

Spires

- [Macharius](#)
- [Thor](#)
- [Yarrick](#)
- [Sabbat](#)

Macharius

-The Spire in which the majority of our operations have thus far been located, as well KG-Co's headquarters in [Bluehull-92](#).

Thor

-Largely owned and presided over by the [Mechanicus](#); headquarters of the order is at the top of the Spire.

-This Spire's population has a specific and notable phenotype of dark hair and pallid skin that has been noted in the [victims of exsanguination](#). Investigations of the clinics in this Spire have also yielded results showing still living individuals with inert particles in their bloodstreams.

-Near a concentration of this particular phenotype, a member of the [Asterion Arbites](#) was assaulted by individuals likely to be agents of [Lady von Tarquinius](#). The cause of this event has yet to be determined; even having thwarted the ongoing [abduction of arbitrators](#) has not revealed why the crimes were committed.

Yarrick

-A recent attempt on [Preacher Doran's](#) life in Spire Yarrick has inspired ire from its residents against the [Eternalites](#)

-Further aggression towards Smythe's advisors has prompted the populace to form protective mobs around these individuals, further escalating the situation.

-[Neve Comata](#) provided intelligence that [Astra Telepathica](#) intends to establish a ground base for their influence within this Spire.

Sabbat

-Largely controlled by [House Nimea](#), whose estate is position at the top of the Spire.

-Houses Distribution Center Tertius 33, near the "[Old Fort](#)," where several events in the [Arbitrator Abduction Investigation](#) took place.