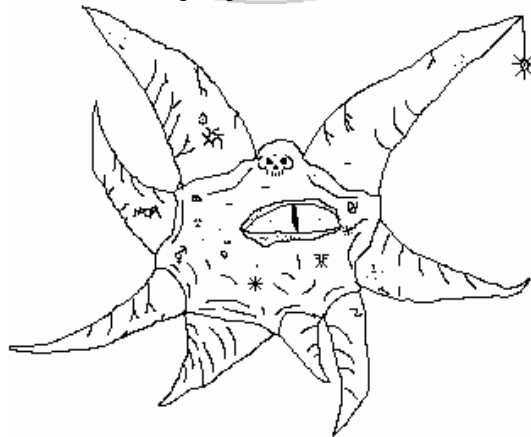


# Arminthok

Planet of Vision



*By Tybor Krant*



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## Irminthok

A chaos world on the border to the Eye of Terror; Irminthok has been known to the Imperium for thousands of years. The planet has never been attacked by the Imperium, as more important targets are always available. The planet is mere 30 days warp travel from the Cadian Gate, and is prime target for infiltration for agents of the Imperium in search of first hand knowledge of chaos. The Eye is the one spaceport where landing is permitted, and traders from all over the eye come there. It has even attracted traders from other parts of the Galaxy from time to time. Irminthok is arid and depressing. Great wastes cover most of the planet, with underground rivers feeding cold springs in rocky badlands. There are no seas on Irminthok. The poles are cold places of magnetic distortion, making the use of iron almost impossible there. The laws of physics work normally on Irminthok, except when the odd warp storm ravages the warp near it.

### +++PLANETARY DATA+++

**GALACTIC POSITION:** 44-4/67/ET/SSW.

**EQUATORIAL CIRCUMFERENCE:** 10.400 miles.

**SATELLITES:** No satellites.

**CLASS:** Chaos World.

**YEARS AND DAYS:** Not revolving around itself, light shifts slowly on Irminthok, as the planet revolves around its sun in a mere 101 days. The sky is mostly a dimly red except for the part of the planet directly exposed to its sun, where the light is extremely bright. The light from the Eye of Terror filters through the hazes of gas and asteroids that rims the system, lighting the darker sides of the planet in a perpetual red and purple glow.

**GOVERNEMENT:** Irminthok is ruled by *Dersharabon*, Great God of Vision and Prophet of clarity. He rules from a flying grand palace called the Dome of Light. By law no creature on Irminthok is allowed to have eyes. It considered an affront to the plant's ruler and blasphemy in itself. Thus all creatures on Irminthok, sentient or otherwise, are born without eyes, or have them put out at birth. The only exception to this is the spaceport called the eye, where offworld visitors are allowed to stay with their eyes intact.

Desharabon has been successful in keeping the planet out of the conflicts in the Eye of Terror. He is a known turncoat, always throwing his lot in with the most likely winner of any given conflict.

**POPULATION:** Approximated 6.500.000, mostly humans and xenos trapped in a pitiful existence.

Daemonic creatures are present too, though at a rate of roughly 1 for every thousand mortal.

**RELIGION:** Prayers must be offered to the ruler of the planet every day, otherwise most are free to worship as they want.

**ECONOMY:** The planet itself has little use for currency and uses the barter system extensively. In the Eye spaceport, all manner of currencies are used as long the buyer and seller can agree upon it.

**PRINCIPAL EXPORTS:** The planet primarily exports drugs of all sorts. Obscura, Spook, Red Horizon, Agha and just about any drug known and unknown can be found here. A small warp stone ore mining operation also works here.

**IMPORTS:** Irminthok is in constant need of slaves and technology.

**MEAN SURFACE TEMPERATURE:** 32°C.

**TROPOSPHERIC COMPOSITION:** Nitrogen 65%, Oxygen 30%, Argon 1%, Ozone 1%, Carbon Dioxide 3%.

**SUBSECTOR:** Eye of Terror

**NATIVE FLORA AND FAUNA:** Blind rodents and snakes are rampant on the planet, some heavily mutated. Great eyeless worms burrow the wastes feeding of giant hive insects. The underground rivers are home to more varied forms of ecosystems, which are sustained by nutrients washing down from the surface and underground thermal activity. Common to all creatures on Irminthok are their lack of eyes. Great blind flying insects with powerful stinging tails nest in the mountain ranges.

Where the underground rivers run close the plants surface, great fields of vegetation grow, some even grown by inhabitants of the planet, with the obscura flower being the most common. Few trees exist, with only the hardiest and water preserving being common.

**CONTACT WITH OTHER WORLDS:** Four warp routes exist to Orcus (Chaos), Cadia (Imperial), Resulus Pest (Chaos) and Ysalis Tret (Xenos).

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## **Dersharabon, Great God of Vision and Prophet of clarity Daemon Lord of Irminthok**

The absolute ruler of Irminthok is as enigmatic as it is vicious. When it appears it shows itself as a more than four metres tall humanoid with six muscular arms, cloven hooves and enormous bat wings. A giant fanged maw dominates its otherwise featureless goat like face. Ten short eyestalks reached out from its incredibly hairy head. Placed between two curved horns sits a tiny manikin, attached at the torso it is a complete miniature copy of the greater daemon. The manikin is only different in one aspect: a great eye takes up all places in its face. The carries an enormous curved serrated sword; a black blade inscribed with foul runes of Chaos, dripping with a black blood like liquid. The daemon lord wears bright red ancient mediaeval style plate armour with runes that seems to be ruptures with a black sinister light glowing from them. A strange cloak made from tiny human forms bound together by chains covers its wings, giving the daemon lord a hunched appearance.

Dersharabon can be met at its audiences, which are held whenever it feels the occasion is right for it, and especially when it is about to announce one of its many and tedious prophecies.

On the rare occasion when the daemon lord leaves his palace, he never appears alone, always travelling with a retinue of Black Tyrants and Foul Spinners. One Foul Spinner always carries a great cauldron overflowing with steaming hot blood. Dersharabon will at times reach into the cauldron and pick up a small naked humanoid body that he consumes while it kick and screams in a low squeaky voice. In one of the daemons right hands is a chain that leads to a human sized reptilian humanoid with a slaver on its neck.

Dersharabon is the only seeing creature on the planet and likes to keep it that way. All his subjects must be ritually blinded or they commit a great sin against their lord. The daemon lord cares for great shows of grandeur and is easily flattered by anyone presenting it with gifts of slaves and technology.

The daemon lord is as cunning as it is mad, for the hulking archetypical demonic image he portrays is merely a lie, as indeed his rule is a lie. The Palace itself is the daemon lord, and the humanoid form just a flesh construct, making it easier to draw out would be assassins. The construct also serves as his a means of communication with his subjects. Though it uses great speakers placed on the sides of the palace to cast its voice far and wide.

Should the construct be slain or destroyed, a new one will be made fairly quick within a few hours.

### **Echi'Mong'Echi, Grand Palace of Dersharabon.**

UnholyPalace of Dersharabon, it is in fact the ruler of Irminthok. A great marvel of a flying palace of flesh

combined with terrible dark technology. The palace is more than three hundred metres across and reaches more than fifty metres into the sky from its base level. It usually flies at a height of a hundred metres or so. Thousands of great fleshy skinless tentacles hang down from its base level, touching the ground as the palace flies by. Some tentacles act as feeding tubes sucking up live victims to giant digestive pouches hanging from the bottom of the palace. Parts of the ground floor seem to be made from technological parts integrated with living tissue. The palace is surrounded by great walls more than thirty metres high, minor circular buildings made of skinless flesh connects to a great fat tower of skinless flesh with writhing tentacles flapping aimlessly. The is coupled with a chitin like substance that acts as support beams and pavement in the palace, giving the whole building a living feel to it. The courtyard is littered with devoted zealots engaged in endless prayer. The tower gives access to great hall leading to the throne room. The hall is spatially distorted by the warping power of the chaotic mind of Echi'Mong'Echi, it spans more than a thousand metres ending in a towering gate. Behind the gate is the throne room itself. A massively tall room; it seems that the palace itself could be contained inside it, the throne is sat on the far side wall more than 10 metres up

Echi'Mong'Echi lives the perfect lie. Irminthok's population worships and sings prayers to a being that does not exist, this deceit feeds and pleasures Echi'Mong'Echi. It even has a permanent group of blind zealots screaming and writing foul prayers to Dersharabon in the courtyard of the palace. It constantly fears being exposed and keeps its subject blind to the truth.

Hailing from a great rift in the centre of the Eye of Terror Echi'Mong'Echi drifted around for millennia, visiting many different worlds within the Eye. Finally it came to Irminthok more than a thousand years ago and became the absolute ruler shortly after arriving; it cares little for the petty politics of the factions of Chaos and is content with ruling the planet. High on its wish list is more subjects to perform worship and increase production. Echi'Mong'Echi can easily kill almost any creature it encounters; the only real threat to its security is the great weapons that large void going ships are carrying. Anyone attacking its construct in the palace is in for a nasty surprise, as the floors and walls will swallow the attackers, slowly digesting them over the course of several days.

The great daemon wanders aimlessly all over Irminthok trusting its lieutenants to carry out its will. The pace of the wandering is no more than 20 km an hour, it can move far faster though to almost near light speed. Sucking up and devouring any living being directly under it, the sight of it makes sentient beings run for their lives.

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## Dersharabon, Flechy Construct of Echi'Mong'Echi

WS	BS	S	T	Ag	Int	Per	WP	Fel
80	55	75	75	75	85	85	90	10

**Movement:** 7/14/21/42

**Wounds:** 55

**Skills:** Awareness, Psyniscience +20, Speak Language (Any), Dodge, Forbidden Lore (Warp), Deceive +20.

**Talents:** Swift Attack, Lightning Attack.

**Traits:** Daemonic (TB 14), Dark sight, Daemonic Presence (all creatures within 25 metres takes -10 to WP rolls.), Flyer 8, Fear 4, From Beyond, Unnatural strength x4.

### Psyhic Powers (Psy Rating 6)

10 Random minor powers outside the palace and 6 random normal powers. Inside the palace it can do any power at psy rating 8. The powers available to the construct are randomly determined every time it leaves the palace.

**Weapons:** The construct wears chaos armour that covers all areas giving 7 AP. It uses a daemonic sword with a daemon prince dedicated to Dersharabon inside (One of the greatest deceptions contrived by Echi'Mong'Echi).

**Gear:** None

## Black Tyrants

Greater daemons of Dersharabon

Appearing as robbed eldar with jet black skin, these daemons seem normal to the naked eye. The horrifying truth is that they only wear an illusion of normality fooling all who can see. The true appearance of these daemons is of an eyeless bird like creature sporting glowing red feathered wings and a set of tentacles instead of arms. Body and feet are feathered in bright colours, the legs ending in vicious raptor talons. The head resembles a goat's with cruel horns set among a great crest of feathers, where eyestalks with dead eyes writhe with a will of their own. The creatures carry 2 weapons, one curved serrated sword with a black blade and flamberge dagger made out of a radiant black metal. Foul tempered and cruel these daemons have the absolute obedience of any sentient creature native to Irminthok. Because to not obey, is to invite decades of sick and perverted torment.

As the offspring of Echi'Mong'Echi, they are as close to its will as any creature can be, indeed it can destroy them with but a thought. The black tyrants serve as the

ruler's lieutenants on the planet; they make sure worship is observed the proper way. They are also the primary negotiators when anyone is selling or buying from the planets local produce. These daemons have no eyes making them rely heavily on their olfactory senses and to sense through the warp, still they are not as perceptive as a seeing daemon. The Black Tyrants believes their master to be Dersharabon, none suspects the truth.

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	22	50	55	50	75	37	75	40(10)

**Movement:**

5/10/15/30

**Wounds:** 35

**Skills:** Awareness, Psyniscience, Speak Language (Any), Dodge, Deceive, interrogation.

**Talents:** None

**Traits:** Daemonic (TB 10), Dark sight, Daemonic Presence (all creatures within 20metres takes -10 to WP rolls.), Flyer 8, Fear 4, From Beyond, Unnatural strength x2.

### Psyhic Powers (Psy Rating 5)

Minor Powers: Inflict Pain, Touch of Madness, Sense Presence, Warp Howl, Weapon Jinx.  
 Powers: Dowsing, Precognitive Strike, Precognitive Dodge, Preternatural Awareness.

**Weapons:** A daemon sword containing a lesser daemon of Dersharabon and dagger with a warp blade.

**Gear:** None

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## The Foul Goat

Beast of Dersharabon

A great naked goat with the legs of a bird and a hump on its back, this creature is the prime domestic beast on Irminthok. These beasts are slaughtered and eaten by most on the planet. They also make whitish milk with a shade of blue in it. The milk when it has fermented for a couple of weeks is considered a local delicacy. The beasts is raised in great herds all over the planet by Fell Spinners and humans a like. Off course the goat has no eyes, relying solely on other senses.

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	-	35	40	30	10	17	20	10

**Movement:** 6/12/18/36

**Wounds:** 10

**Skills:** Awareness

**Talents:** None

**Traits:** Bestial, Daemonic (TB 8), Quadruped, Fear 1, From Beyond, Natural weapon (Fangs).

## Death Crawler

Steed of Dersharabon

Fast and nimble these steeds are favoured by the Black Tyrants and free men. This horrific creature has a rat like body with four rat legs and two humanoid skeletal arms and the dead skeletal head of a wolf. Transparent carapace with blue and red blood vessels covers its body. The tail part ends in the terrible undead head of a carrion crawler. Vicious green poisonous saliva constantly drips from its mouth corroding anything it comes into contact with. The Death Crawler has no eyes, and relies solely on other senses.

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	-	30	30	40	10	30	30	10

**Movement:**

8/16/24/48

**s:** 12

**Wound**

**Skills:** Awareness

**Talents:** None

**Traits:** Bestial, Daemonic (TB 6), Quadruped, Fear 1, From Beyond, Natural weapon (Fangs). Natural Armour 2(body).

## Fell Spinner

Lesser Daemon of Dersharabon

Half daemon half robot, this spider like daemon has the mechanical head of a cobra with hollow eye sockets, and a mechanical body, sporting 8 legs with transparent carapace. It has two praying mantis arms on either side of the cobra head. The body is purely mechanical with abominable incredible foul smelling hair growing on it. The rear part of the body looks like spinneret and is capable of firing like web gun.

These daemons supervision the farms on Irminthok; they are hard workers never stopping, never sleeping only stopping to eat, when it has to. They also act shock troops in case the Black Tyrants has need of daemonic forces to back up their power. The Fell spinner has no optical sensors and relies solely on other sensory implants.

These daemons have no mouth and cannot talk, they hear very well though. They can communicate via binary chatter or direct interface.

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	-	33	45	40	10	15	30	5

**Movement:** 4

/8/12/24

15

**Wounds:**

**Skills:** Awareness, Trade (Any related to farming), Psyniscience.

**Talents:** Swift Attack

**Traits:** Daemonic (TB 6), Fear 2, From Beyond, Natural weapon (Fangs), Natural Armour 2 (Legs), Natural Armour 4 (Body, Head), Natural weapons (Mantis Claws), Natural Weapon (Spinneret).

**Weapons:** Mantis Claws, Spinneret (act just like web gun, capable of firing 10 times).

**Gear:** 5 Doses of Obscura or Red Horizon.

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## Daemon Weapons

A daemon weapon is forged in the cold dark fires of a chaos furnace where reality clashes with the warp itself. These weapons have been hammered out on crying soul-anvils accompanied by the desperate screams of the innocent and finally quenched in the blood of a more than a thousand doomed mortals. A horrible daemon is bound to the weapon by dread runes and dark words so profane that a mere whisper would kill all but the sturdiest of men. A powerful symbol of the favour of chaos these weapons are only given the most devout and zealous mortal followers, indeed the acts of depravity and corruption that is rewarded with such a weapon is far beyond the scope of mere mortal understanding. Made from warp stone steel, these weapons have an unholy dark glow to them, leaving no doubt about their evil nature.

### The Nature of Daemon Weapons

A daemon weapon is easily detected by anyone using psyniscience, indeed weaker minds might go mad as the daemon trapped in the weapon reaches out with its mind.

The Daemon blade has a will of its own and will at all times seek to further its own ends. It tolerates only wielders in favour with the power it serves or if the wielder is exceptionally strong willed, mentally cowing the daemon into compliance.

Whenever the daemon inside the blade feels the need to attempt assert its will, the result is an opposed Will Power test, daemon against wielder. The first to win an accumulated five degrees of success wins the opposed will power test. The Resist Possession minor psychic power applies here.

If the wielder wins, the daemon is cowed by the wielders power and complies with the wielders wishes. If the daemon wins it will take possession of the wielder and control his body, either consuming the wielders soul in the process or making him take its place in the weapon.

The situations that make the trapped daemon attempt to posses the wielder is:

- When the weapon is picked up for the first time.
- When the wielder is doing something opposed to the ethos of the power the daemon serves.
- When the wielders Will Power stat changes to a lower score.

When a daemon weapon hits; a number of things happen:

- For every wound a daemon weapon causes, the victim gains one level of fatigue. If the target receives more

than twice it's Toughness Bonus in fatigue levels, its soul is consumed by the daemon in the weapon.

-For every soul consumed by the daemon in the weapon, the wielder gains a temporary +10 in his Strength stat to a maximum of 100.

-For every soul consumed the weapon's armour penetration increases by 1 to a maximum of +5 to penetration.

-Every time a soul is consumed, there is a chance that the wielder will be consumed with bloodlust for more power. The wielder must pass a WP test or go into a blood frenzy, attacking the nearest enemy, and if no enemies is left, then nearest sentient creature. The frenzy will subside once the daemon is sated or if the wielder accumulates 5 degrees of success on WP tests in the rounds following the frenzy.

- Any victim hit must pass a WP test or immediately receive 1d10 corruption points as the daemon whispers insane words of blasphemy and depravity into the mind of the victim.

- A daemon weapon has the "Warp Weapon" trait.

### The Daemons

Trapped inside the weapon is a daemon of varying power and stature. The stats of such daemons should be determined by the GM on a weapon to weapon basis. Most weapons use the profile for an Incarnate Lesser Daemon as described on page 351 in the Dark Heresy Core Rulebook. The more special weapons containing greater daemons and daemon princes need some special attention by the GM.

As a general rule it should assumed that a daemon prince has a stats akin to an unbound daemonhost and a greater daemon stats as a once-bound daemonhost.

A weapon with a lesser daemon inside is sated once it has killed and consumed the souls of ten sentient beings. A weapon with a greater daemon is sated when is has consumed 20 souls, and a daemon prince 25 souls.

Daemon Weapons counts as having a power field when used against adversaries with power weapons.

The destruction of a daemon weapon is different for each weapon, and will most likely release a very nasty daemon only to keen on inflicting death and destruction on its incompetent wielder and his enemies alike, before returning to the warp. Destroying a daemonic weapon can be a quest unto itself, and should not be an easy feat.

Daemon Weapons are always melee weapons. And the talent, Melee Weapon Training (basic) is used.

### Daemon weapon

Name	Class	Range	Dam	Pen	Special	Weight	Cost
Lesser Daemon- Weapon	melee	-	1d10+3 R	3	Possession	3kg	Special
Greater Daemon- Weapon	melee	-	1d10+5 R	5	Possession	3kg	Special
Daemon Prince- Weapon	melee	-	1d10+7 R	7	Possession	3kg	Special

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