Asterion Orbit

- Port Lysander
- The Judgment of Eminence
- Sanctum Solentium

Port Lysander

-Asterion High Port

-Named for one of the Generals that served under St. Macharius.

-Now less controlled by the Penance Guild than previously, now staffed more extensively by Servitors

-Naval Yard, resupplies ships with munitions and makes repairs; value to the Imperial Navy is thus paramount.

-Following the Incident in Void Dock 102, the Augur Arrays of Port Lysander have been refurbished and enhanced to detect a greater spectrum of possible enemy incursions, cloaked or otherwise.

-Since the election of Archmagos Dominus Voltaire 19-A, naval presence and activity have increased further. This seems to be causing some friction with the merchant elements aboard the station, with some collateral damage occurring during combat drills, and scheduling disruptions becoming more frequent. Reports have been requested from both parties to settle this matter.

[Heavy Encryption]

-Plans are set to add our own surveillance devices to the servitors on Port Lysander

-Lady von Tarquinius had been using Void Dock 102 in the construction of strange heretical devices, and as the site of her cult's rituals. This operation has been successfully disrupted, and the station is undergoing repairs for the collateral damage sustained (specifically, Void Docks 102 and 103 are being entirely reconstructed).

The Judgment of Eminence

-A Naval Warship that has been docked at Port Lysander for several years, reportedly as a measure for system defense.

-In truth, the ship was infected with a schismatical code during a chaos incursion; currently, Magos Voss Alpha-1 is attempting to purge this scrap code from its systems, hired to do so by Rear Admiral von Trakkyr.

-The infections is extensive, and several precautions have been taken to avoid it spreading beyond the warship; devices containing more developed (and thus more vulnerable) machines spirits are not taken on board, and those devices that must enter (augmetics, etc) are shielded from networking with local systems. No direct interface can occur with permission from Magos Voss, and must use hexagrammic wards. In addition, goggles with polarizes lenses are issued to those that enter the ship, preventing view screens from being visible unless the head is turned sideways—such viewing should not exceed 5 seconds.

-Our team assisted in purging the infection from a Servitor Colony in the lower levels, partially to earn the favor of Magos Voss, partially to gain practical insight into the mysteries of techsorcism. The sector had been covered with webs of metallic wires, which in turned were covered in a viscous apoxy that hardened when agitated, and burned into toxic fumes. The filaments stretched across the space in dangerous and heretical patterns/sigils.

We also encountered a Dark Mechanicum Techpriest, likely the victim of schismatical corruption, who was dispatched by Major Verity.

Sanctum Solentium

-An Astra Telepathica Prison

-Orbit's Asterion's star, not the planet itself

-Depicted strangely in drawings found during our investigation of Void Dock 102