Archived Records of Note

Assorted records of contextual information, as well as notes on the valuable resources of the Planet that KG-Co should invest time into securing.

- Asterion Customs and History
- Acceleration Technologies
- Mechanicus Insights
- Neuroaugmetics Research Data
- Historical Figures
- The Angels Encarmine

Asterion Customs and History

-St. Asterion, who first came to the planet and for which the the system, hive, and world are named, was said to have brought forth beautiful life from barren stone. The site upon which he touched down is known as First Landing.

-The Imperium observed ceremony of Ascension Day is practiced on Asterion.

-The Night of Revenge—an annual celebration of the night that St. Asterion lead a counter attack against the foul Xenos entrenched on the planet and slew them all. The first Night of Revenge experienced by the Asterion branch of the Keojrah-Glynt Company saw our headquarters attacked.

-Duels are a traditional practice among the Nobility—to first blood for Formal duels, to the death for duels of honor.

-The position of Planetary Governor is passed down through noble lineages. Presently, House Traquiel holds this duty; stories claim that this arrangement was commanded by an Angel many generations ago. Previously, House Nimea held the position of Planetary Governor.

-The Consort of the Planetary Governor is traditionally a governmental position as well as social position. The Consort's duties include oversight of the Palace, its order, and its security, as well as being one of the individuals that the Spymaster reports to. Several other responsibilities are linked with ceremonies and events that regularly or occasionally occur. Naturally, the Consort is also expected to maintain a respectable image and avoid scandal. It is also required that they be of a noble lineage. A Sister Famulus is attached to the ruling House and must approve all unions.

-Asterion once had three maven houses; two (House Traquiel and House Nimea) are accounted for. The last has been lost to time, and possibly went rogue. It may be possible to fill this void, so to speak, with House Keojrah-Glynt.

-Wedding Traditions of Asterion include oryza based foods (with prominent flavors including cinamomum, cardamomum, and cream, along with dried ploins), and a ceremonial butchering of an inkdevil (this is now most commonly represented by a sculpted cake, to avoid the olfactory issues presented by a true specimen); the Gubernatorial Wedding added to this a theatrical/historical spectacle for the ceremony, as well as aerial duels, and use of the traditional venue at the very top of the Spire.

Acceleration Technologies

-During the Manor Party, the duel between Dehvon and Artemis showcased a devices able to rapidly accelerate and decelerate the participants in a null gravity environment; the technology seemed to affect the stress of g-forces experienced by the wearer.

Mechanicus Insights

For those members of the laity in our contingent who seek to better comprehend my brethren and the Omnissiah, I provide these most basic concepts, simplified to aid in your understanding, if at cost to greater nuance.

First, the 16 Universal Laws, divided into the 8 Mysteries and the 8 Warnings:

The Mysteries of the Cult Mechanicus:

1. Life is directed motion.
2. The spirit is the spark of life.
3. Sentience is the ability to learn the value of knowledge.
4. Intellect is the understanding of knowledge.
5. Sentience is the basest form of Intellect.
6. Understanding is the True Path to Comprehension.
7. Comprehension is the key to all things.
8. The Omnissiah knows all, comprehends all.

The Warnings of the Cult Mechanicus:

1. The alien mechanism is a perversion of the True Path.
2. The soul is the conscience of sentience.
3. A soul can be bestowed only by the Omnissiah.
4. The Soulless sentience is the enemy of all.
5. The knowledge of the Ancients stands beyond question.
6. The Machine Spirit guards the knowledge of the Ancients.
7. Flesh is fallible, but ritual honours the Machine Spirit.
8. To break with ritual is to break with faith.*

**Magos Techsorcist Voss Alpha-1* posed an interesting question regarding the relationship between this warning and the rituals of techsorcism, which often require a degree of adaptability and improvisation. I responded that the Omnissiah, all knowing and all comprehending, would know of and sanction those rituals which we had yet to discover.*

Next, concerning the names and naming conventions of Techpriests, though the customs observed are both multitudinous and nuanced in the highest degree, rendering this explanation a most rudimentary summation of practice.

It is generally expected that a techpriest, with time and experience, shall choose and alter elements of their name to demonstrate their relationship and form of service to the Omnissiah, as well as their brothers and sisters. To understand this may aid in understanding those you interact

with. Such names can be functionally delineated into the following categories:

Praenomen—Indicates one's given name (including surname). There is no expectation that a *praenomen* be discarded, though some choose to do so, completely or in part. (Examples: Eizen, Cassius, Fexibaan.)

Nomen—Indicates one's chosen name(s), often inspired by a particularly resonant idea, device, or concept; you may think of this as similar to your "virtue names." *Nomen* are what the laity tend to think of as "traditional" Mechanicus names, and occasionally they are correct (if not in the intended sense) as many *nomen* are indeed more common than others, favored as sensible, practical, relevant, or auspicious in their particular field. The *nomen* "Opticon," for instance, is fairly common in the Explorator Fleet. There are even a few cases of *nomen legatum*, or "legacy names," the specific meanings of which have been forgotten but are still used due to favorable associations. (Examples: Vector, Kelvin, Sojourner, Kolabite, Voltaire.)

Cognomen—Indicates one's commitment to a particular school of thought or intellectual philosophy, as well as its purpose within the Mechanicus. Typically, a *cognomen* is taken from the name of a notable leader (such as an Archmagos or Fabricator General). *Cognomen* are somewhat rarer than other name components, and sometimes difficult to identify without more advanced knowledge of the Machine Cult, as they may simply appear to be the surname of a *praenomen* or extended *nomen*. Some *cognomen* are handed down with more intentionality between Techpriests, often indicating an exclusivity or prestige inherent to the lineage, similar to noble titles. (Examples: van Flange, Omega, Wakes.)

**Note: there is some ongoing controversy about the use of cognomen in some sects of the Mechanicus, largely concerning the potential for personal loyalties ingrained in one's identity acting as a foothold for heretical tendencies or as resilience against them.*

Agnomen—Indicates an expression of individuality and personal experience within the Mechanicus. It is hypothesized that these modifiers may have once been assigned, rather than chosen, to indicate differentiation between Techpriests with the same *nomen*, similar to how a nicknames may be used to differentiate between individuals in a social group who share a name. Regardless, it is now uncommon for a techpriest to forgo an *agnomen*, though new initiates are naturally not expected to have accumulated the experience to choose one. (Examples: 22, c53, 62-Ø, 111, 19-A, 77-b.)

Neuroaugmetics Research Data

-Reported findings on neuroaugmetic inception and sympathy assessment, contingent on localized synaptic adhesion via predisposed grey matter framework; intended application is improvement capabilities/consistency/safety of KG-Co personnel and other associates.

[Further content and data visualizations are provided, though in highly arcane, mechanicus terminology]

Historical Figures

-St. Asterion: First to set foot on the planet at First Landing, and lead the charge against the enemies of mankind.

-General Lysander: A general who serves under St. Macharius; namesake of Port Lysander.

-Melichdoche Traquiel: The first Planetary Governor from House Traquiel, gifted the title and Fortress Orpheon by the Astartes.

-Astartes Captain Orpheon of the Angels Encarmine: Leader of the Angels on Asterion, and ally of Melichdoche Traquiel, first planetary governor of the Traquiel lineage. History states that the two were close and loyal friends, with Captain Orpheon having once referred to her as "Brother Melichdoche," a title of high praise for one who is not technically Astartes.

-The Commissar/ Comi Ssar: Founder of the 508.

-St. Yontericus the Twice Martyred: The primary Saint figure to the Eternalites.

-Father Barnabus Rothay: A somewhat unorthodox follower of the imperial Creed, who formulated a method of determining the faithfulness and purity of flock members via observations fed into a complex algorithm. Skull currently in Bluehull-92, an artifact and family heirloom of a refugee that was briefly recharged, causing odd occurances. Related to General Eton Rothay Nimea.

-Magos Ardifex Wakes: Techpriest that aides Barnabus Rothay in development of his algorithm. Notably, shares a cognomen with the Archmagos.

The Angels Encarmine

-The Angels Encarmine (a Blood Angels Astartes Chapter) was present on Asterion centuries ago; the nature of the enemy they fought is strangely shrouded in mystery.

-The Chapter was stationed at Fort Orpheon, and lead by a Captain of the same name.

-Captain Orpheon and his angels were close allies with House Traquiel during the conflict; they gifted the family with the title of Planetary Governor, previously held by House Nimea. Melichdoche Traquiel was a particularly close ally of the Captain, having been referred to in at least one instance as "Brother Melichdoche."

-Much of this information was uncovered by Preacher Enoch, who has taken a particular, almost personal, interest in the Astartes Chapter. This may be related to his experience in the vision of truth, during which he experienced the events through the eyes and body of a Blood Angel.