



Chaos Genestealer Patron for WH40K 2nd/3rd Edition:



Zagdramelek

Chaos Minor Power - Patron God of Genestealers

The Chaos Patron Zagdramelek (Zag-DRAH-meh-lek) represents the amalgam of the psychic outrage suffered by all Genestealer Patriarchs who have had their children usurped from them by the Tyranid Hive Mind.

Upon approaching a planet upon which Genestealers and their hybrids have gotten a thriving foothold, Tyranids reach out with their collective consciousness to take possession of the Genestealers and their ilk, psychically dominating them all, obliterating their free will, and putting them to use as frontline shocktroops in the Tyranids' immediately forthcoming violent occupation of the planet.

After the psychic domination of the cult, the Tyranids nearly always commit to battle the Genestealer cult first of all their forces in their ferocious war to subdue the planet. And if any pathetic battle-weary survivors should remain alive at the end of it all, they are not thanked for their servitude nor even allowed to live on but merely added to the slurry of creature-materials harvested from the conquered world so that the Tyranid fleet may expand still further into the cosmos and inflict their horrors on countless other worlds populated in part by Genestealers and their hybrid families.

Their minds freed at the moment of death, so many Genestealer Patriarchs have felt such soul-rending outrage at the awful fate of their families and children that somewhere deep in the shimmering, swirling eddies of Warp Space their collective indignation long ago coalesced into a single terrible being; the Chaos Patron of the Genestealers, Zagdramelek.

However, it is noteworthy that even amongst Genestealer cults, knowledge of the existence of the Chaos deity Zagdramelek is comparatively uncommon, as many Genestealer cults begin and in fact spend their whole existences in complete isolation from the countless other Genestealer colonies scattered about the cosmos. If it is known, it is usually due to the visitation of the god to a Patriarch or Magus in a dream or vision. Even then, worship of Zagdramelek is confined strictly to the upper tier of the cult hierarchy, for it would not do for the families and children of the Genestealers to know what wretched fate inevitably awaits them once the Tyranids eventually arrive to conquer, occupy, and effectively digest the planet. In many Chaos Genestealer cults, awareness of Zagdramelek represents a secretive inner circle; a cult within a cult.

Even so, in a few Genestealer colonies, Zagdramelek is known and worshipped by all as the sole god of the Genestealers and knowledge of him is common to all the family. Indeed icons and triptychs of him might be prayed to in every dwelling and chapel in the cult's compound. Yet the more esoteric understanding of the god and what he truly represents is kept from the lay members of the cult and retained only by the guiding leaders and their most trusted inner retinue, comprising an apocalyptic cabal as the cult's true steering council.

Worship of Zagdramelek often consists of first an offering to the god in the form of consolatory prayers for his legions of lost children and their collective shadow in the Warp (which are part of the god himself) and then a prayer that he rejoice in those children of his which are still proliferating in the physical realm. After this may follow various other rituals such as divination of the present position of the Tyranid Hive Fleets relative to the cult homeworld, or the summoning of one of Zagdramelek's daemons for clandestine guidance or counsel, or for the performance of some errand; be it the theft of some coveted book or artefact of power, assassination, the revelation of desirable secret information, or the bringing of the cult's influence upon the planet's conventional authorities through an intimidating Daemonic visitation. Daemons are also used to fill the role of cult Astropath; emissaries from the immaterial who can freely traverse warp space to relay messages between one cult and another on widely separated worlds.

From his dwelling place deep in the Warp, Zagdramelek will often direct his psychic resources to render assistance to those Patriarchs who make the most regular and generous offerings and prayers and who are in the most danger, sending his daemons in a disembodied state to attempt to influence the hated Tyranid Hive Mind away from the cult's homeworld with misdirecting whisperings, so that the children of his favoured Patriarchs may continue to thrive and multiply unmolested.

Zagdramelek is depicted as a huge Genestealer squatting from the weight of his ponderous belly which represents hope and good fortune for his worshippers; the bountiful favour he

shows his devout children in the physical universe. His ovipositor tongue protrudes representing the forward momentum of the procreation of his children in spite of the Tyranids periodically usurping and liquidating them. In his clawed hands he holds above his head the legendary ovoid scrying gem the Oracle of Zagdramelek, which shows him astral records of all the works and deeds of his Patriarchs and their children throughout history. Zagdramelek is always depicted holding the gem aloft as if reminding each and every hybrid that their father watches them from beyond the veil of Warp space. Be they glorious or shameful, long or brief, Zagdramelek observes and follows the lives of his children, bestowing upon his most magnificent and pious children his *chaos gifts*.



It is not unusual (though by no means common) for a Genestealer coven which has turned to chaos to facilitate a faster road to power, by worshipping Khorne or Nurgle for example, to actually be guided by a tiny inner cabal which itself secretly worships only Zagdramelek. It is only upon learning that a Tyranid Hive Fleet is approaching their system that the cult authorities would finally reveal to their followers the whole truth about the existence of Zagdramelek, for in him lies salvation; the cult's only hope of resisting being taken over by the Tyranid Hive Mind and being utterly subsumed into its numberless legions. It is then that the Patriarch and Magus lead the entire brood in a special deep meditation ceremony in which the cult family's collective solidarity, along with a great amount of psychic help from their Chaos patron Zagdramelek, surrounds and isolates their collective brood mind in a protective pocket-maelstrom of warp energy that is maintained by him until the crisis reaches its conclusion. Psychically insulated and rendered immune from the influence of the encroaching Tyranid Hive Mind in this way, a Genestealer cult protected by Zagdramelek is sometimes able to fight its way to a space port, locate a suitable space freighter, and escape to start a new colony on the other side of the galaxy, leaving their original planet behind as doomed. Other times the cult has no choice but to stand and fight, often shoulder to shoulder with the planet's untainted indigenous population however unlikely the alliance. Many times however, despite being immune to the domination of the Hive Mind, the cult's resistance may prove to be in vain against the sheer might of the awesome Tyranid juggernaut, and the cult will be totally wiped out along with the rest of the planet's species to feed the ever hungry hive. It is on these occasions however, that the extinguished cult's collective wraith-shadows will join Zagdramelek and the rest of his immortal spirit-children in the Warp, and in continued defiance of the

Tyranids, coalesce into a new greater Daemon to join Zagdramelek's slowly growing Daemonic legions...

The name of Zagdramelek is said to be a portmanteau of the Old Kingdom Ymgarlese words meaning "ancestor-father" and "indignant ghost". This latter word, (melek) having connotations of a wrathful spectre that returns from the grave to avenge its murdered family; the term melek being found perhaps most notably in the ancient *Ymgarl Saga of the Glass Sea* in which it is employed in just such a capacity by denoting a spirit avenger that delivers a grizzly comeuppance to the antagonists at the end of that mythic ballad; the implication almost certainly being that Zagdramelek will be equally vengeful in pursuit of revenge against the Tyranids.

Genestealer cults which worship Zagdramelek are sheltered from the controlling effects of the Tyranid Hive Mind by their chaos patron and may engage in battle against Tyranids.

If fighting Tyranids, an entire Genestealer cult or Genestealer coven which has a Patriarch and Magus that worship Zagdramelek *Hates* all Tyranid synapse creatures, as the cultists have been whipped up into a fury after hearing oration on the subject of how Genestealer families throughout the universe are incessantly usurped and exploited; used as cannon fodder by the utterly ruthless Tyranid Hive Mind, and that afterward they stand only to be brutally absorbed back into the great breeding chambers of the Hive Fleet, the large families they struggled so hard to raise and maintain reduced merely to so much recycled protein...

The Daemonic pantheon of Zagdramelek

Daemons of Zagdramelek are most frequently sent into the material universe to assist his devout worshippers in resisting Tyranid attacks against a cult's homeworld. But these Daemons are known to be glimpsed operating in physical matter under other circumstances as well. Daemonic representatives are frequently sent to support colonies headed by Zagdramelek's most favored children in battle against *any* force which threatens to actually eradicate them.

All Daemons of Zagdramelek *Hate* Tyranid synapse creatures but are otherwise totally immune to psychology.



The Greater Daemon of Zagdramelek:



Dreadliche of Zagdramelek

M 6/WS 7/BS 3/S 10/T 7/W 6/I 10/A 5/LD 10/INT 9/CL 10/WP 9

Each Dreadliche is a gestalt entity formed by the despairing outraged souls of an entire world's annihilated Genestealer population.

Appearance: A Dreadliche typically has four long arms, each tipped in the tri-claws characteristic of the Genestealer race as well as daemonic wings and a tail, though some may exhibit variations such as tentacles instead of arms or other traditional chaos attributes. They all bear the same distinctive skull-like face having the prominent knobbled ridge of a Genestealer hybrid extending vertically up the forehead. Their carapace incorporates the properties of Chaos Armour. Occasionally a Dreadliche exhibits a Daemon Weapon or other unique chaos trapping obviously acquired well after their original attainment of sentience and at some point down along their individual demonic path spanning perhaps centuries of mysterious supernatural exploits.

Special Rules: A Dreadliche has the ability to use Necromantic Magic (as described in WFB3E p.179-182) and is given magic points in exactly the manner of a Level 25 Necromancer. The undead he is able to summon are the bones and shades of legions of long dead Genestealer hybrids and infected kin whose restless souls emerge from the warp to take material or ethereal shape once again and lend aid in the service of their people and their god...

A Dreadliche is a 4th Level psyker and may use Genestealer powers alongside his aforementioned necromantic magical ability.

Teleport [may teleport either himself or anyone nearby; see the chaos attribute rules under *Teleport* in *Realm of Chaos: Slaves to Darkness* p. 133]

Breathes Zagdramelekian scourge fire: effects are exactly as a flamer but causes D6 automatic wounds against Tyranid creatures.

The Lesser Daemon of Zagdramelek:



Warp Wraiths of Zagdramelek

M 5/WS 5/BS 0/S 4/T 4/W 1/I 5/A 2/LD 7/INT 7/CL 7/WP 8

The Warp Wraith comes in two general forms; the first looks like the upper half of a Genestealer with a long ghostly tail wisp trailing from the waist (and is mounted on flying base). The second form is similar to a running Genestealer with a pair of bat-like wings in place of the usual four arms. Either can appear black as shadow or spectrally glowing. Some have skull-like or hooded faces.

Special Rules: Warp Wraiths cause *fear* 7"+2. They can only be damaged by magical, daemonic, ethereal, or psychic attacks. Warp Wraiths have *Chill* attacks which hit automatically and cause 1 wound. No damage roll is made but a saving throw is allowed. When farther than 12" away from a Genestealer Patriarch, Magus, or Greater Daemon of Zagdramelek, Warp Wraiths are subject to *instability*. Though daemonic, Warp Wraiths have ethereal bodies and may pass through walls and other physical barriers at will.

The Daemonic Beast of Zagdramelek:



Astraphibian of Zagdramelek

M 6/WS 5/BS 0/S 5/T 4/W 4/I 9/A 3/LD 10/INT 3/CL 10/WP 8

Appearance is a blue and purple amorphous mass with numerous protruding Genestealer claws. Eyes, teeth, and writhing pseudopodia are sometimes glimpsed.

A Daemonic Mount of Zagdramelek?

As Genestealers do not normally ride other creatures into battle, there is no daemonic mount of Zagdramelek. However, should a champion of Zagdramelek be favoured with the gift of a mount from his chaos patron, he will receive an Astraphibian, the Daemonic Hunting Beast of Zagdramelek, instead.

Special Rules: Astraphibians are Zagdramelek's astral hunters and have all abilities described under Astral Hounds (See WH40K-RT). Astraphibians may target psykers or Tyranid Synapse Creatures in the same manner that an Astral Hound preys on psykers. Instead of serving in the role of astral hunter (in the manner of an astral hound) Astraphibians may alternatively materialize at the beginning of a battle as a personal guardian entity for a Genestealer Chaos Champion, Genestealer Patriarch, Magus, or Greater Daemon of Zagdramelek. If used in this manner they are subject to *instability* if straying farther than 10" from their master. If their master is slain they remain in play but roll for instability every turn.

The Daemonic Servant of Zagdramelek:



The Genestealer Familiar

[see rules for familiars in *Realm of Chaos: Slaves to Darkness* p.102]

A Daemon Prince of Zagdramelek:



Zoarnakai Azbelphetallion

M 8/WS 8/BS 0/S 10/T 9/W 7/I 10/A 7/LD 10/INT 7/CL 10/WP 8

Originally a Purestrain Genestealer adventurer; a very successful Champion of Chaos who became a Daemon Prince in the service of Zagdramelek.

Centuries ago the crew of the privateer *Draco* docked with a drifting Space Hulk to make a few minor repairs after sustaining battle damage during a failed attempt to steal the cargo of the Imperial freighter *Pleiades Queen*. A single purestrain Genestealer called Zoarnakai Azbelphetallion found it's was aboard the ship and methodically infected the crew one after another.

A member of a Zagdramelek cult aboard the Space Hulk, Azbelphetallion sought to found a colony well away from coreworld stellar clusters and heavy population centres of the sort the Tyranids would typically seek to conquer. After a journey lasting months Azbelphetallion and his six heavily armed space pirates landed their ship on a far flung backwater world populated solely by human barbaric primitives. Azbelphetallion became a Chaos champion and his space pirate brood-kin formed the core of a wildly successful and ever expanding warband that soon forged an empire in the decades that followed.

The myriad exploits of Azbelphetallion's warband have passed into local folklore, and today that remote and isolated planet's entire intelligent population consists of hybrid cultists dedicated to Zagdramelek. After an extremely long-lived and colourful life, their Patriarch and planetary king Zoarnakai Azbelphetallion has long since become a Daemon Prince. However, he is still very much a part of the lives of his children...

Appearance: Azbelphetallion set out on his path as an exceptional Genestealer and acquired a number of chaos attributes before attaining Daemonhood to stand by the side of his liege in Warp space; he is one and a half times normal size with six clawed arms, two of which are scorpion claws. His face is dreadful and holds a third eye. He also has wings and horns as befits a Daemon Prince.

Special Rules: Azbelphetallion is a 4th Level Psyker. Although he doesn't possess a suit of Chaos Armour, Azbelphetallion's chaos attributes grant him a saving throw of 5+ and *Rapid Regeneration* (see *Realm of Chaos: Slaves to Darkness* p.129) in addition to his Daemonic saving throw. Azbelphetallion has been further gifted with a *Cabochon of Zagdramelek*.

A Daemon Prince of Zagdramelek:



Boggnodeus

M 6/WS 9/BS 0/S 9/T 6/W 7/I 9/A 4/LD 10/INT 10/CL 10/WP 10

Once a human chaos champion dedicated to the service of Khorne, he was overpowered in battle by a Purestrain Genestealer who finally defeated him using an implant attack. Straying from the path of the Blood God in service to his new masters, the promising champion became

a hero among Genestealer-kin. Full of martial initiative and clever stratagems, he trod a path suffused in glory, quickly becoming a daemon prince of Zagdramelek.

Appearance: Boggnodeus exhibits the naturally long skull of the ancient humanoid race of Eljo, and bears a number of chaos rewards and attributes, such as *crossbreed with Genestealer*, claws, and a tentacle, and still retains the *Face of Khorne* reward given by his previous master.

Special Rules:

Breathes Zagdramelekian scourge fire: effects are exactly as a flamer but causes D6 automatic wounds against Tyranid creatures

Chaos Armour (merged with carapace)

The Chaos Gifts of Zagdramelek

After generating a *Gift of the Gods* result on the Chaos Reward Table, roll a D100 and apply the result to Zagdramelek's champion, Patriarch, or Magus follower:

01-06 Face of a Dreadliche [the champion's face becomes a particularly fiendish and daemon-visaged Genestealer skull with the prominent knobbled ridge of a Genestealer Hybrid extending vertically up the forehead.]

07-15 May become Ethereal at will and when ethereal gains a Chill attack exactly as Warp Wraith of Zagdramelek

16-22 Chaos Lord (see the Chaos attribute)

23-27 Gains an additional pair of overgrown Genestealer claws exactly like a Dreadliche; WS+1, S+1, T+1, W+1, A+2, I-1

28-33 If the champion is a Psyker he can now draw a single random bonus power from the adeptus, Librarian, or Inquisition deck each battle in addition to his Tyranid powers. If the champion is not a Psyker, he is given a characteristic gain of M+2, WS+1, S+1, and T+1

34-39 gains *Rapid Regeneration* (see the Chaos attribute)

40-44 Hates Tyranid synapse creatures

45-50 If the character is not a purestrain Genestealer, he now acquires the attribute *Crossbreed with Genestealer*. If the character is already a Genestealer, then it becomes pot-bellied and fat like Zagdramelek; T+1, I-1, Ld+2

51-54 Gains D6 additional Genestealer claws; increase Attacks characteristic accordingly.

55-58 Magic Artefact:

D4:

1. *Medallion of Zagdramelek*

If reduced to zero wounds, the champion may apply the effects of the chaos attribute *Rapid Regeneration* once per battle. Additionally, the effective range of Hypnotic Gaze is increased by 12" for this character

2. *Cabochon of Zagdramelek*

can nullify a psychic attack on 4+

Against Tyranids this may be re-rolled once each turn.

3. *Staff of Zagdramelek*

Functions as a force rod. If unable to wield weapons a Genestealer may pass this on to one of his followers.

4. *Diadem of Zagdramelek*

The wearer may attempt to summon and command a single Astraphibian of Zagdramelek per battle in exactly the manner of an Astral Hound.

59-62 Crossbreed with Astraphibian

63-69 Teleportation (just as Dreadliche)

70-77 Genestealer Familiar

78-84 Zagdramelekian scourge fire breath (see Dreadliche)

85-93 Rune of Zagdramelek

94-97 Daemonic Name

98-00 Chaos Attribute

The Chaos Rune of Zagdramelek:



Written by James Barnes, Niigata Japan - December 2020.