Asterion Locations

Important locations on the planet and within the system. Unless otherwise noted, all locations listed are in Hive Asterion.

[Preventative Encryption in place, and targeted censorship of confidential terminology where appropriate]

- Upper Hive
  - Planetary Govenor's Palace
- Mid Hive
  - Defunct Fungal Farm/DeWonti Base
  - Comutotitron Chapel
  - The Old Fort
  - Chapel of St. D'Chessia, Level 77-K
  - Administratum Archive Level 442
- Underhive
  - Norimar
  - Grey Eye Drug Den
  - Chapel of the Emperor's Breath
  - First Landing
- Spires
  - Macharius
  - Thor
  - Yarrick
  - Sabbat
- Hive Macharia
- Hive Cytheris

    - The Quarantine Zone

- Asterion Orbit
    - Port Lysander
    - The Judgment of Eminence
    - Sanctum Solentium

- Outside Hive City Limits
    - Fortress Orpheon
    - House Traquiel New Mausoleum
    - Vallis Decimae

- Subterranean
    - The 508
    - The Cinquefoil Reliquary

- Off Planet Locations

Upper Hive

Upper Hive

Planetary Govenor's Palace

-The grand estates of the Traquiel Family

[Heavy Encryption]

-Site of several events and soirees on Asterion; following the marriage of Dehvon Traquiel and Kelle Lethe, it is likely to become an additional, if not primary, base of planetside operations for the Keojrah-Glynt Company.

-Dehvon's promotion to Planetary Governor indicates the need for a replacement Captain of the Guard; this is a matter of security for the Palace.

-Further research into the Palace should be conducted concerning the communications of Anvephone Traquiel; there is evidence that certain secure lines may exist within the building.

-It should be noted the Planetary Governor's Palace was previously occupied by House Nimea during their tenure as Planetary Governors—if this is the case, their family may possess information concerning the location's vulnerabilities and secrets that would not otherwise be available to outside forces. It is unknown whether any of this knowledge has survived multiple generations, or if it has been rendered irrelevant by renovation.

Mid Hive

Mid Hive

Defunct Fungal Farm/DeWonti Base

[Heavy Encryption]

-Located in the Lower Mid Hive

-Co-opted by Lady von Tarquinius's voidborn for an unknown array of purposes; one such purpose may be creation of the Procuratia.

-Raided by members of KG-Co in the guise of Maekla Combine members to gain code-breaking intel and possible access to the Starlight's Boon.

Mid Hive

Comutotitron Chapel

-Mechanicus operated relay station for large quantities of communications sent throughout the hive, the planet, and surrounding orbitals. Operators include Logis Kelvin 111.

-Operations are highly complex, utilizing a number of cables both for communications and efficient movement.

Mid Hive

The Old Fort

-Defunct Arbitrator station in Spire Sabbat; previously occupied by Clan Pelnikt as a base of operations. Location was raided during the Arbitrator Abduction Investigation, and is no longer in use.

Mid Hive

Chapel of St. D'Chessia, Level 77-K

-Location at which we first held an in person meeting with Arcelius Montalban.

-Chapel is unaligned with larger ecclesiastical factions, but appeared to be welled armored and armed.

-Giving the code phrase "Gladius Pisces" to the chapel's leadership cued them to bring us to a comfortable private chamber, secured behind a large vault door, for discussion.

Mid Hive

Administratum Archive Level 442

-Archive where the Record of Operation Divine Purge was recovered, as part of our investigation into Asterion's Secret Histories

-Internal Locations Include:

--Archivist Offices
--Oubliette of Errors
--Verification Antechamber

Underhive

Underhive

Norimar

-Underhive Habblock in which the Corpse Starch Factory Incident occurred

-Negligence of maintenance to Norimar's foundations have caused the Habblock entire ground to tilt. It is now known that this is likely another byproduct of the difficulties lately experienced by the Mechanicus Infrastructure Department.

-Latest fashion trends include hats with blinking lights.

-Controlled by the Hourglass Gang.

-His Sanctified Cloister is a known point of Inquisitorial contact with the Habblock

-Note that despite alternative spellings in official reports, the correct spelling and pronunciation of the Habblock's name is "Norimar" not "Noirmar"

Underhive

Grey Eye Drug Den

-Formerly run by the Maekla Combine

-Current use and ownership unknown, in the wake of the final Raid against the Faction.

Underhive

Chapel of the Emperor's Breath

-An odd chapel deep in the underhive; the interpretation of the Imperial Creed as described by its Priest is unconventional and therefore possibly heretical.

-The architecture of the church is notably odd in its construction and acoustics. The radial symmetry of the ceiling's topography evokes the design favored by the Cinquefoils, indicating a possible connection.

-Ambassador Lethe influenced a hiver to seek out the Church; it is possible that fond rememberence of her could be used as a foothold to learning more about the odd form of the faith in the future.

Underhive

First Landing

-The Site where St. Asterion is said to have first touched down on the planet.

-Though its historical significance affords some attraction of pilgrims and a position as the traditional location of certain ceremonies, such as the local areas celebration of Ascension Day, its position in the Underhive curiously undercuts the gravitas it should possess.

-It is likely not a coincidence that First Landing is also the location of the Volcanic Seal, also referred to as the Nemesis Seal; however, a connection between the Cinquefoils' conflict and the arrival of St. Asterion has not been indicated in any historical text.

-Lazarus appears to have developed an affinity for the area, and visits when possible to meditate.

-The Inquisition appear to be maintaining a degree of interest in the site.

Spires

Spires

Macharius

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

Spires

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.

Spires

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.

Spires

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.

Hive Macharia

Lost within the storm of Lady von Tarquinius's incusion

Hive Cytheris

Hive Cytheris

The Quarantine Zone

-Region of major anomalous phenomena; nature of the source of these anomalies remains undetermined, as approaching the nexus comes with great risks. Note that these effects can apparently be suppressed with a Voiddelver exclusion field.

[Recent Update] Archivist Ruber Sutonis has described a location in the Zone that may be helpful in resolving the conflict between Eizens Wakes and VIIR. According to him, the Zone "breathing" in a certain region separates and refines that which enters. This may allow the two personalities to manifest more directly and resolve their struggle with an ultimate conflict or cohesion.

-It may be worth investigating a link between this and the Church of Breath.

-Some anomalous architecture within the Zone bears hallmarks of Asterii radially symmetric design. Thus far, these locations have been associated with the presence or activities of the Order of Silence. One such outpost—a strangely circular version of an imperial chapel—that we encountered proved oddly resistant to the physical alterations caused by the Zone's unique nature; this location was later destroyed by Ruber Sutonis.

-Some experience an unsettling sense of space being "diagonal" to its usual orientation. The pervasive lighting we experienced (nearer the edge of the zone, so perhaps cannot be extrapolated to the far interior) was green scale and oddly lit, with no distinct source of illumination despite the conditions of high visibility. Sound echoes strongly in many regions, appearing to barely degrade with time, and perhaps bearing some psychic element; in other areas, sound is instead dampened significantly more than expected.

-Some qualities of the Zone appear to have more in common with the immaterium than the physical world; the nature of causation, entropy, randomness, time, and distance all appear to behave differently. Though we did not personally observe it, it has been reported that there is a formation called the Chasm that allows one to "descend to horizontal locations." Other throughways include Decimal Street (which Lazarus described as being psychically "narrow and confined") and the Tertiary Warehouse ("where things end"). Kelle reported that navigating via sensing other Asterii presence was both difficult and nauseating, indicating that the layout of space time is not intuitive to the human mind.

-Our party did traverse the aforementioned Tertiary Warehouse during our exploration; the location was filled with massive hillocks of refuse and debris, including an afterburner that had apparently been running for months with no sign of reduced output. Major disruptions, such as shouting, in this location caused pieces of trash to rise into the air, through no mechanism or energy field

detectable by technological or psychic means. At one point, our group descended through a pit and found ourselves moving along what can best be described as an inversion or mirroring shadow of the terrain, an "upside down" of the trash heaps, though orientation as established by gravity does not entirely explain how we understood this to be the case. Elsewhere, we also observed, but did not approach, a heat haze distortion, and finally had to jump across pieces of floating cookware to reach an exit (through which we observed a painfully bright light before crossing the threshold).

-The Zone also has instances of sentient servitors and natural fusion of technology into biological organisms. In addition, at a location previously containing a corpse, we observed fungal growths emitting an odd form of syncopated square-waveform beta radiation.

-Large, hostile, insectoid creatures equipped with Vigil Devices attacked our group during our exploration, apparently on instruction from members of the Cult of Silence. These entities were highly robust, with decapitation and severing of limbs was alone being insufficient to kill them, though enough physical trauma eventually rendered them inert. It may be hypothesized that these insects are another subject species of the Asterii, similar to the Cutters. Their internal structure does not indicate direct kinship, however, as the milky fluids within their carapace is dissimilar liquid in the Cutters.

-Movement through the Zone requires experience with its distorted logic; Archivist Ruber Sutonis provided aid and advice in this regard during our explorations. This included:
--Passing through a threshold only during seconds that ended in the number 4; passing through most threshold also involved holding one's breath. Notably, many such instances of traversal bring one to entirely different locations than what might be seen through a door or other aperture, apparently connected by dimension warping.
--Defaulting to the decision of a single individual when pathfinding (may be necessitated to avoid too many choice based splits in the timeline; at one point, members of the party reported seeing alternate versions of ourselves traveling the alternate path).
--Making decisions by flipping a coin (which landed on its edge, despite being on an incline)
--Moving through the same location multiple times, with apparently different outcomes.

Asterion Orbit

Asterion Orbit

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).

Asterion Orbit

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.

Asterion Orbit

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

Outside Hive City Limits

Outside Hive City Limits

Fortress Orpheon

[Heavy Encryption]

-Fortress built by an Astartes Chapter—specifically, the Angels Encarmine—for Melidoche Traquiel, the first Planetary Governor of House Traquiel. Incredibly robust in defenses; front door appears to be operated by a gene-encoded locking mechanism that responds to the blood of some members of the Traquiel lineage (possibly only the biologically female descendants).

-Contains the true mausoleum of House Traquiel; many of the tombs and their mechanical preservation functions remain in operation, though some have failed due to lack of tending for more than a century.

-Location was lost 120±6 years ago; however, Anvephone Traquiel discovered its location at some point, and conveyed it's general coordinance to Vector van Flange such that the Magos could create a means to reach it. It appears that she used the Fortress as a secret and secure base of operations. In her private offices, we located a Condemnor, or Moros Device, as well as her personal logs and research regarding what she refers to as the Asterii, likely her own terminology for what we call the Cinquefoils. These logs hold a massive wealth of information, and include references to "Condemnor Archivists" and "Fifth Order Champions," which indicate a more advanced knowledge of the societal structure of the Xenos. Anvephone also references a "Mentor" of some kind, who taught her much of this information, and may hold more; we have since determined the identity of this individual to be King Quinque.

-It is Dehvon's wish that the location of Fort Orpheon continue to remain a secret, such that the family may make pilgrimages to the mausoleum, but that the rest of Asterion remain unaware of its presence.

-It is likely that the Fortress was abandoned due to the presence of a (hypothesized Cinquefoil) device, hereafter called the Null Singularity, that exists deep below the main structure. The potency of null psychic field it generates is sufficiently overpower to prevent any approach from psychically awakened individuals, and be potentially lethal even to non-psykers who remain in close proximity for too long.

Archmagos Wakes's Assault

-Due to the deterioration of his mind from the scrap code virus, Archmagos Wakes became paranoid that Anvephone Traquiel had gotten ahead of him in researching the Asterii, and launched an attack on Fort Orpheon, in which he attempted to destroy the entire site by initiating a self-destruct. This attack was successfully halted, and Archmagos Wakes killed in the process.

Astartes Trials

-Between the upper rooms of Fortress Orpheon and the lower chamber holding the Null Singularity is a gauntlet of trials designed to test certain qualities in Astartes, prior to them being allowed to view the device below, which seems to have been incorporated into their personal mythologies and customs. The trials each test different virtues; inscriptions in High Gothic can be found at the end of each of the four chambers. (It is worth noting that our initial entrance to the Fortress was via a tunnel drilled through to the Null Singularity; thus, we approached the trials both in reverse order and pathing.)

-Chamber One: Contains a vast array of treasures and armaments; as we presumed that touching any such items would incur the perils of failure, we do not yet know what occurs if any are taken. The inscription at the end of the chamber reads: "Thou has prove'd thy honor, Brother, and that thy convictions of duty canst overcome the corruptions of avarice. Step Forward! Show that thy courage is unrelenting, and that thou knowest no fear."

-Chamber Two: Constructed to appear as a subterranean cave, though clearly artificial. One must follow contoured paths to reach the other side. Hanging overhead is a massive array of glass shards, sharp enough to penetrate robust armor, which shake and fall easily when perturbed by sound. Fallen shards are quickly replaced by new ones in the same position on the ceiling. In addition, incredibly realistic holograms (which produce a sensory effect of sound without triggering the trap) will ambush those that cross the chamber, harmless save for their surprising and threatening psychological effect; this seems to be meant to elicit yelling or screaming, causing the glass daggers to fall. As such, proceeding in complete silence is the solution to the trial. The inscription at the end reads: “Thou has prove’d thy knowest no fear, and are prepare’d to be the bulwark against terror. Step Forward! Show thy strength of heart."

-Chamber Three: This chamber contains a variably shifting maze, which must be traversed to reach the exit. The walls can change position subtly enough as to avoid notice, likely occurring when not under observation; the floor, however, holds a consistent pattern, the symbols of which indicate troop movements and battle strategies. If these are followed correctly to a victorious outcome, an exit shall be reached. The ending inscription reads: “Thou has prove’d thy strength of persistence, hope, and intellect, that no foe shall best you in battle. Step Forward! Show thy final virtue.”

-Chamber Four: An incredibly deep chasm spanning roughly twenty meters separates the entrance and exit of this room. No bridge spans the distance, however a gravity manipulation device on the ceiling will catch those that step out over the void and transport them to the other side. The inscription at the end reads: “Thou has prove’d thy Faith, Brother. Step forward! Face the mysteries of this place and come away with the Emperor’s light in your heart.”

Outside Hive City Limits

House Traquiel New Mausoleum

-Holds the remains of the Traquiel family for roughly the past 120 years

-Tradition for the Planetary Governor to meditate there on the Anniversary of the title of Planetary Governor being bestowed upon Melichdoche Traquiel. (Most recent was the 212th Anniversary)

Vallis Decimae

-Labyrinthine Canyons of the Southern Continent

-Harkan Jharn made a pilgrimage to this location somewhat recently

-Possible Halcyon presence in region.

Subterranean

Subterranean

The 508

[Heavy Encryption]

-A permanent encampment of the Chosen 508 descendants of the 508th Light Infantry Regiment of the Imperial Guard, deep with the Lava Tube networks below Asterion

-Has developed into a self-sustaining colony that continues to hold a line against Xenos organisms that appear linked to the Cinquefoil presence on the planet

-Locations within the settlement include the Command Lodge, the Enge (which contains a Reactor), the Omry (Resource Storage and Repair), a Mess, and a Chapel. Appears to have three entrances; Westgate, Eastbraid, and the North Junction.

-Presence of Xenos organisms indicates that a source may be found near the 508's position; merits further investigation.

-A rogue Castellan Robot, previously a component of Vector van Flange's retinue, is likely still roaming the tunnels near the 508; instructions on how to safely neutralize and transport the device have been relayed to the Guard.

Subterranean

The Cinquefoil Reliquary

[Heavy Encryption]

-The location where the Nemesis Artifact was discovered; see the Lava Tube Xenotechnological Incident.

-The tunnel nearest the Reliquary shows signs of artificial creation.

-Status since the Incident has not been verified; it is possible that the Cinquefoil within lives.

Off Planet Locations