

## Thousand Sons Keeper of the Keys

Points:100 + models

Even since before the Great Heresy, Magnus the Red had been training a close bodyguard of highly trained Space Marines. He chose only those with the most powerful psychic abilities and to them he opened the gates of his personal library, a treasure of knowledge beyond anyone's dreams. They answered to him only, and were placed even above the Commanders of the great Battle Companies. Usually they preferred to stay close to their Primarch, bathing in his powerful aura and expanding their considerable knowledge even

further. Given the close link they shared with Magnus, it is not surprising that after the fall of Prospero they fully embraced Chaos along with their broken master, a hunched parody of the man who was once called the Red Giant. Ahriman, before his banishment, was most likely also a member of this powerful brotherhood. Now, when they don't tend to their master's needs, the Keymasters scour the Galaxy in search of arcane scrolls and libraries, often accompanied by their apprentices, each a powerful Sorcerer in his own right.



1 Keeper of the Keys



2-9 Rubric Marine Squads

### FORMATION:

- 1 Chaos Lord, Chosen of Magnus, Keeper of the Keys
- 0-3 Chaos Sorcerors
- 2-9 Rubric Marine Squads (Thousand Sons Squads)

**Note** – All characters **MUST** have the Mark of Tzeentch

**OPTIONS:** All characters and units have all their normal equipment and options as per Codex – Chaos Space Marines. The normal rules for Tzeentch characters and Thousands Sons Chaos Marines also apply.

### FORMATION RULES

#### Chosen of Magnus:

The Lord may buy two powers from the list of powers available to Tzeentch Sorcerors. In addition, he has the 'King's Roads' power (see below) and a Force Weapon, at no additional cost.

#### The King's Roads:

This spell may be cast at the beginning of the Thousand Sons movement phase. It requires a Psychic Test (yes, even with the mark of Tzeentch!). If successful, redeploy the Keymaster and the unit he has joined anywhere on the table. Though not closer than 12" to an objective or enemy unit. This power may only be cast on infantry units selected as part of the formation!

#### Ultimate Sorcerer:

The Keymaster can cast three powers per turn. This includes the King's Roads and the use of his force weapon. As long as he lives, the Rubric Marines of the formation may always move 6" in their movement phase.