull from his hand, he and his forces disappeared, leaving the world of bones to the howling of daemons and the cries of the dying. Threading the Labyrinth After years of gruesome campaigning within the Webway, Ahriman approached the location of the Black Library one more time, a vast and ancient repository of Aeldari knowledge. This time, the Arch-Magician byturned the sanctuary's Harfequin defenders and spectral guardians by projecting himself inside the Black Library's halls, allowing his physical body to transcribe on hermetic parchment that she sees astrally himself. In doing so, he can create a copy of the fabled Tome Labyrinthus, the map to the hidden portions of the Webway. The Siege of the Fenris system Sometime before the start of the 13th Black Crusade in 999.M41, Ahriman was summoned back to the Planet of the Magicians by Magnus the Red for the first time since the decisive rubbing move. Magnus agreed to work again with Ahriman toward a common goal. During the subsequent siege of the Fenris system, the two fought together in mutual revenge against the hated Space Wolves. Shortly after being reunited with their long-lost Wulfen brothers, the Space Wolves find their home system engulfed by raging Warp Storms and a massive daemonic invasion. The Grey Knights and Angels come to help the Sons of Russ dispel the threat, but the Imperial forces are cast into a state of infighting one to a state of infighting one of Tzeentch's most heinous daemon servants - the Change. It's the Grey Knights who first noticed the Warp Storms form a pattern, one recorded in their oldest themes of lore and not seen in the galaxy for ten thousand years. It is a symbol of revenge last used by the Thousand Boys on Prospero. As the home system of the Space Wolves is overrun by daemons, nine Silver Towers appear in the clouds above Fenris. Out of their weathered halls throw ranks of Thousand Sons, ready to get revenge on the Chapter That Destroyed Their Home World. Swarms of braying Tzaangors and mutated Chaos Cults charge across the frozen plains, with Rubric Marines and Scarab Occult Terminators marching near behind. From hidden portals more Thousand Boys emerge on the Phenyltal steetles, exiles brought back into the fold by Ahriman. By following the Arch-Sorcerer through the Webway, they may surprise the Space Wolves and their allies, initiating the Adeptus Astartes with crackling psychic energy as they burst out of the Labyrinthine Dimension. As the imperial lines hold out against the onslaught, the Silver Towers align with sites of geomantic power and begin screening the internal energy of Fenris, and on the third day the air is riven with fire. Magicians around the planet pour their psychic energy into this air fire, and within each of the Silver Towers, a captive Space Wolf is cooked alive in a cauldron of fire. The conflict of dark magical creates a weak point in reality - a doorway through which the Daemon Primarch Magnus trends. The Crimson King joins Ahriman and his other most powerful acolytes, and together they begin their rituals in the hearts of the Silver Towers. The resulting flow of mutagenic energy devastated the surface of Fenris, causing the melted magma power to fill the fang with daemons and bubble up to the surface. It's only when the neighboring planet of Midgardia is destroyed that the Silver Towers disappear from the system, but any Imperial celebration is premature - unknown to the Space Wolves, the psychic crop reaped by the towers of Midgardia's demise gave Magnus the power he needed to enact a plan of unimaginable scope - the return of the planet , where it will sit in orbit above the shells of lost Prospero. The 13th Black Crusade Knowledge is power, but power is nothing without purpose. You may hold the power in your hand to make all things again, but if you don't know what you would change, then you don't hold anything at all. - Ahriman of the Thousand Sons In his quest for the banned knowledge of the Eldar's Black Library, Ahriman is known to have breached the Eldar Webway twice, both times during the 13th Black Crusade in 99.M. In the first case, Ahriman was able to access the Eldar Webway using withdrawn from the captured Inquisitor Bronislav Bronislav Czech Republic was the only human ever invited by the Eldar to be a guest of the hidden Eldar Craftworld being the Black Library - in fact he was used by the Eldar as bait and a foil for Ahriman. Ahriman subsequently entered the Webway through a long-forgotten portal discovered by his followers on the world of Etiamnum III, a planet betrayed by the Eldar of Craftworld Altansar at the care of the Imperium before Craftworld was previously lost in the Eye of Terror Millennia. This intrusion was considered a major setback by the Eldar Farseers who failed to provide it, and none other than Eldrad Ulthran himself, the largest of the Eldar Farseers, had to be summoned from Ulthwé to lead the Eldar defence against the offense. Ahriman was eventually cast off and the Webway gate he used to access was sealed, never to be re-opened. The mysterious Ordo Psykana, which consists exclusively of Blood Ravens Librarians was also called to help defeat the Traitors but arrived too late, and they subsequently took over the protection of the Imperial Reclusium that housed the portal. A short time later, Ahriman's lost psychic and occult forces allowed him to provide a rift in the Webway accidentally caused by the Blood Ravens Librarian Rhamah near the planet Lorn V during the Chapter's operations on that Ice World. Accompanied by a war bond of Thousand Boys Publicans he called the Prodigal Sons, Ahriman approached the planet under stealth and used his sorcery, the help of daemons, and the transdimensional split caused by Rhamah to find a Webway portal to Arcadia, the Eldar Planet of Law. The world was the exclusive domain of Harfequins, and contained a masterfully concealed Eldar settlement, including an extensive Librarium, a repository for eldar history and technology. Ahriman used a book that was considered a myth, The Tome of Karebennian, which he took from the Eldar Solitaire of the same name to try to find one of the Arcadian Webway portals that led to the Black Library. He also tried to steal an artifact known as the Sword of Lamhrilraq, a powerful weapon used by the Eldar aeons ago against the C'tan, during the War in Heaven, which was held by Arcadia's Great Harfequin. Ahriman and the Prodigal Sons also captured the Daemofluge and former Sister of Battle Ephrael Stern, which he intended to use against his opponents following his conquest of the Black Library. Despite summoning a Leviathan, a giant flying Warp animal similar in size and shape to a manta ray, and inflicting terrible casualties on both sides of the conflict, Ahriman is out of the webway for its purpose unsatisfying. After the end of the 13th Black Crusade, Ahriman's star is once again on the rise with the Thousand Boys' Daemon Primarch Magnus the Red, mostly because of the huge chaos caused by his fights against the Eldar Eldar the Webway, the prowess he displayed in capturing Inquistor Czechs, and the extraordinary knowledge and ability needed to even come close to entering the fabled Black Library. It is rumoured that if Ahriman ever gained access to the Black Library, he could use the information contained within it to become a new and mighty Chaos God within the Warp. Second War within the Webway Hidden Daemonic spies seeded throughout the Webway draws Ahriman's eye toward the Reborn of the Ynnari, because in their resurrection he sees hope for his own fallen Legion. In the wake of Cadia's fall to Abaddon the Despoiler during the 13th Black Crusade, the Arch-Magician leads a contingent of Thousand Boys in the Webway, there to lay an ambush for the unsuspecting Aeldari forces rushing to Klaius, the ice moon and last world of the Kadian System where they seek to form an alliance with the Imperial survivors of the destruction of Kadia. Just as the Ynnari enters the Psychedelta, Ahriman sacrifices nine hundred and ninety-nine inmates to Tzeentch to complete his ritual of translocation, shifting him, his warriors and his daemon throne to the Ynnari's location. Warpfire, ensorcelled bolts and the flickering of monomolecular blades fill the fractal tunnels as the armies collide. Amid the carnage, Ahriman creates a void-like pocket reality outside the walls of the Webway, and in this emptiness he transports the champions of the enemy, the Triumphant of Ynnead. As Ahriman prepares the knowledge he seeks from his dying prisoners, Yvraine - the Ynnari emissary of the recently wacky Aeldari God of the Dead Yrnead - demonstrates the power she can offer by restoring a dozen Rubric Marines. The resurrected Thousand Sons were steeped by their sudden awakening, knowing not where they were or who they were fighting, but they recognized their Battle Brother Ahzek Ahriman who didn't behold them with living eyes for ten millennia. Filled with a mixture of elation and grief to see his warriors restored, Ahriman yanked Ynnead's brightness back into the Webway before they perished. No sooner than the Triumphant of Yrnead - Yvraine, the Visarch and the Avatar of Ynnead, the Yncarne - was safe, a Wraithknight cut through the superstructure of the tunnel, creating a yawning chasm between the Aeldari and the Thousand Boys. The Yncarne inhaled mightily when the Aeldari forces withdrew, forcing the reanimated Thousand Boys over the abyss in the void. Ahriman screamed in horror as this flesh and blood warriors tumbled away. They were lost to him once again, but he now knew that the reversal of his Column was possible, and he knew who had the power to do so. The Road to Resurrection After Taking The Ability of Yvraine to restore the Thousand Sons plagued by the Column, Ahriman began gathering his powers after the formation formation the Great Split. After ten thousand standard years, he finally knew where to find the knowledge he was looking for, which is why he next trained his exact vision on the Drukhari city of Commorrhagh. Fate's end of all those bewildered from the planet of the Magicians cannot resurrect anyone a more powerful army of mystique and warriors than Ahriman. Over a thousand worlds, Ahriman sought out the keys to saving what he had already destroyed - the Thousand Boys Legion. The scars of his obsession leveled his name a curse in the mouths of men and strangers. Bits of lore, artifacts both obscure and unholy, and rare souls draw him like a raven to a corpse. To the Eldar, he is the carrion scribe who eats the souls of their star race for secrets; to the Inquisitors of the Ordo Malleus, he is the lightning rod that brings a storm of days' monies; among the servants of Chaos, he is a flame of power and trouble to burn those drawn to his light to enlighten them. A master of subtle manipulation, Ahriman had seed cuts on a hundred worlds, and bent the desires of the powerful to reach his ends. With conspiracies and excavators scattered across the galaxy, he flushes between them, a puppet master pulling invisible strings. When such subtle means are impossible, he wages a magician's war, forcing armies to kneel with visions of terror, crushing war machines with invisible forces, tearing the souls of mighty heroes. He knows the true names of 9x9x9 daemons, and owns pacts that can bring daemonic armies that flock to his call. Worlds were burning on its order, billions fell to the hunger of the Warp, and reality was bleeding from the fury of its power. Ten Terran millennia has passed in the empires outside the Eye of Terror, and still Ahriman runs his way from exile to the promise of a distant deliverance. Perhaps Ahriman has already tried to undo the damage of the past and fail, but as the light of the Imperium geute, his steps take him ever closer to the answers he has sought for so long. The shadow of secrets, lost since man ever stares at the stars, lingers on the horizon in the elusive Black Library, calling Ahriman ever up, down the road to the future. Flames lift that path, and the bones of the dead and the ashes of murdered worlds pave its gait. No one, except maybe Tzeentch, who watches everything and laughs the song of fate, knows what awaits Ahriman at the end of that path, but if he is to reach his end, the universe will tremble. Warfare and Abilities The fool, the coward, and the ignorant proclaim that the warp is an area of indisputable danger and indescribable terror, that it is hell of countless ancient myths and legends. It's a lie, told by those whose authority is based on lies, to the masses for the unknown. The Warp is unlimited in power and its secrets are infinite: it is knowledge and and life and death, and the untapped potential to make and remaking worlds. It only takes the discipline and the will to form it; those who do not have that clarity of purpose are liable to be formed by it instead. - Ahriman, Chaos Sorcerer of the Thousand Boys The Chaos Magician Ahriman set up in his full panoply of war Ahriman is a true master of sorcery and one of the most powerful psykers in the galaxy. His knowledge of the dark arts is rivaled only by the Greater Daemons of his patron Chaos God, the terrible Lord of Change. In addition to the multitude of Chaos psychic forces he can call on, Ahriman is armed with the Black Staff of Ahriman, an ornate Force Weapon that provides a powerful focus for his psychic energy. He also carries a cramped Bolt Pistol burning powerful Inferno Rounds similar to the weapons used by the Chaos Space Marines of his Thousand Sons warband. Power Armour Black Staff of Ahriman - The Black Staff of Ahriman is a weapon capable of sinner reality. Created by the Arch-Wizard himself, each separate component is a remnant of enormous power gained through horrific wars and gusts of discouragement. His blow point is a remnant of the abandoned Spears of Shadows, taken from the dying hands of Farseer Kalirmon. His haft was made from the charred fragments of Ahriman's own hequa staff who burned on Prospero during the Space Wolves' invasion. These and other remains were tied together in an unholy ritual that brought the Black Staff to essence and sent pained screams through the Immatarium. Although imperceptible to mortal eyes, the staff appeared to those with witch-sight as a burning scar of darkness in the Warp, a black absence at which psychic energy was inextricably drawn before being blown out by Ahriman's destructive will. Inferno Bolt Pistol Frag Grenades Crack Grenades Trivia Ahriman, also known as Angra Mainyu and Angra Mainiu, is the name of the destructive spirit or Satan-like figure of the dualistic Zoroastrian faith of ancient Persia. Within the even more ancient proto-Indo-Iranian religion known as Mazdeism, Ahriman is often referred to as the head of all demons and embodies evil in this Manichean concept of the world. His opponent — and according to multiple sources also his brother — is Ahura Mazda, also known under the names of Ormuzdh, Ohrmazd, Ahuramazda, Hourmazd, Hormazd and Hurmuz. Ormuzdh is the Avestandne name for the supreme divinity of the Old Iranian religion that was preached as the uncreate God by Zoroaster, the prophet and founder of the ancient dualistic faith of Zoroastrianism. Zoroastrianism was the primary religion of the Persian Empire until the Islamic conquest of the 7th century AD, Mazda is described as the highest of worship in Zoroastrianism, along with the first and most commonly invoked deity, while Ahriman would be his equal and opposite. Very much believe that the Judeo-Christian concept of Satan or the devil traces back to the Zoroastrian Ahriman, an influence enacted on the Jews during their sojourn in Babylon in the Persian Empire after the destruction of the First Temple in Jerusalem by the Babylonian king Nebuchadnezar II in 587 v.C. In the novel A Thousand Sons, there are many references to ancient historical Terrian texts or curiosities associated with the occult within Ahriman's private sanctuary, including: Visconti-Storma Tarot Deck - It's a 15th century AD Tarot deck and one of the oldest known to exist. This has had a significant impact on the visual composition, map number and interpretation of modern decks. The surviving maps are of particular historical importance due to the beauty and detail of the design, which was often carried out in precious materials and reproduces members of the Renaissance Italian Storma and Visconti families in period robes and institutions. Consequently,C, the maps also offer a glimpse of noble life in Milan that the two families have called home since the 13th century AD. Voynich Manuscript - It's an illustrated codex handwritten in an unknown writing system. The book is carbon-dated until the early 15th century Ad.C. (1404–1438), and may have been composed during the Italian Renaissance in Northern Italy. The manuscript is named after Wilfrid Voynich, a bookseller who bought it in 1912. Ahriman was said to possess a translated copy of this ancient text under his collection. 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