Keojrah-Glynt Assets

The employees, agents, resources, and assets of the most august Keojrah-Glynt Company, by order of Lord Captain Beaumont Septimus Keojrah-Glynt of the *Gilded Comet*.

Red, Teal, and Gold Colors.

[All Data Thoroughly Encrypted to Protect Personnel]

- Core Personnel
  - Grand Ambassador Kelle Jocasta Lethe Traquiel
  - Magos Logis Eizen VIIR c53
  - Major Verity St. Ardentia
  - Specialist Lazarus Quint
  - Ford
- Additional Personnel
  - Bentley Smithers CXVI
  - Possessed Servitors ("The Golden")
  - Controller Nepheli Havelock
  - Kimuri Naga
  - Father Lightfall
  - Security Personnel
  - Captain Orpheon of the Angels Encarmine
- Assets
  - Asterion Tonic
  - Obscura
  - Planetary Governorship
  - Materials
  - The Dock

- Assets Against Lady von Tarquinius
- (Reopened) The Gloam's Projects
- Purity Algorithm
- Astropathic Choir
- Mechanicus Manufactorum
- Small Craft Cloaking Technology
- Hexagrammic Ward / Asterii Translation Interface
- Surplus Asterii Devices
- Mid-Hive Offices
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- Off World Reports
  - Persepolis
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  - Helios Delta
  - Eskutchax
  - Dao Teryas
  - Illisear

- Bluehull-92
  - Headquarters
  - Chapel of the Clerics Regular
  - Holy Ground of Respite
  - Security
  - Residential Sector
  - Industries and Profit
  - Research Facilites

- Previous Personnel
  - Gamma Star

    - Magos Logis Eizen Wakes c53
    - Preacher Enoch Mantra (Deceased)

- Gilded Comet Personnel and Assets
    - Lord Captain Beaumont Septimus Keojrah-Glynt
    - The Gilded Comet
    - Enginseer Prime Archmagos Explorator Phaeton VIIR

Core Personnel

Pages detailing the high ranking and central members of the Keojrah-Glynt Company's Asterion Branch.

Core Personnel

Grand Ambassador Kelle Jocasta Lethe Traquiel



-Full Title: Grand Ambassador Lady Kelle Jocasta Lethe Traquiel, Consort of the Planetary Governor of Asterion

-Ambassador and ranking official of the Keojrah-Glynt Company in the Cytheris Subsector

-Married to Dehvon Traquiel

-Bonded with Communior (Philotes Device); grafted to her left lower sacrum/flank. Has claimed that it is simply part of the Rite of Passage she underwent as a cousin in the Keojrah-Glynt family.

-Alias: Lilith Setha (older woman, scarred, high but outdated fashion sense)

-Born on St. Medea

Core Personnel

Magos Logis Eizen VIIR c53



-The integrated, evolved state of Eizen Wakes and the VIIR engram.

[Previous Entries]

[Heavy Encryption, access granted only to Ambassador Lethe and myself]

-Entity stored within inaccessible portions of Magos Eizen's mind. Division between the two was maintained without contact for several years, due to action taken by Eizen, Kelle, and hired Techsorcists to codify a containing barrier.

-The barrier's integrity was damaged by Archmagos Sojourner Wakes in his attempt to extract data from Logis Eizen. Since this occurrence, VIIR has been able to achieve a modest degree of communication, and interface with certain technologies. Thus far, his interventions have been beneficial to the Keojrah-Glynt Company, including the subtle requisition of Praetor Light Power Armor (and upgrades to its functionality) as well as improved targeting through DNI weaponry.

-Magos Voss determined that VIIR is a Personality Knowledge Competence Engram, which has been influencing Eizen since the barrier was damaged, and slowly overwriting his own personality. This affirms the observations of Lazarus's recent psychic probe, which showed there was a great deal of overlap in memory and knowledge between the two. This type of entity is linked with a mechanicus theory of immortality that involves creating copies of oneself to persist past the body's expiration.

-Voss has managed to strengthen the barrier preventing VIIR from entirely assuming control of the mind and body, but it will eventually deteriorate.

-VIIR and Eizen seem to have both been influencing the outward decisions and behavior of the techpriest as observed by others; VIIR's claim that he is an evolution of the original Eizen, retaining the knowledge and memories of the first with a different personality. I, Eizen Wakes, am beginning to conclude that while this assessment is not entirely wrong, I too have been able to make use of VIIR's superior capabilities, meaning that evolution does not, perhaps, require his personality to assert itself as dominant.

-We have learned that the cognomen VIIR is shared by the Enginseer Prime of the Gilded Comet, Archmagos Explorator Phaeton VIIR. I am now certain, as some recollection returns, that he is the source of the Engram.

-VIIR's existence is associated with a highly complex code; partial infection with this code in Mechanicus subjects usually causes instability, mental deterioration, and eventual death. Fortunately, these virus forms of VIIR do not seem capable of infecting machines or their spirits, only Techpriests that interface directly.

-Due to the vindictive actions of Eizen Wakes, bonded with Condemnor. VIIR is furious about this, to the point that he has managed to force a breach in the wall that allows for communication between the two aspects.

Core Personnel

Major Verity St. Ardentia



-Guardsman, sharpshooter and firearm specialist

-Bonded with an Augmentor (right palm), and equipped with a Vigil Device linked to Ambassador Lethe.

Core Personnel

Specialist Lazarus Quint


inkory.tumblr.com
vk.com/inkory_art

-Sanctioned Psyker (Specialist in Telepathy)

-Previously called Quinten Cutter; legally died during the Xenotechnological Incident.

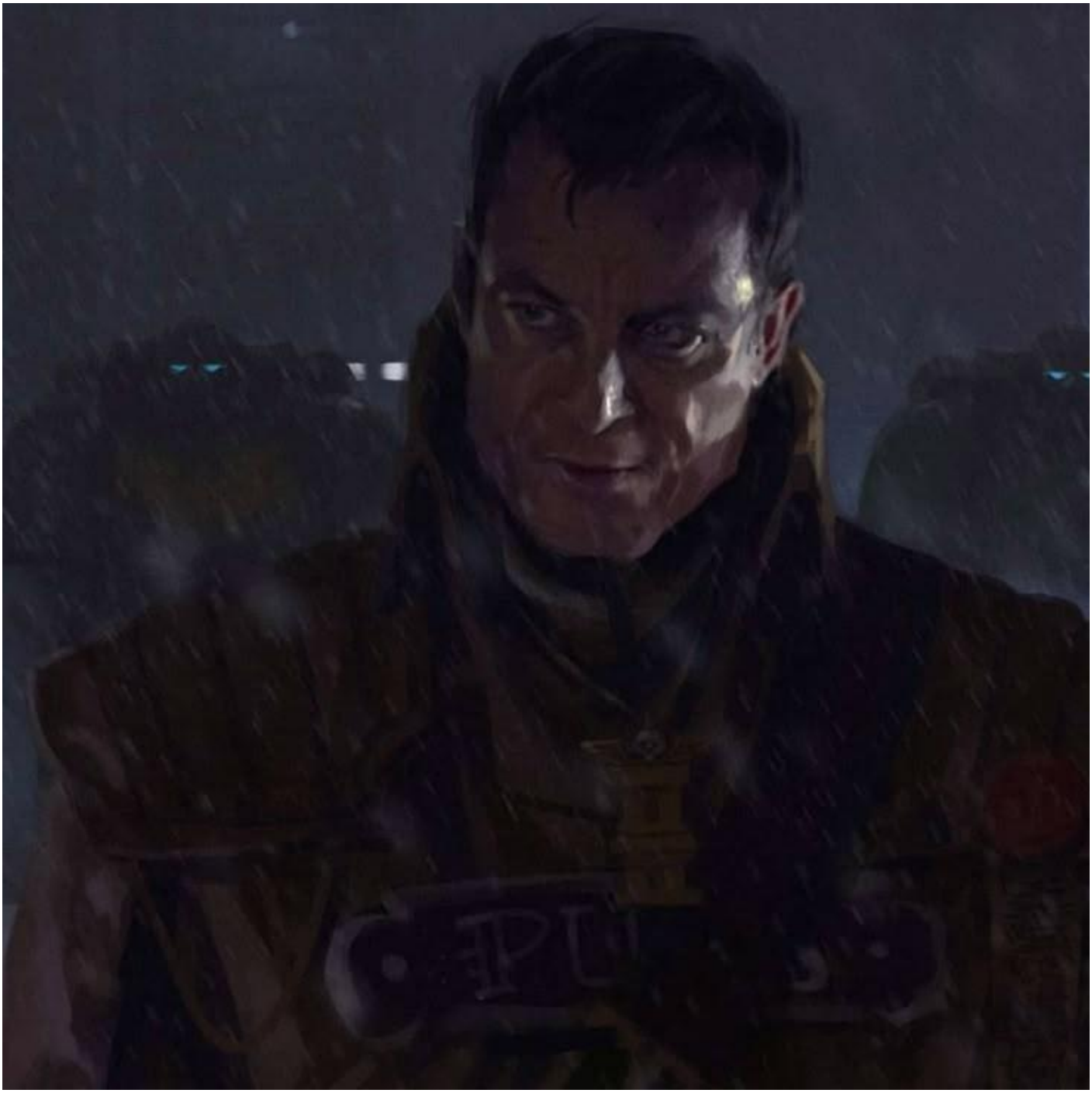
-Fused with the Nemesis Device, as well as a Vigil Device linked to Ambassador Lethe.

-Has a Twin Headed Eagle familiar called Aequinn; notably, one head of this creature controls the body's movement and ability to fly, which the other has psychic abilities.

-Resurrected by the Golden; now appears somewhat greyer and longer limbed.

Core Personnel

Ford



-Infiltration and espionage specialist; acquainted through ganger activities in the underhive

-Bonded with a Voiddelver (Left Hand) and a Vigil Device

-Inexplicably liked by Lazarus's familiar, Aequinn the two-headed eagle.

[Heavy Encryption]

-Inquisition Agent, part of Interrogator Saends's retinue; gathered an alarming amount of intel on our operations, but rather than report our activities to the Inquisition, secretly approached us and allied himself with our operation. Continues to report to Saends, supposedly in a manner favorable to our ongoing survival.

[Ambassador Lethe and Major St. Ardentia Access Only]

-It remains uncertain to what degree Ford can be trusted; certainly, his actions have put us in a deadlock of mutually assured destruction, especially once he has been equipped with an Asterii Device (which I recommend at this time), which will ensure that Inquisition discovery of the Xenotechnology would affect him in the same detrimental manner as it would the rest of our group.

-Given the proficiency he has demonstrated in espionage so far, I believe it is not unlikely that Ford has crafted some form of insurance in the event of his death; my best estimates at this time involve data transfers that will initiate if some form of timer is not intermittently reset. I shall attempt to gather more data on this hypothesis, but until the threat can be adequately assessed, I recommend Ford be treated with great caution.

Additional Personnel

Individuals specifically commissioned for their expertise.

Additional Personnel

Bentley Smithers CXVI


wh.reactor.cc

-Chief of Operations in the Bluehull-92 Headquarters

Additional Personnel

Possessed Servitors ("The Golden")

[Major Recent Developments]

-The incursion on Asterion has hastened our use of the Golden's abilities despite our initial uncertainties; thus far, its has aided us in recovering and healing Specialist Quint from near fatal injuries, and in the similar cause of reforming the physical body of Captain Orpheon. It's bond with Lazarus has also been strengthened, and it has promised to lend its power at a critical juncture in our mission, should such occur.

[Previous Logs]

-Servitors altered to contain psychic circuitry; contain the soul of Palinea Traquiel

-The Soul was initially placed into only one of the pair, indicating some ability to leverage synchronicity and create a hivemind of sorts; Nepheli claims that no connection of this nature was physically installed between the two, and that some combination of being activated and in proximity to one another with the correct circuity was enough to facilitate the contagion.

-It is an unavoidable consideration that Nepheli's creation of these Servitors in advance of Quint's recovery of Palinea's soul from the Immaterium was an expression of her capacity for Divination; given her lack of sanctioning, it cannot be certain that the source of this particular prediction was of a benevolent origin. This matter is further conflated with the conflicting evidence regarding Palinea's association with the Emperor or the Archenemy.

-Recent behaviors of other Servitors in Bluehull-92 (specifically, witnesses claimed they were praying) led to investigations into whether the prior existence of the possessed Sevitors could have been related. No connection was discovered, and reconfiguration of Servitor cogitators and networking appears to have solved the oddity.

[Heavy Encryption, access Limited to Ambassador Lethe and Logis Eizen

-Per instructions, the Servitors remain intact and sequestered in the hidden holding cells below the security station. Knowledge of their existence is limited to myself, the ambassador, Specialist

Quint, Controller Nepheli, and Major St. Ardentia.

-The Servitors networking capabilities with other, functional units had to be deactivated in response to reports of Servitors "praying," causing some unease among witnesses. Newly created Servitors with the same technology seem to network automatically to the originals.

-Further interactions with the Servitors has yielded interesting observations: they occasionally sing traditional hymns to the God Emperor, while performing shadow plays to illustrate the events of the music. The respond to questioning, but with limited detail and material; most of their answers come from the Prophecy of Golden Gaze, however they have also somehow quote the prophecy that Nepheli delivered to Preacher Enoch prior to his integration into the retinue (specifically, the concepts linked were the "and twilight's gambit hath reached full noon" with "beware the seekers of unending days."

-They have directly affirmed that they serve the God Emperor of Man, and assert that their purpose is "Truth." It is unclear whether this is due to their own intentions, or whether this has been swayed by the command given by Specialist Quint that resulted in the Vision of Truth.

-The Golden reached out to Lazarus telepathically, revealing a dream they'd had of Fentley Rothay, overseer of the southern gasfields, who was soon to succumb to Heresy due to his cruel and petty enjoyments. They asserted that the operation would not be stalled by his death, and asked Specialist Quint to kill him. Quint confirmed the truth—or at least, believed truth—of the accusation by viewing the dream directly. He then infiltrated Rothay's offices and killed him; this operation occurred without consultation or official sanctioning from the company, but was at least entirely clandestine. After reporting this to the Golden, they named him a friend.

-[Feb 5 2025] Ambassador Lethe experienced a dream in which she described walking through a prison block; in each cell was a Servitor with golden eyes, which watched her as they passed.

-[Mar 12 2025] Lazarus was contacted by the Golden once again, and greeted as a friend; they asked him questions regarding his reason for assisting them, for which he replied that he felt guilty for having killed their previous incarnation, Palinea. They asked him whether he felt bad by choice, and he replied that the emotion was involuntary. They asked him if he believes he has free will; he replied that he sometimes feels he's had less since joining Ambassador Lethe's retinue, and that he perhaps bears some resentment for that. They asked if he believes in destiny, and he replied that he had "never looked it in the face. Their discussion concluded with further discussions of fate, indicating that though Lazarus is apparently not part of the prophecy, he is a true ally to it and to the Golden; when he said that he wanted the prophecy to come true, they said that this was not unlike desiring that rain should fall.

-Quint also inquired further into the nature of the entity that had held her soul in the immaterium, and the Golden replied in to uncertain terms that this entity was the Emperor himself, referring to him as her father. They have also confirmed that they possess a limited recollection of their past lives, having visions of darkness, standing before armies, and of Lazarus himself.

[April 16 2025] Lazarus experienced a dream that appeared more in relation to his Redressor, but the Golden was apparently present with the dream; it seemed to have no additional knowledge of the strange circumstances of the dream.

Additional Personnel

Controller Nepheli Havelock


Verba sunt modi tela in nostros. Vidi quodam sermone. Cum animae chainsword glams arguerat. sicut crustaceum modo relinquens illud in quo stat fidelis servus. O tela retusa est inimicus fides nostra
Non satis
serve Imperatore aut etiam in caritate His. Oportet te dare deis omnia quae habebat, omnia illius ut et omnia quae habes et semper. Vos oportet. et divinam voluntatem se totum dedere eius fiet et evolvunt. Sed satis erit sacrificium accurate.

-Administrative specialist and servitor mechanic of genius skill.

-Heavy Encryption-

-Previous identity was Wynnyf von Bjekt, scribe for the Astra Telepathica; her documented existence and physical appearance have been fabricated by agents Kg-co

-Is a latent psyker; current projects include locating implants to help control her abilities. In addition, is receiving informal training in suppressing/controlling her abilities from Quint.

-Assisted in establishing the noble lineage of Kelle Lethe.

-Designed the psychic circuitry present in the Servitors previously occupied by the soul of Palinea Traquiel. Had originally created these Servitors to be more directly controllable by her, through psychic means. Consequently, I have assigned her to the task of investigating the similar psychic circuitry present in the veils of the Procuratia. She has been afforded permission to continue her experiments in pursuit of this understanding.

Additional Personnel

Kimuri Naga

Performance artist contract to create entertainment and spectacles at the Dock. Trained in sculptire via holographic spectra, dance, dueling, and liturgical choreography.

[Heavy Encryption]

Formerly known as Artemis Modeyo; after recognizing Lazarus from his previous incarnation, and him offering her a job with KGco, she said she would come work for us under the conditions that she be given artistic freedom, her ow space, and most importantly, that we fake her death to free her from her contract with Ketcellia Nimea.

We were able to make it appear as though she had died from a gravitic equipment malfunction during a late rehearsal, swapping in a body double shaped to be identical to her using Lazarus's psychic abilities. Prior to this, we established the identity of Kimuri Naga as an artist contact in talks with KG-co, such that her later appearance would seem impossible to link with Artemis's death. The plan seems to have been entirely successful; we attended her funeral, where Ketcellia gave the epitaph, "here lies one whose name was written in smoke." Ambassador Lethe gave the noblewoman a vase as a token of sympathy.



(As Artemis Modeyo)

-Artist in the service (nature of relationship uncertain) of House Nimea; was notably not wearing the house colors at the time, and expressed some distaste about the association. Has a shifting tattoo of a snake made of smoke on her arm.

-Was commissioned to create a holographic monument to Lord General Rothay Nimea in recognition of his latest military achievements and actions; it is scheduled to be unveiled just before the Gubernatorial Wedding. This Monument portrays the Lord General wearing an archaic form of the family crest, used when they still held the Planetary Governorship.

-Taciturn and socially avoidant, if behavior at the manor party is to be taken as standard.

-Accomplished Duelist, capable of matching and defeating Dehvon Traquiel.

-Studied at the Schola Progenium

-Creates art using holographic spectra and liturgical choreography; her dancers occupy specimen tanks while not on stage, and have had joint and tendon replacements to enhance their abilities. Choreographed a performance of the noble last stand of Kore Traquiel for the Gubernatorial wedding, though the "gift" was graciously declined.

-Developed a connection with Quinten during their brief conversation, asked that he participate in her choreography; due to the party's sudden conclusion, the results of this were never determined.

-At the wedding of the Planetary Governor and the Ambassador, Modeyo and Quint encountered each other again; Modeyo clearly recognized the psyker, despite his mask and name, and said that she'd heard he died. Quint responded in the affirmative and reintroduced himself. He then offered Modeyo a position with KG-co, should she have interest.

Additional Personnel

Father Lightfall



[Heavy Encryption]

-The only surviving member of the Combine, now a resource of the KG-Co.

-Has be assigned to head the Traquiel Intelligence and Espionage department; so far has proven competent, valuable, and well connected, but largely because we ultimately trust him to be untrustworthy.

-Sent an agent to keep watch on Sister Laria when she was sent back to Isadore's Rest.

-Has been told to send an undercover agent into the more aggressive sect of the Clerics Regular, to channel their anger with the Eternalites toward more economic sabotage efforts, rather than outright violence.

-Reported the restlessness and complaints of Mehvon Traquiel following his dismissal from Head of Intelligence, as well as his new and unusual courtship of an Asterion noblewoman.

Security Personnel



Additional Personnel

Captain Orpheon of the Angels Encarmine

-Astartes Captain of the Angels Encarmine: Leader of the Angels on Asterion.

-Former friend and ally of Melichdoche Traquiel, first planetary governor of the Traquiel lineage. History states that the two were close, with Captain Orpheon having once referred to her as "Brother Melichdoche," a title of high praise for one who is not technically Astartes, and gifting her Fort Orpheon. However, Melichdoche betrayed Orpheon by equipping him with an Augmentor Device, afterward slaying him and trapping his soul.

-Fought alongside Melicdoche and Yontericus against an unknown adversary; perished during the conflict; a more detailed—if redacted—account of this conflict can be found in the record of Operation Divine Purge.

-Captain Orpheon's Augmentor was recovered, and his body regenerated using the combined efforts of Lazarus, Doran, and the Golden. He has sworn to fight the Chaos incursion before attending to his personal vendettas.

Assets

Assets

Asterion Tonic

-A highly valuable chemical compound produced only on Asterion; acts as a broad spectrum medication and health enhancement supplement when consumed by humans. Lord Captain Keojrah-Glynt ordered that securing a supply of this tonic be a top priority of the company.

-Though our present contracts with House Nimea stand, our access to the Tonic via this relationship may be in political jeopardy.

-The formula is known only to the Magos Biologis; further complexity exists in that the process is largely dictated by the sensor based internal regulation and design of certain machines within the synthesis facility.

-Infiltration (performed on the orders of Mehvon Traquiel) has provided the Traquiel family with enough data to reverse engineer this process; however, the obtainment of this information is known to House Nimea, who holds proprietorial rights to the tonic, posing legal and political problems.

-The Cutters contain a viscous substance that bears remarkably similar properties to the Tonic, likely responsible for the excellent health of the 508, who consume the goo as a staple of their diet. The precise ramifications of this discovery have yet to be determined, but could indicate that whatever the Xenos subsist upon (if they subsist at all) is a vital component of the chemical processes involved.

Assets

Obscura

-The Hourglass Gang produces quantities of the drug Obscura; currently, KG-Co has a trade agreement with the gang to ship and sell the products off world.

Assets

Planetary Governorship

-Ambassador Lethe's engagement to Planetary Governor Dehvon Traquiel affords numerous benefits and opportunities, largely of a political nature, but naturally extending to other profitable ventures.

Assets

Materials

-Cutter blades may prove useful in tool or weapons manufacture.

-Glass structures from the Astartes Trial Second Chamber may prove similarly useful.

-Asterii Chemical Samples

Assets

The Dock

[Heavy Encryption]

-Our own terrarium of underhive life. Somewhat separated from the rest of the underhive except a couple of tunnels to Norimar.

-The location has been curated to provide a relatively safe and exciting experience for the young of the upper hive to slum. Security and operations are currently being handled by the Hourglass Gang , under the specific oversight of Kadrin Mephisdo.

-As suggested by the name, the Dock includes a hidden landing zone can be reached via arvis lighter and similar types of VTOL.

-The Dock is positioned near the lava tubes which lead to the location in which the Xenotechnological Incident occurred.

Assets Against Lady von Tarquinius

-The raid of the Fungal Farm has yielded cryptographical keys that can be used to decode vox transmissions between DeWonti agents; until these codes are changed, this gives KG-Co a strong advantage in espionage. Any direct action on information gained through spy on communications, however, may tip our hand to the Consortium, resulting in new ciphers.

-The raid also allowed us to procure key cards containing the genetic material of the Starlight's Boon's original captain; they can further be used to alter a vessels IFF for favorable approach to the DeWonti ship. Any operation involving this resource must be of sufficient value to justify the reality that this access is likely to be removed as soon as its existence its discovered.

-Following the Arbitrator Abduction Investigation, we have gained access to a functioning Field Generator unit, which—when positioned in arrays of three—appears to provide a stable holding field for Procuratia.

Assets

(Reopened) The Gloam's Projects

Others of the Gloam's Research Projects may later be reassessed:

-Work on Port Lysander

-Non-standard computation methods, dangerously close to a machine intelligence—scrap code may still exist in cogitator arrays

-Prototype Gloam Pattern Plasma Pistol (in use)

-Notes on regular visits to Escochax (has contacts there—networks of fabricators willing to take on illicit projects; he owes them diagrams)

Miscellaneous Data:

-Collections of uninspired poetry regarding the beauty of a certain mecha clad woman he was somewhat obsessed with.

Assets

Purity Algorithm

-An algorithm designed long ago by Techpriest Ardifex Wakes, in collaboration with Father Barnabus Rothay—assesses an individual's "purity" based on a large quantity of observed behaviors and traits. The methodology was originally taken from a servo skull relic brought to Bluehull-92 by a Regulars refugee during an investigation into reported anomoloies, and has remained accessible by Magos Eizen.

-The precision of the algorithm is difficult to clearly assess; however, it proves capable of attributing a particularly low score to an individual who, upon interrogation, was revealed to be a heretical cultist among the group attempting to infiltrate the Dock. (It is possible that this success was in part due to my particular abilities in analysis as a Logis, which have become more pronounced of late.)

-The value of the algorithm is likely situational; outside such contexts in which there is a known cult presence, low scores should likely be interpreted with greater caution for the possibility of error. In addition, the scores do not indicate the degree of urgency or attention each case may require, possiblity diverting resources from more pressing concerns if pursued; the scores also cannot assess the ability of the individual to improve themselves beyond their current circumstance. Finally, rigorous use of the algorithm may inadvertently draw the attention of the Ordo Hereticus, which is generally an outcome to be avoided.

-Notably, the algorithm will produce an error when applied to any member of the Machine Cult; though doubtless a number of more innocent arguments could be made as to why, I suspect this was to prevent the algorithm from being turned on its creator and brethren.

Numeric Interpretation of Scores, for those curious:

Ambassador Lethe: 37

Major Verity: 80

Specialist Quint: 35

Preacher Mantra: 85

Other Scores:

Average of the Dock: 30-40

Identified Cultist: 3

Assets

Astropathic Choir

-20 telepaths gifted to Ambassador Lethe and Governor Traquiel by the Astra Telepathica on their Wedding Day

-Can be used as a personal communication system to distant locations; however, it would be best to use caution with the type of messages sent, as they will doubtless by monitored. That said, it is sometimes useful to know what your enemy thinks that you know in turn.

Assets

Mechanicus Manufactorum

-A manufactorum gifted to Ambassador Lethe and Governor Traquiel on their wedding day by the Asterion Mechanicus

-Has been formatted to produce cable, per the requests of Magos Vector van Flange; the Mechanicus has standard rates that they will pay for such materials, but the product in question is likely to be consistently in demand, and we will certainly produce surplus enough to sell to other customers.

-Reports indicate that Persepolis may require their cable for construction projects in the near future.

Assets

Small Craft Cloaking Technology

-Though further certain machinations, the Ambassador has approved further research and development of the Gloam's Small Craft Cloaking Device design; resources have been funneled into the project:

Spent Liquidity: 6

-With these resources, we have achieved functioning prototypes, and installation onto a small craft of some kind can proceed.

-The Cloaking Device requires the use of several unusual compounds and materials, including the same superconductor present in the Gloam's Signature Plasma Pistol. To avoid detection, traces of other rare materials will be included to distract from the presence of the necessary ones.

-The success of the Operation on Void Dock 102 proves the effectiveness of the Small Craft Cloaking Device; maintaining distance from sensors and lower speeds is, however, still important to avoiding detection.

Assets

Hexagrammic Ward / Asterii Translation Interface

-Hexagrammic Ward Interface with psychic circuity modified by Magos Eizen to interface with Asterii technologies, such that an analysis of their inner workings can be conducted through DNI.

-Following Exploration of the Cathedral, working knowledge of Asterii communication and language has progressed to the point of functionality.

Assets

Surplus Asterii Devices

-Exploration of the Cathedral has yielded surplus quantities of most Devices; I would advise locating a more distant location at which to store them. Current tally of non-bonded artifacts:

-(7) Augmentors

-(5) Communiors

-(30) Redressors

-(1) Voiddelvers

-(0) Condemnor

Assets

Mid-Hive Offices

-The original offices of the Kg-Co, located in the mid hive of Spire Macharius

-Rental had previously been blocked by investigation of the Asterion Enforcement Bureau, as our last tenants were murdered under strange circumstances. This investigation has been completed, and the Offices may once again be leased for additional profits.

Assets

Varkassa Mold

-Mold cuttings from Varkassa; initial reports concerned the flavor value of the mold when used in the production of corpse starch.

-Tests are ongoing, but initial findings are somewhat concerning:

-Fruiting bodies resemble neurons in approximate appearance, growing up to a meter in size, gray in color and slimy in texture.

-The mold is characterized by a mild psychic static charge; this may be linked to its propensity to tap into the central nervous system of corpses it infects (indeed, the mold is incapable of reaching its fruiting and blooming stages without such a connection point). Some element of quality seems to be involved with the degree to which the fruiting bodies develop; servitor corpses produced smaller growths than others. One might hypothesize this is due to a reduced immaterium potential, leading to the interesting hypothetical of how the mold would react to a null presence.
*Note: The mold did not, at least, indicate signs of corruption when exposed to the purifcation/purge protocol of Redressor.
**Note: Though targeting the fungus with biomancy yielded no results of interest, divination focused on the mold yielded sensations of discomfort, and telepathy yielded a strange vision in which Lazarus was in a hive city filled with people with terrifying faces running through an around him; upon awakening, he realized the body he had occupied in the vision was the same as the corpse he had targeted with telepathy. Based on this information and the other listed traits of the mold, I hypothesize that the fungus in some part consumes and traps remnants of the corpses soul.
***Note: Lazarus is not to be allowed near the fungus without supervision, as he has demonstrated an astounding lack of sensibility with regard contamination threats.

-The lifecycle of the mold involves the spores taking root in a dead body, tapping the central nervous system through mycellium growth, and producing an array of fruiting bodies which then release spores. The spores remain in an inert state until reaching a suitable growth medium; notably, though they will not begin to germinate in a living body, the inert spores will cause the host's body to bloom shortly after death.

-The spores are not overtly resilient to environmental factors; though they can remain inert for long spans of time, they are susceptible to standard fungicides and other methods of sterilization, including high heat. Crucially, the standard process of transforming a body into corpse starch is insufficient to destroy the spores, and an individual who has consumed mold processed starch will also bloom after death. Though this is some cause for concern, it appears that a regimen of antifungals can cleanse a living or dead person of such spores.
*Note: bearing this in mind, instructions have been dispatched to Varkassa concerning a means to

cleanse the population of spores and hygienically prepare corpse starch with bloomed corpses, to prevent contamination from leaving the planet.

-Research indicates that the mold does indeed vastly improve the flavour of corpse starch; if preparation protocols are rigorously observed, it should be possible to utilize this quality without infecting consumers. To this end, the company has purchased the currently defunct Norimar Corpse Starch Manufactory, which is currently undergoing resurrection under the supervision of Magos and Enginseer Theta-9.

Assets

Norimar Corpse Starch Manufactory

-KG-Co has purchased the defunct Norimar Corpse Starch Manufactory

-Magos and Enginseer Theta 9 are overseeing the resurrection of the machine spirits of the Manufactory.

-The intention is to modify the Factory to safely process corpses in bloom with Varkassa Mold.

Assets

Machine Spirit Resurrection and Conditioning

-Magos Helexicon Theta-9 and Enginseer Anealia Theta-9 have developed a process by which dead Machine Spirits can be resurrected. Their current laboratory contains a chamber surrounded by

-This process involves saturating the dead device in the permeating vibrations/emanations of the motive force; these emanations are themselves different between locations. Places with strong character impart their temperament on machine spirits born there, and their recorded emanations can thus impart the personality on a machine spirit resurrected using them.

-Recorded Temperaments Library:

--Eskutchax Pattern: Fearful, cautious. Makes for highly reliable (though not particularly aggressive) weaponry.

--TOBI Pattern: Joyful, eager (TOBI stands for Technology of Beneficent Inclination). The Norimar Corpse Starch Manufactory is being resurrected with the TOBI Pattern, with the hope that this will improve the energy and mood of workers, thus maximizing efficiency.

--Lacrima Pattern: Depressed, sedate; suggested use-case might be prisons, black ships, etc.

-Recording the Resonance of such locations as Asterion and the Quarantine Zone have intriguing potential.

-The Theta-9 team have been put in contact with Cassius, in hopes that the Infrastructure department might be able to aid them and be aided by them in these studies.

Off World Reports

-Data and records of occurrences on other planets in the Cytheris subsector, for which Ambassador Lethe has become the ranking administrator.

Persepolis

-Only inhabited world in its system (Persepolis System), which serves as the Sector Capital.

-Reports indicated they will require cable for construction projects in the near future, and indeed, shipments were purchased by on planet contact Magdarum St. Torph.

-Produces the aeroponic root crop "Thrunk," which is nutritionally complete but tastes, to quote our source, "like earwax and hot soap." Profit value of this resource is yet to be determined.

Eternan

Macharia

-Shrine World and birthplace of St. Macharius.

Varkassa

-Mining World; now largely spent of resources.

-Branch office employee Graxi Ushent reported that a consumable mold that grows well in the planet's caves may be a good crop for cultivation, and is sending clippings to Asterion for further study.

Helios Delta

Eskutchax

-Young Forge World that was founded to supply armaments to the Macharian Crusade; primarily a manufactorum of las weaponry

-Archmagos Wakes is supposed to take a pilgrimage there in the near future, almost certainly to be Fabricator General of the planet, but seems unlikely to do so in his current state.

Dao Teryas

-Indomitus Crusade Hub-Fortress ruled directly by the Administratum.

Illisear

-Feral World and the site of much Missionarus Galaxia activity; however, many missionaries that attempt to convert the population towards a more orthodox version of the Imperial Cult are instead converted themselves to the planet's local variant.

-Sole employee at the office branch is Clive Grimnet, whose isolation may be poorly affecting his ability to continue the role.

-Grimnet reported that Illisear grows Wardberry Trees, and that the fruit supposedly "wards off the Tallyman." Specialist Ford recognized this term as a name for the Chaos God Nurgle, indicating this matter may require additional attention. Berries are being shipped in high containment via the Absence of Decorum for additional study.

Bluehull-92

The Habblock serving as KG-co's Asterion headquarters and base of operations. Installations include offices, laboratories, guard barracks, security systems, records, and so forth.

Purchase following the purgation of the Habblock. Reclamation of the space has been an ongoing process.

Headquarters

-Administrative Authority over the premises has been assigned to Bentley Smithers CXVI.

-Contains an array of living quarters, offices, work rooms, and meeting spaces.

Chapel of the Clerics Regular

-The Chapel of Bluehull-92 was offered to the Clerics Regular, after the raid/purge; this offer was accepted, and the group maintain a strong presence in the habblock.

-Since his death, a monument to Preacher Enoch has been constructed; we have also enshrined his Regicide set and the prophecy he received prior to meeting our team.

Bluehull-92

Holy Ground of Respite

Following the discovery that the defunct hydroponics bay was considered a holy site to the Clerics Regular, permission was given to convert the facilities to a clinic.

-Overseen by Medicae Mila Reylin.

Security

-Though several nodes comprise the habblock's security systems—including robust surveillance arrays and the headquarters itself—the Security Station acts as a central relay and command point.

-There are concealed holding cells beneath the station.

-Barracks are provided to security forces; in the wake of recent events and possibly threats, training and equipment of troops has been appropriately bolstered.

Residential Sector

-Housing for employees of Bluehull-92, and other hivers.

-Currently occupied in large part by Clerics Regular refugees, seeking shelter from the aggression of the Eternalites.

Industries and Profit

-Attractions to the public in Bluehull-92 to boost profits including:

-Unique protein and starch cuisine designed by the contracted chef Gordinius Fuegonasus.

-Projects undergoing installation:

-Development of a new Hydroponics Lab, using parts recovered from the original site.

Bluehull-92

Research Facilites

-Several workshops and laboratories exist within the Habblock:

-Controller Nepheli Havelock has been afforded archival resources and a servitor workshop in the Headquarters.

-Logis Eizen maintains a research an analysis laboratory at Headquarters with the following holy emplacements:

1. Secure Specimen Storage; in addition to various samples, these vaults currently hold Philotes and Moros Devices.
2. Cogitators; allow for efficient processing and analysis of data (grants +20 on Linguistics, Lore, and Logic Tests to do so).
3. Data Looms; engines for data input and visualization (+10 Bonus to Logic Tests, and possible reduction of time needed for investigation analysis)
4. Gene Printer; allows for matching of genetic material (+20 Tech Test to Use)

-A second laboratory and storage facility has been established for specialized research into neuroaugmetics; assets received from Archmagos Wakes are kept in this location to avoid controversy, until such time as the matter can be properly remedied.

-Laboratory spaces has been granted to Magos and Enginseer Theta-9 for their studies into machine spirit ecosystems and resurrection.

Previous Personnel

Individuals who are no longer employed by the KG Asterion Branch

Gamma Star



-Scholar Progenium graduate, infiltration specialist

-Was classmates with Sister Yvestina Avarast.

-Currently MIA, employment terminated

Magos Logis Eizen Wakes c53



[Final Message]

Grand Ambassador,

Forgive my departure without advanced warning or explanation; I estimated a reasonable chance that my intended course of action would spark lengthy discussions, and under the current circumstances, we can not afford such delays.

I predict that at the time you read this, Knight Archivist Ruber Sutonis, Magos Voss Alpha-1, and

myself shall have reached our destination in the Quarantine Zone—the locus of the planet's "breath," as so described, where matters immaterial gain a semblance of physical form. It is here that the conflict between myself and my counterpart may at last be resolved.

I shall not presume to know what outcome you would have desired; you have ever maintained that the decision be mine and mine alone. Unfortunately, our present circumstances no longer allow me to place such weight on personal desires—to prevail in this conflict against the Archenemy, our forces must be optimized. My existence is in conflict with this conclusion, as my struggle against VIIR is not only a distraction, but a denial of the truth: he—or rather, what he shall become—will be a vastly superior asset to you and Asterion amidst this cataclysm. Thus, I must choose to surrender.

Rest assured, VIIR shall be a reliable ally—my Techsorcist compatriots shall see to it that the integration upholds the concessions he agreed to, regarding what aspects of Eizen Wakes shall persist through integration: it is my hope that this shall temper some of his ambitions in the name of cooperation. I am at least confident that, while VIIR's philosophies may be more radical than my own, he remains staunchly opposed to the forces of Chaos, and shall not betray you to the Archenemy.

It has been an honor to serve you, Grand Ambassador, and to have been your friend—I shall continue these practices howsoever I am able, as I enter this new incarnation of the Motive Force. Omnissiah be with you, and farewell.

-Magos Logis Eizen Wakes c53

Final Protocols:

-The Omnissian Axe of the Wakes Cognomen has been entrusted to Magos Aedifex Vector van Flange; all known data about the Asterii has been stored within its cogitators, but encoded such that only one who has already undertaken the Crusade and learned of the civilization and its technologies may solve the queries and gain access; such an individual would be worthy of inheriting the Wakes cognomen.

-Magos Logis Eizen VIIR c53 shall take possession of all other assets and data.

[Prior Records]

-Mechanicus Magos Logis, trained Chirurgeon and Techsorcist; specializes in investigation and deductions. Specific competencies in forensic analysis and heuristics.

-Began work with the Keojrah-Glynt Company as a Lexmechanic, tending to machine spirits with sacred musics composed using 53 EDO, hence choosing the number as part of my agnomen, or personalized designation (the component "c" is the symbolic terminology for a sacred numeric set, the Cardinality of Continuum, which demonstrates the infinite nature of the Omnissiah through mathematics). The cognomen "Wakes" indicates my dedication to seeking out the knowledge and technologies of the Asterii.

-Large portions of long term autobiographical (and possibly some amount of semantic) memories are inaccessible due to warding partition.

-Shares a partitioned mind with Magos Eizen VIIR; recently, VIIR breached the wall in anger, allowing the two to communicate directly within their shared mind.

-Capable of assuming convincing disguise as the Gloam.

-Bonded with Condemnor; a valuable side effect of this occurrence is immunity to the Null Singularity.

Preacher Enoch Mantra (Deceased)





- Habway Cleric, combat trained
- Previously Bonded with Void Delver (Left Shoulder)
- Killed after the investigation of the Asterii Cathedral, due to threat posed to the company; demanded that we immediately report the devices to the Inquisition, refused any form of

compromise. Soul was purged was Voiddelver upon return to Asterion.

BIOGRAPHY

OVERVIEW

- **BORN:** 390.M42, Zwiel IV
- **SIDEREAL AGE:** 73 Standard Solar Years
- **FAMILY:** Unknown
- **OCCUPATIONAL STATUS:** Retired

Gilded Comet Personnel and Assets

Lord Captain Beaumont Septimus Keojrah-Glynt


OWLCAT
GAMES
OFFICIAL
LICENSED
PRODUCT
ROGUE TRADER

-Has a known interest in Xenotechnologies, which have resulted in previous conflict with the Inquisition.

-Requests have been passed to the Gilded Comet mechanicus via the Lord Captain for a Techsorcist to be dispatched to the planet (this is to assist in the matter of the Archmagos's Scrap Code Infection).

-Requests were sent to formally recognize Ambassador Lethe as a member of the Keojrah-Glynt Dynasty to cement her position of nobility, necessitated by her engagement to Dehvon Traquiel. The Lord Captain was both willing to provide this, and elected to provide it himself by attending the Gubernatorial Wedding on his vacation, incognito.

-Prior to the wedding, contacted Keojrah-Glynt personnel for updates and insight into their operations:

--With Ambassador Lethe: discussed the need for her to formulate and claim completion of a Rite of Passage, as part of the Keojrah-Glynt family; expressed that he was impressed with the degree of political clout she has gained on Asterion since his last visit, despite profits being moderate; asked for reports on the team and their operations, particularly the Asterii Devices, which he speaks of having encountered elsewhere (and confirmed that they are in possession of an Augmentor); finally, decided that Kelle would be the ranking official for the Keojrah-Glynt presence in the Cytheris subsector.

--With Magos Logis Eizen: discussed details on the Asterii Devices, but also asked for assessments on the loyalty of Ambassador Lethe and Specialist Quint; I replied in the affirmative, citing the value gained by both operatives having bonded with the devices for both operational success and further research. The Lord Captain also inquired as to whether there would be a means to instill absolute loyalty in a Champion, for which I have little direct research, save that the devices seem to interact greatly with the host's psychology; my only suggestions was that conditioning from childhood might serve such a purpose.

--With Preacher Enoch: superficially, a casual interaction over alcohol and a game of regicide, though the Preacher is certain that it was something of a job interview. Found common ground on the concept that nobility and status cannot merely stand upon its laurels. Enoch also mentioned that the Lord Captain should be aware of the "complexities" below Asterion's surface, and gave some details as to what has been encountered so far. The two seemed to have developed a remarkable comradery in a short amount of time.

-The Lord Captain attended the Gubernatorial Wedding disguised as one of the actors in the ceremony, specifically an Astartes.

-When Interrogator Saends's presence at the Wedding and apparent interest in him was indicated, he expressed a desire not to interact with him under any circumstances. To assure his safety, we

maintained a close guard on him for the rest of the night.

The Gilded Comet



-Flagship of Lord Captain Keojrah-Glynt's Fleet

Enginseer Prime Archmagos Explorator Phaeton VIIR



-Enginseer Prime of the Gilded Comet

[Heavy Encryption]

-My memories of him are returning, but remain unclear; I recall a bronze mask.

-He is the source of VIIR's Engram.