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.

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