



# Astral Paladins

**Founding:** Special Inquisitorial Dispensation approved by Adeptus Terra

**Geneseed:** Imperial Fists and Unknown (most-probably Ultramarines)

**Named Primarch:** Rogal Dorn

**Fortress-Monastery:** None. Crusading Chapter. '*Hyerpion*' is primary battle-barge.

**Current Chapter Master:** Lucius Anaximander Pullo

**Current Chapter Librarian:** Atoz Praxiades Gnomon

**Current Chapter Chaplain:** Miltiades Fidelius Pius

**Current Forgefather:** Pater Hephaestus Mulciber

**Notable Ancients:** Ozymandias, Zenfrodecius, Thanatos Primus

**Overseer Designate:** Inquisitor High Lord Malekai Celloch

**Chapter Motto:** Iacta Alea Esto! - 'The Die Must Be Cast!'

**BattleCry:** Roll the Bones!

Several years after the Badab War, near the Corusil system, elements of the Ordo Xenos began to encounter Ork raiding parties that did not conform to known Ork behavior. The Inquisition roused its interests and sent additional resources to investigate. Subsequent encounters proved the initial reports to be correct. The newly encountered Orks seemed to demonstrate Khornate characteristics and planned strikes with malevolent intellect instead of the normal Orks' simple-mindedness. The Ordo Xenos traced the root of the matter to the Maelstrom, where a Chaos-tainted Ork fleet was already massing. Details of the action that followed remain shrouded in mystery.

The Inquisition pressed a large portion of the *Iron Knights* and *Scythes of the Emperor* Space Marine Chapters into service in and around the Maelstrom. Soon the force had expanded to include a *Crimson Fist* Company and an unknown number of *Black Templars*. Before long, the threat had been defeated, but at a terrible cost. The parent chapters were told that an Ork incursion of unprecedented magnitude had been stopped at the cost of nearly all participating battle-brothers and that for fear of perpetuating any taint from the Maelstrom, even their bodies (and their precious geneseed) could not be recovered. This news came as a particularly terrible blow, especially to the *Crimson Fists* and the *Iron Knights*, whose numbers already dwindled. But the Chapters took the elements of the Inquisition at their word and did not press them further, writing off the nearly pyrrhic victory as the will of the Emperor. Surprisingly, the Inquisition's story was partially true.

In actuality, there had been a massive Chaos and daemonic incursion, with Khorne-tainted Orks somehow serving as a vanguard. During the battle, the participants had fought valiantly alongside a large contingent of Grey Knights, and despite heavy casualties, they prevailed. Subsequently, many of the participating brothers suffered from visions and warp-induced fever dreams. The Inquisition feared the very real threat that many of the participants in the battle had been tainted. Such a large number of Astartes were involved, that even the Inquisition balked at the prospect of giving the entire force the Emperor's Peace. Inquisitor High Lord Malekai Celloch devised a plan, and garnered approval (retroactively) from the High Lords of Terra, to found a new chapter out of the survivors of the incident. All participants, save the Ancients, were mind-wiped and underwent the most stringent psycho-surgery. Afterwards, many had to be taught to walk and speak again, so thorough was the procedure. The Ancients were formed into a special Ancients Company (the 8<sup>th</sup> co.) and having been cleared of any taint themselves, were given a special task of overseeing the Chapter and guiding its development. The Chapter was provided with new Librarians and Chaplains, though where exactly these individuals came from is not known. They may be inquisitorial psykers who have been implanted with Astartes geneseed or even individuals selected from the Grey Knights themselves. Though this is highly unlikely, it cannot be ruled out.

As for the Chapter itself, fabricated histories, traditions, and customs were provided by the Inquisition. The chapter adheres closely to the Codex Astartes, with the exception that they have a higher proportion than normal of dreadnoughts. Each force of Astral Paladins will always have at least one Ancient serving with them. They also commonly cooperate with the Inquisition, and it is not uncommon to see the stylized "I" of the Inquisition, appearing on their wargear and vehicles. Their motto and battle-cry allude to the fact that they are more prone to take risks than others due to their lack of remembered experiences. Secretly, the motto reflects the great gamble the Inquisition is taking. To date, no sign of any Chaos taint has manifested in the Chapter, but the Overseers (the Librarians, Chaplains, and Ancients) keep a constant, tense, and wary vigil.