

The Thirteen Keys



The Baradyr Expanse

Far beyond the flickering edge of Imperial charts lies the Baradyr Expanse—a haunted frontier sector shrouded by warp mist and long-forgotten wars.

Once claimed by a now-extinct race known only as the Ephyrians, the region once gleamed with technological majesty and psychic control systems that defied modern understanding.

The Ephyrians vanished millennia ago, leaving only scattered ruins, dormant machines, and relics encoded with ancient intent.

Among these legacies are the Thirteen Keys, arcane artifacts forged by Ephyrian Synthesis-Monarchs to lock away a catastrophic entity or device simply known as The Lock.



Each Key represents a component of power, identity, or consciousness—fragments of the Ephyrian King whose domain spanned the stars.

Their true function is lost, but each exudes a resonance that influences the material world.

Now, the Baradyr Expanse has begun to pulse with life once more. A vox-signal of impossible age has ignited across astropathic channels, declaring:

"The Thirteen shall unseal the Lock. The one who holds the final key shall shape the stars."

This message has drawn the gaze of many factions across the galaxy, who will each descend upon the Expanse for their own reasons, but all will find themselves tangled in the secrets of the Thirteen Keys and the truth of the Forgotten King.

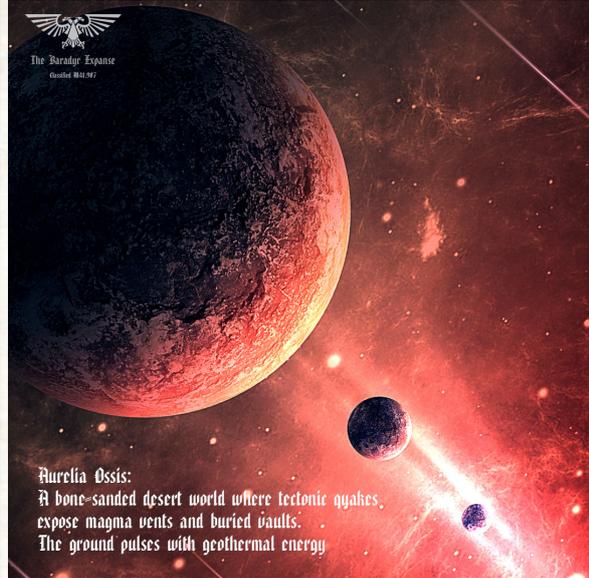
Each of the Keys were entrusted to the vaults, ruins, and hidden sanctums across twelve worlds and moons, each unique in terrain, history, and strategic value.

The final Key—the Last Key—remains hidden and is only revealed once the others are found.

Key Worlds

Aurelia Ossis (Key 1 – The Ember Shard):

A bone-sanded desert world where tectonic quakes expose magma vents and buried vaults. The ground pulses with geothermal energy.



Tarsis Apex (Key 2 – The Crown Circuit):

An orbital industrial spire-station crashing slowly into its surface. Static storms obscure targeting, and power grids flicker.

Kaldrith's End (Key 3 – The Bone Dial):

A sub-arctic wasteland of broken research stations and memory archives, where time seems to shift unpredictably.



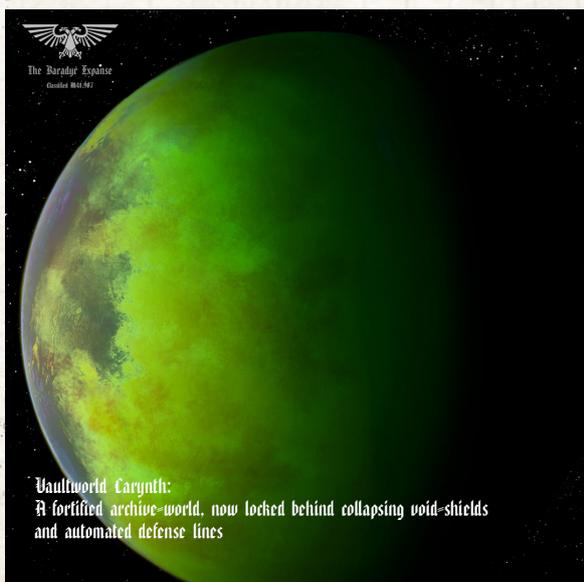


Eidolon Veil (Key 4 - The Eye of Glass):

A moon wrapped in a psychic fog, its surfaces fractured like glass. Psykers hear whispers in their dreams.

Vox-Ruin Theta (Key 5 - The Vox Sigil):

A hollowed hive-world long lost to a comms blackout. Resonant towers send dead signals across the sector.



Vaultworld Carynth (Key 6 - The Warden's Keystone):

A fortified archive-world, now locked behind collapsing void-shields and automated defense lines.

Tenebris Magna (Key 7 – The Sable Crown):

An airless moon shrouded in permanent eclipse. Nothing grows, nothing speaks. Shadows move on their own.



Mournvale Sept (Key 8 – The Memory Casket):

A plague-ridden world of mass graves and shattered cathedrals. Every wind carries a memory of the dead.

Thalox Drift (Key 9 – The Obsidian Tongue):

A mine-ridden Death Planet. Vox-ghosts and data-pirates fight over forgotten machine-souls.





Zyrrha's Wake (Key 10 – The Hollow Flame):

An ocean world with submerged vaults, where the waves part only for those who know the King's name.

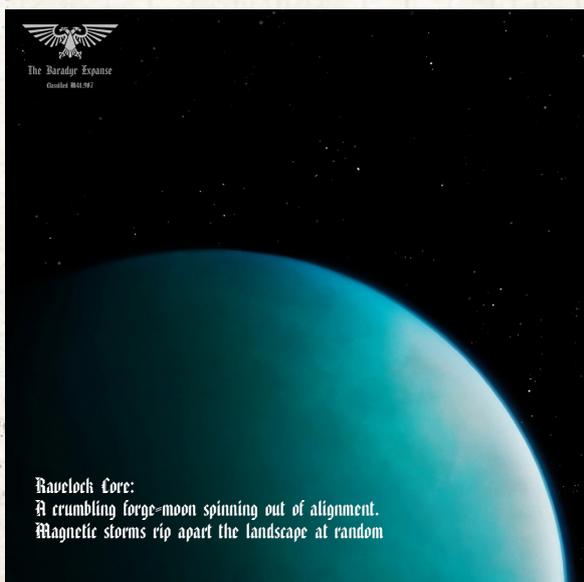
Sarnath Unbound (Key 11 – The Blade of Names):

A decaying pilgrimage world turned warzone. Sanctified weapons and relics lie rusted and half-buried in sacred ash.



Ravelock Core (Key 12 – The Gravity Core):

A crumbling forge-moon spinning out of alignment. Magnetic storms rip apart the landscape at random.



Planetary Control

Planetary Control:

Players will submit the results of their battles using the Google Form in the link below:

<https://forms.gle/LerQ7TnyBAk7Dcg6A>

- Each game report includes: world name, faction played, opponent's faction, and outcome (win/loss/draw).
- A faction gains 1 Control Point for each victory they claim on that world.
- A Key is discovered when a faction reaches a designated Control Point threshold on a world. The default is 6 Control Points, but for larger campaigns this may increase to 9, 12, or 18 Control Points to reflect broader player participation.
- If multiple factions reach the threshold on the same day, the one with the most total victories across all worlds is awarded the Key.
- Once a key is gained on a world, that world is considered "fortified".

Seizing a Key:

- If a rival faction(s) reaches the same number of Control Points on a fortified world as the current holder, a Key Clash is triggered.
- In a Key Clash, the Key is considered "inactive" in all settings until there is a clear 3 point gap in Control Points for any given faction on that planet. Once that gap is reached, the Key is considered active again for that faction.

Campaign Length:

The campaign takes place over a minimum of 12 weeks, allowing for players to play at their own pace inside their own time constraints.

The main aim is to have fun, tell stories of Heroes and Villains and create a lore filled corner of the Warhammer 40,000 universe.

Weekly updates will be published to reflect reported results, control shifts, and newly discovered Keys.

I'm hoping this pace provides a steady progression for narrative development, inter-faction competition, and community involvement.

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Butcher your enemy's warriors without mercy.

Crush his armies and leave none alive.

But do not stop there.

Burn his cities.

Bomb his worlds from orbit.

Slaughter everything and everyone until he kneels in the ashes of those he sought to protect.

Only then will he understand the true fury of the Dark Gods.

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The Keys

How to use Keys in Battles:

Each Key has a points value, similar to Enhancements in Warhammer 40,000 10th Edition. These points must be paid for as part of the army list. Keys equipped during battle must be selected in your roster and declared before the game.

- A faction may use 1 Key relic in 1000pt games, or up to 2 Key relics in 2000pt games.
- If a faction holds more Keys than their loadout allows, they must choose which to equip before the battle begins.
- The Last Key (Key 13) can only be used in the final mission and does not count against this limit. Further details of this key will be release during the campaign

The Ember Shard (25pts):

A molten fragment of a long-dead star, sealed in an adamantium matrix. Said to pulse with heat when lies are spoken nearby.

Effect: Once per game, the Bearers unit can re-roll all Hit Rolls and Wound Rolls against a selected enemy target. If that unit's ranged weapons have the "Torrent" keyword, add 1 to the wound Roll as well (this does not stack with other abilities that add to the Wound Roll).

The Crown Circuit (25pts):

A neural interface once worn by a planetary warlord. It twitches when exposed to power sources.

Effect: Once per battle, during the Bearers Command Phase, they can call down an Orbital Strike. Select a point on the battlefield: each unit within 6" suffers D3 mortal wounds on a 3+

The Bone Dial (30pts):

A mechanical timepiece made from fossilized bone, ticking even in the vacuum of space

Effect: Once per battle, shift the battle round counter forward by one. All friendly units in Strategic Reserves or in Reserves can now treat the Battle Round as one earlier than it is.

The Eye of Glass (20pts):

A polished, transparent orb that reflects what could be instead of what is

Effect: If the bearer is attached to a unit, both the bearer and their unit gain the [STEALTH] ability. If they already have the [STEALTH] ability then they cannot be targeted by ranged attacks unless the attacking unit is within 18”.

The Vox Sigil (10pts):

A cracked, ancient comm-beacon still broadcasting coordinates to somewhere that no longer exists.

Effect: Once per battle, choose a unit that has to take a Battle Shock test. That unit auto-passes the Battle-shock test

The Warden's Keystone (20pts):

A ceremonial key used to access the secure levels of Baradyr's vault system

Effect: If the Bearer's unit is in range of an Objective marker that they control then that unit gains the Feel No Pain 5+ ability.

The Sable Crown (10pts):

Forged from void-black metal, this crown compels visions of a galaxy burned in shadow

Effect: At the start of either player's turn, enemy units within 3” of the bearer must take a Battle-shock test. If failed, they suffer D3 mortal wounds.

The Memory Casket (20pts):

A sealed data-coffin containing the death records of over a billion citizens

Effect: Once per battle, return D3 destroyed models to Infantry units (non-Character) within 6” of the bearer.

The Obsidian Tongue (15pts):

A black crystalline shard said to allow its wielder to speak in the language of machines and daemons alike.

Effect: Once per battle, the bearer can issue a command to ignore all modifiers to Hit or Wound rolls for one phase to units within 6” of the bearer.

The Hollow Flame (20pts):

An unlit torch that emits no light, but still flickers.

Effect: The bearer's melee attacks gain the Devastating Wounds ability on Critical Wounds

The Blade of Names (15pts):

An ethereal weapon forged of forgotten titles and oaths.

Effect: Before deployment of both armies, in secret, select an opposition unit and clearly write down which one you have selected. If you enter Engagement Range with the unit, then until your next Command Phase the bearer of this key gains +3 Attacks against that unit and always wounds it on a 3+, regardless of Toughness

The Gravity Core (20pts):

A dense sphere that bends space subtly around it.

Effect: Once per battle, select an enemy unit visible to bearer and within 18". Until your next Command Phase subtract 2" from that unit's movement, including charges and advance rolls.





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