
Annales Imperalis

**From the Ashes of Old Night
to the Indomitus Era**



Compiled by the hand of
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Logos Historica Verita, Terra
M42.025

Proem

It is the 41st Millennium. For more than a hundred centuries, the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies.

I, Historitor Guo, have been charged by the Lord Commander himself to compile this record. To look back into the abyss of time is to invite madness, yet we must understand where we came from to know why we fight.

This chronicle is not merely history; it is a warning. It details the rise of the Ruinous Powers, the treachery of the Arch-Traitor, and the eternal vigil we must keep.

*Warning:
Access to these archives is
restricted to Inquisition
clearance level Vermillion.*



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Chapter 1

Genesis of War

The Chronicle of the First Era

- ♦ The Old Ones: First masters, creators of the Webway.
- ♦ The Necrontyr: Short-lived, bitter race striving for eternity.
- ♦ The C'tan: Star Gods who offered a treacherous gift.
- ♦ Biotransference: Flesh to metal; the birth of the Soulless.
- ♦ War in Heaven: The conflict that broke the Warp.

"They warred among the stars before Man crawled from the mud.
They broke the galaxy, and we inherited the shards."

— Transcribed from Aeldari Mythology

Long before the Emperor walked among us, long before the first human looked up at the night sky from Terra, the galaxy was already a graveyard.

To understand the darkness of the 41st Millennium, we must cast our minds back sixty million years, to the War in Heaven. It is here that the seeds of our current damnation were sown.

* I.I * The Masters and the Envious

Archive Note: The Old Ones are described as reptilian or amphibian in nature.

In the beginning, there were the Old Ones. They were a cold-blooded, wise species who had unlocked the secrets of the universe. They built the Webway—a labyrinth of tunnels between the stars that allowed instant travel without touching the dangerous Warp.

But they were not alone. Under the radiation-scorched sun of a hostile star, another race was born: the Necrontyr. Unlike the Old Ones, the Necrontyr's lives were short, painful, and ridden with cancer. They looked at the immortal Old Ones with jealousy, and that jealousy turned to spite.

The Necrontyr declared war. But it was a war they could not win. The Old Ones' mastery of the Webway pushed the Necrontyr back to their irradiated homeworlds.

* I.2 * The Star Gods' Bargain

Defeated and desperate, the Necrontyr found salvation in the hearts of stars. They discovered ancient entities of pure energy feeding on suns. They named them the **C'tan** (The Star Gods).

The C'tan promised the Necrontyr what they always wanted: immortality and the power to defeat the Old Ones. All they asked for in return was a physical shell to inhabit.

* I.3 * The Biotransference

Warning: The following text describes a ritual of absolute soullessness.

The Necrontyr agreed. They marched into the great bio-furnaces. Their weak flesh was stripped away, and their consciousness was transferred into living metal bodies.

They became the **Necrons**. They gained immortality, yes, but they lost their souls. The C'tan feasted on the life energy of an entire race. The Silent King realized too late that he had traded mortality for eternal slavery.

* I.4 * The Galaxy Burns

With their new metal bodies, the Necrons turned the tide. The Old Ones were slaughtered. In desperation, the Old Ones engineered warrior races: the Aeldari (Psychic Masters) and the Krork (Ancestors of Orks).

The war was so intense, the psychic backlash boiled the calm Sea of Souls, turning it into the raging Warp we fear today.

Chapter 2

The Age of Gold

Long after the Xenos empires faded, Humanity rose from Terra. We call this the Dark Age of Technology (M15-M25), though it was truly an age of gold. Mankind's fleets spanned the galaxy, terraforming worlds and treating alien species with arrogance.

2.I The Men of Iron

Our ancestors created the *Men of Iron*—Abominable Intelligences (AI) to serve them. But the machines turned against their masters. The resulting war was apocalyptic. Though Humanity won, the cost was total devastation.

Just as we began to recover, the Warp Storms of the Age of Strife began, cutting off every human world from its neighbor. Old Night had fallen.

Heresy: This is why the Mechanicus strictly forbids the creation of Silica Animus (AI).

Chapter 3

The Great Crusade

Out of the anarchy of Old Night, one being arose on Terra. The Emperor. He united the techno-barbarian tribes and forged the Thunder Warriors, and later, the Legiones Astartes.

* 3.I * The Primarchs

To lead his armies, the Emperor created twenty demi-gods, the Primarchs. Though scattered by the Ruinous Powers in their infancy, they were found and reunited with their legions.

Together, they launched the Great Crusade (M30). It was a time of legend. The Imperium of Man was forged in fire and blood, reclaiming a million worlds and driving the alien into the dark.

Chapter 4

The Heresy

Tragedy struck when the Warmaster Horus, the Emperor's most beloved son, fell to the corruption of Chaos. He convinced half the legions to turn their bolters against their brothers.

4.I The Siege of Terra

The galaxy burned for seven years. The traitor forces eventually reached Terra itself. In the final duel aboard the *Vengeful Spirit*, the Emperor slew Horus but was mortally wounded. He ascended to the Golden Throne, where he has remained for ten thousand years.

*The Price: To keep the
Astronomican lit, a thousand
psykers are sacrificed daily to
the Throne.*

Chapter 5

The Era Indomitus

Now, the galaxy is split in two by the Great Rift (Cicatrix Maledictum). The light of the Astronomican is dim. But hope returns. The Primarch Roboute Guilliman has risen from stasis.

The Indomitus Crusade has been launched to reclaim what was lost. The Primaris Space Marines have joined the fray. The war continues, as it must, for in the grim darkness of the far future, there is only war.

Ave Imperator.