Closed Investigations

Incidents and events which, at this time, are no longer the focus on the KG-Co and provide no insights into other matters of interest.

- The Corpse Starch Factory Incident
- Purgation of the Plague in Bluehull-92 (Archenemy)
- Archmagos Election/Polity
- Artifact: Shard Entity
- Prophecy of Asterion's Salvation
- Infrastructure Woes
- Possible Genestealer Cult (Xenos) (Closure May Be Appealed)
- Archmagos Wakes's Scrap Code Degredation and Death
- Machinations of the Maekla Combine
- Bluehull-92 Reported Anomolies
- Cultists Infiltrating the Dock

The Corpse Starch Factory Incident

-Reported Incident at Corpse Starch Factory in Underhive sector Norimar required investigation, to determine whether the Gilded Comet's supplies were safe for use. The team's work uncovered the following:

-The victim of the initial incident, Emil, worked in the factory; he abruptly when into a frenzied panic and cut his own arm off as it became covered with strange patterns. Bright lights and a complete annihilation of the the manufactorum's local Machine Spirits, along with most of the facility's mechanical components, accompanied this occurrence. These events were witnessed by the worker Quynes, who later committed suicide after reporting the event. Projector footage recovered from the scene's security systems confirmed that events matched his description.

-The individual that Emil had been processing for Corpse Starch Production seemed to be the source of this incident, so the team searched for related incidents. This lead us to Rorn, a local medicae who's death showed marked similarities to that of Emil, specifically in that it was accompanied by a potent electromagnetic pulse, which damaged an elevator system, and that the subject seemed to experience incredibly pain. Unlike Emil, however, Rorn was murdered by agents of local infractionists known as the Hourglass Gang. It would appear that the medicae had confronted them on the theft of stimms from hospital transports to be used in the making of Obscura, and his persistence in the matter lead directly to his death.

-The manner of this death, linking the two cases, was investigated further through interrogation of Hourglass Gang leadership; it was revealed that the infractionists employed an executioner who carried a modified syringe gun that injected targets with a thin crystal of xenological origins—the crystal is perceivable only in the visible light spectrum, and will not be detected by any alternative means. Victims would subsequently perish by suicide to end most potent agony perceivable by the mind and body; in the moment of their death, they release an EMP blast in a large radius. Further encounters of this phenomenon have indicated, however, that should the subject is does not die immediately, due to restraint, intoxication, or psychic compulsion, they will instead mutate into what I have termed a "Shard Host." The purpose of this mutation shall become clear in light of further information.

-We managed to recover one such crystal from one of the victims, and have been forced to deploy it on numerous occasions in the interest of mission completion. This crystal was, however, destroyed in our assault on the Headquarters of the Maekla Combine.

-Our contact with the Hourglass Gang ultimately provided us with a tenuous ally (since this event occurred, our connections have solidified through trade deals for Obscura, and contracting of the gang to oversee operations of the Dock). Kadrin Mephisdo, a member of the gang's leadership, became our primary point of contact, and provided us with intel on how to locate the executioner. This lead us to an encounter with Silensia Aprecii and her co-conspirator, whom she turned into a Shard Host in her attempt to defend her and the psychic, crystalline Xeno entity (which I shall henceforward refer to as the Shard) that she had encountered. The Shard is capable of exerting emotional and mental influence over those it makes contact with, and can assume complete control over those injected with slivers of its crystalline form. It's intents appear almost juvenile in nature, seeking to learn from its encounters of human physiology through injection; it is fitting, then, that Silensia's mind had been altered to perceive the Shard as her beloved child. After combating the Shard Host, our team was able to calm Aprecii and convince her of our interest in aiding her and her charge, given the Lord Captain's interest in Xenotechnology. She and the Shard have since been secretly transported to the Gilded Comet.

-It is worth noting that our investigation was hindered—but not to the point of failure—by agents of rival Rogue Trader von Nanokra. Team was also forewarned to the presence of Inquisitorial agents, lead by Interrogator Gideon, who would be investigating the same incident, informed of possible heretical activities by Nyla Syaurn of the Sanctified Cloister, whom had received confessions from both Quynes and Emil. As the local Inquisition is controlled by Lord Inquisitor Kabella Vyne, who has come into conflict with the Keojrah-Glynt Company on other occasions, contact with such agents could prove problematic.

Purgation of the Plague in Bluehull-92 (Archenemy)

-KG-Co's initial interest in Bluehull-92 was with regard to a Plague stemming from the forces of Chaos that necessitated the habblock's quarantine. In the process of establishing stronger connections with the Magos Biologis, and earning him additional accolades to improve his chances of election to the position of Archmagos Pro-Temporum during the planned absence of Sojourner Wakes, we devised an operation to purge the area of all corruption.

-Initial measured involved flooding the entire block with explosive vapors, which were ignited to scorch the heretical presence in holy fire. A small team, comprised of Logis Eizen c53, Major Verity St. Ardentia, and Specialist Lazarus Quint then entered the quarantine zone to remove any remaining vestiges of the archenemy.

-Several important discoveries were made during the raid:

1. This is the first recorded incident of the Nemesis Device showing hostile force against the Chaos corruption; Quint's attempts to purify a particularly infested individual resulted in the entire mass bursting into flame and disintegrating.
2. Asclepius 32-B was located and rescued during our progress; the Inquisitorial Agent took up arms and assisted us in further action against the plague.
3. Members of the local clergy were unfortunate casualties of necessary precaution; it would appear that actions taken by the company since have compensated for this loss.
4. The source of the Plague had taken root in the Hydroponics Facility, in the form of a Plaguebearer carrying an bell-like artifact in its chest.

-The entities present were destroyed through the combined efforts of the team. Particular commendation must be given to Major. St. Ardentia, who's competence and valor was largely responsible for the slaying of the Plaguebearer.

-Quint's use of the Nemesis Device was instrumental in weakening and destroying the corruption present in Bluehull-92. The final psychic message of the entities entrenched there, prior to purgation, were to refer to him as the "Nemesis." This is the root by which I have named the Xenotechnological Device he wields, as well as the Xenos that created it. It was also the first concrete evidence we have obtained concerning their direct conflict with the forces of chaos sometime in Asterion's history.

-Following the cleansing of Bluehull-92, city forces were given leave to begin restoration of the Habblock, which was purchase by Keojrah-Glynt and now serves as our primary base of operations and passive economic income.

-The Demonic forces that overtook Bluehull-92 all bore themes of vegetative propagation (among the more disturbing of these structures were treelike growths composed on bone). Plant and seed motifs have been present in other chaos incursions encountered on world, such as the invaders from the Seeded Church and the psychic signature of the entity sealed in the volcano.

Archmagos Election/Polity

-Initially, the departure of Archmagos Wakes on a pilgrimage to Eskutchax necessitated the appointment of a Temporary Archmagos to serve in his absence; however, amid nearly confirmed rumors that Wakes was to become the Fabricator General, a new Archmagos would need to be elected by the Asterion Mechanicus, meaning that this appointment would act as an endorsement.

-As the appointment of Temporary Archmagos would usually impart a boost in the polity, and our first mission on Asterion was to gain access to the Asterion Tonic, we secured a promise that Magos Biologis Kolabite 62-Ø would be appointed, cementing a political alliance. However, the degradation of Archmagos Wakes caused him to lose reputation among the Mechanicus, and thus fall out of favor, making his endorsement irrelevant to the Polity, if not potentially harmful. In addition, the death of Archmagos Wakes means that the temporary appointment will not occur, and an election will occur very soon.

-The leader in the current Polity is Magos Dominus Voltaire 19-A; however, Magos Aedifex Vector van Flange is not trailing significantly, being highly respected by his subordinates at the Infrastructure Department, and the known rivalry of the van Flange and Wakes lineages may act in his favor. It is my assessment as a Logis that the Polity is failing to take this into account.

-Rear Admiral von Trakkyr has indicated the Imperial Navy's hopes that the Magos Dominus will be elected, as this will likely lead to an increase in resources devoted to the war effort on the Spinward Front.

-Our mutually positive relationship with the Infrastructure Department would indicate a benefit of Magos van Flange being elected. I personally endorse the decision, as it would be in the best interest of planetary stability; in addition, it is now uncertain who will become the Fabricator General of Eskutchax, and it may be that the Magos Dominus would be better suited to the task, assuming that the promotion were not considered too extreme.

[Update]

-Magos Dominus Voltaire 19-A has been elected; we did not attempt to alter the outcome, so as to avoid disturbing political relationships with various factions.

Artifact: Shard Entity

-A Xenos entity discovered and acquired during the Norimar Corpse Starch Factory Incident.

-Composed entirely of psychically active crystals (exact composition of physical form unknown, due to high complexity--refer to records likely created by research personnel aboard the *Gilded Comet*). The mineral has a known property to be observable only in the visible light spectrum; it does no appear in other forms of detection. Additionally, the conductive and energy storage potential of the material is incredible in scope. The nature of this energy is also mysterious; it seemed to interact most heavily with the nervous system of biological entities, and it leaves Lichtenberg figures on the skin of victims similar to the Motive Force, but given its association with a Xenos source should not be assumed to be a pure expression of the Omnissiah's power.

-Crystal needles taken from the Entity can be injected into organic lifeforms to create a "Shard Host," a mutated being with incredible strength and constitution, likely controlled by the Shard Entity itself should such circumstances be relevant (all behavior is otherwise violent, frenzied, and lacks the ability to distinguish between friends and foe). The transformation process appears to be painful beyond reckoning, and as such victims will attempt to take their own lives well before the transformation is complete. The death of any individual with a shard inside their body will cause a massive electromagnetic pulse.

-A device was crafted with the explicit purpose of injecting these crystals into victims, dubbed the "Shard Gun." It was acquired and used by Quinten Cutter on multiple occasions in the execution of missions, until the ammunition was lost during the Maekla Combine Raid.

-Creation of Shard hosts seems to add information and sensory perception to a collective consciousness centered on the Shard Entity; this conclusion has largely been reached via the testimony of Silensia Aprecii, it's current guardian, who claims the entity seeks to learn more about the world around it.

-The Shard Entity is possesses psychic capabilities of communication and persuasion. It seems to have exerted a form of mind control over Silensia.

-This asset has been acquired and transferred to the *Gilded Comet* for ongoing analysis.

Prophecy of Asterion's Salvation

-We are seeking a concrete text of the prophecy concerning the salvation of Asterion from the enemies of Mankind via a Golden Eyed Child with Needle Sharp Teeth; clearly, these description match Palinea Traquiel's mutations. Without details of the prophecy or knowledge of its source, its veracity cannot be established. For the time being, however, it must be acknowledge that Palinea's mutations may have been sanctioned by Him on Terra. It must likewise be acknowledged that her existence may be a plot of the Archenemy, as is any indication of her connection to the God Emperor.

-The text of this Prophecy (of the Golden Gaze) has been located and logged.

Infrastructure Woes

-The general infrastructural situation on Asterion is unstable and in decay; it would appear that the Mechanicus department of Infrastructure is in some state of disarray.

-This is apparently due to Magos Aedifex Vector van Flange's long absence. The Magos's return combined with the support of KG-co shall likely remedy this state of affairs.

Possible Genestealer Cult (Xenos) (Closure May Be Appealed)

-Disjointed reports from Gamma Star and Sister Avarast were received that indicate the possible presence of a Genestealer Cult on Asterion; it is also possible that their timely intervention has removed this threat.

-Further intel is difficult to gather from either witness; case may be re-opened if new evidence appears.

Archmagos Wakes's Scrap Code Degredation and Death

(The following statements document the progress of deterioration observed in Archmagos Sojourner Wakes leading up to his death:)

-Archmagos Wakes's behavior has become strange since VIIR's infected of his systems with defensive scrap code. The deterioration is advancing more rapidly.

-Cassius has heard that he may have dispatched members of his retinue to sabotage Machine Spirits on Port Lysander

-Important shipments have gone missing; some of these shipments have since found their way into my possession, specifically the Praetor Light Armor; it would appear that I can impose a degree of suggestion upon the shipments, having procured a defunct skitari for research.

-He has become vulnerable to fits of violence, having recently destroyed a Magos that gave an unfavorable report.

-His devices are falling into malfunction and disrepair, including the doors to his study; his cogitators are no longer attached to his body; his skitarii are showing a complete lack of logical awareness and behavior, with some actively falling into seizure.

-He has acquired some odd items, including a (running without subject) brain scan device, and a towering collection of useless baubles, blinky hats, and skirtarii left pauldrons.

-His speech has become halting and strange.

-It seems that the Archmagos is not entirely without mental faculties, especially with regard to focus on the Asterii. I intend to gain Techsorcist knowledge to repair his mind as soon as possible.

-I have requested that the Lord Captain pass a message to the Gilded Comet's Mechanicus contingent, in hopes of locating the techsorcist already familiar with the scrap code, such that I may learn the method of containment.

-Though we were able to locate a Techsorcist (Magos Voss) possibly capable of restoring some functionality and sanity to the Archmagos, we were unable to both produce a method of removing the scrap code infection and a means of administering it before Wakes deteriorated to the point of no return; his attack on Fort Orpheon was apparently predicated on the erroneous belief that his rival, Anvephone Traquiel, was alive and had surpassed him in knowledge about the Asterii.

-His attack involved multiple skitarii experiencing similar glitches in functionality, as well as a servitorized Asterii guardian, its remains apparently recovered from the Cinqufoil Reliquary.

-In his final moments, the Archmagos spoke to his "Master" saying that she (Anvephone) had beaten him. I assured him that Anvephone was dead, and that the Wakes legacy and work would be continued by me. He seemed reassured that the "crusade" would go on.

Machinations of the Maekla Combine

-The Maekla Combine's influence on Asterion has dwindled significantly in the wake of their leadership's annihilation; though occasional encounters have occurred with former members since—as mercenaries or in the attack during the Night of Revenge—it is unlikely that we need concern ourselves further with this particular faction.

-It may, however, be valuable to maintain vigilance with regard to the power vacuum left by their organization's destruction. It is possible that Clan Pelnikt may attempt to fill the void, or that a new challenger, so to speak, shall try to claim the mantle.

Details Concerning the Raid and Dismantling of the Maekla Combine's Leadership:

-After extensive research on the Maekla Combine forces, their leaders, and headquarters, we positioned our agents for infiltration and attack. Major St. Ardentia was stationed in the catwalks, armed with heavy ranged weaponry. Preacher Enoch prepared a distraction with a rallied mob of loyal underhive citizens. Quint used his telepathic abilities to move unseen into the facility and begin opening doors. Kelle posed as a chef, having altered her features using through our psyker's abilities, to enter the grounds and approach the leaders, while Eizen prepared to enter from alternate route through the tram station to further split the attention of security forces during the initial shock of the strike.

-Father Lightfall detected our psyker's presence during reconnaissance; however, he propose a deal to preserve his own life and lifestyle in exchange for his assistance and further service. Using these resources, we began our offensive, and were able to quickly overcome several security measures as planned.

-A combination of poison in the refreshments served by Kelle and Quint's use of the Shard Gun rapidly neutralized both VanzerGell and Beakie; the Gloam attempted escape, but was efficiently killed by las cannon fire from the Major. The Shard Host's germination challenged Carniv and would eventually kill her, despite the use of her improvised firepower. However, the Shard Host naturally had to be neutralized as well, and upon Verity's killing shot, it emitted the expected EMP.

-Ordinarily, this would have posed only minor inconveniences; however, our initial survey of the grounds had indicated that a Gellar Field had been installed to prevent a rift from forming in the oddly weakened membrane of reality between the Materium and Immaterium. Demonic entities resembling corrupted vegetative organisms, similar to those encountered in the raid on Bluehull-92, attacked our position.

-We were able to defend our position long enough to restart the Gellar Field; the remaining demonic entities were slaughtered, and purged in flame. We gathered what valuable resources we could prior to leaving the scene (including the Gloam's internal data cores), and thoroughly removed all evidence of our presence in the event.

Aftermath:

-Aside from a drug fueled attack on Bluehull-92 during the Night of Revenge, no major fallout has damaged the KG-Co in the wake of removing the Maekla Combine from Asterion. However, it should be noted that their power within infractionist circles within the system will assuredly cause a power vacuum to form in their absence. If KG-Co is unable to capitalize on this occurrence, another faction of similar capabilities is likely to replace the Combine.

[Heavy Encryption; access granted only to Logis Eizen VIIR c53]

[After the Spire Thor Investigation]

"*None of us are here for the truth.*"

-Location required for networked access to research notes of my personal experiments; I increasingly lack any desire to share these matters with members of the laity, including my team,

who clearly lack all understanding and respect for the mysteries of the Omnissiah, the Motive Force, and the Cult Mechanicus. Whatever the Ambassador may believe our mission to be, I shall not blaspheme against the 16 Universal Laws. I shall continue to seek the truth, as is my duty as a Logis and servant of the Imperium.

(Logs follow concerning research into neural augmetics, mindmapping, psyker augmetics, and techsorcism; the notes are similar to those recorded on public file, but not identical.)

[After the Raid on the Old Fort]

-Omnissiah preserve me, I am not meant for this work; I am not a soldier, not a killer. There is no spark of the Motive Force that does not affect the patterns of fate, no life so small as to be insignificant; such was my cause in learning to heal through the power of machine spirits. At my core being, I know myself to be no more than an investigator. I am to report, that others higher than myself choose the course we travel. And yet duty has called me to be not merely an observer and voice of logic, but an executor as well. I must remain devout and loyal in service to the Imperium, to the Keojrah-Glynt Company, to the Omnissiah. To Kelle. Yet my mind and spirit are at war with themselves (and not merely in the manner that the others believe). Is it my weak flesh that imparts such terrible sentimentality? Or does my soul scream out as the conscience of my sentience, but I dare not heed its cries for fear that my masters have commanded me to diverge from the True Path, leaving me caught between the sins of heresy and disobedience.

[After the Exploration of Fort Orpheon]

-The Major has informed Kelle of my second facility, as perhaps was to be expected. The accusations of malicious secrecy continue, despite my unwavering dedication to the Ambassador and her mission. Her assertions that she aught to have been consulted on this project are bewildering; there are many logistical elements of our operation that I manage without oversight. Surely, in a similar circumstance, a seneschal would not trouble their Lord Captain with every minutiae of daily functionality? No, I must not become embittered, nor conceited in my assumptions; laity though she may be, the Ambassador is my superior, and my friend. She is owed my loyalty, and it is almost certain that her condemnations are born of concern over the matter of VIIR, and the possibility of degredation to my higher functions that I may yet succumb to. Yet, galling as it is to admit, VIIR has yet to prove anything but helpful, nor have I (or any blesses machine) detected signs of deterioration in my neurology or behavior. The single exception to this state of affairs may be the entity's survival instincts threatening to overcome my sense of duty during moments of impending danger, but it is difficult to find grave fault in its desire to preserve us both. Nonetheless, I must maintain my caution; the enemies of mankind and the Omnissiah are many, and they are cunning. And, regardless of his aid, I must not forget what contact with his code has done to others, particularly Archmagos Wakes. Should my research prove futile, I may be inadvertently responsible for the Mechanicus losing a most brilliant and most holy servant. That is something I cannot allow.

[After the first Mind Delve and Dream Walk]

The reports that the Psyker and the Ambassador have given me regarding more direct contact with the architecture of my mind and subconciousness continues to prove vexing. The claims they make regarding discussions I've apparently had with them in this mind space are often beyond my capacity to remember, or recounted erroneous to my own recollections. It seems clear enough from that I and my companion are close enough in appearance and behavior to be essentially indistinguishable to an observer, and the very notion of that is terrifying. If I were to cease to be myself, would anyone notice?

Would I notice?

Have I already failed to do so?

[After the Death of Sojourner Wakes]

This shall be my last entry in this supplemental log, as I no longer see fit to conceal my state; all has been revealed. I am dying; either, this death shall come in the form of metamorphosis, or another shall command my body once I have ceased to be. I cannot be certain which outcome awaits, especially knowing that the influence of the VIIR Personality Engram is omnipresent, and may influence my beliefs and thoughts more than I realized. Indeed, I know that there are times when I have allowed him to assume control, particularly in moments of violence.

Given the skill and experience of VIIR's progenitor, I had been tempted to be content in the knowledge that my death might result in a net boon to the Ambassador and the company. Perhaps VIIR pushed this line of thinking as well, though I do not think he could be the origin. Kelle, however, wished for me to make my own decisions as long as I remain in control (despite my uncertainty that I am still myself.) This is something I struggled to comprehend, but the death of Archmagos Wakes has changed things.

I promised him that I would carry on the work, the "crusade," in his place, and I am all but certain that VIIR would not do the same, let alone maintain the cognomen. Therefore, I wish to live, and this desire is stronger now than I have ever experienced. I wish to live, as Eizen Wakes, not Eizen VIIR. I wish to seek the truth for its own sake, not as a means to an end. I know this to be my own wish, separate from the Engram, and so I will hold fast to this duty as my fate approaches, so that I may meet it and fight it.

Bluehull-92 Reported Anomolies

-Major Verity has received reports of various disturbing anomalies reported by residents and employees of Bluehull-92; such reports include:

-A "praying" Servitor in Sector 2-7. Nepheli has been assigned to assess the situation further, specifically their networked communication.

-"Nonstandard" lights, floating and moving through corridors at night; Sectors 6 and 5. Seems to correspond with strange chalk marks appearing on the outsides of doors; easy to erase, unsure where they are coming from; Sectors 6 and 5. Once they appear, they remain until erased, at which point they will never recur. On follow up, footage shows only a lens flare prior to the appearance of the markings. This seems to have been occurring since the Regulars began to take refuge in the Habblock.

A priest has indicated that the markings are similar to those developed by Father Barnabas (Last Name Not Recalled), created with the aid of a techpriest to measure and label the faithfulness of his flock.

Simultaneous, there were reports of a missing "relic," a skull of some kind (reported by a Refugee Regular, Melius Fenns, Sector 5). Upon investigation, it would appear that this is related to the matter of the lights and chalk, as Melius explained elaborated that it's the Skull of Father Barnabas Rothay, and had a (nonfunctional) glow globe on it, and a hollow, metal pipe sticking out of its teeth. He lost it the first night he relocated to Bluehull-92.

Considering the targeted behavior of the markings, we investigated the chapel—where one might be able to gather intelligence about the moral natures of pilgrims—and detected an anti-grav field on the roof. Major Verity was able to ensnare and recover the relic servo skull. It identifies its current handler as Magos Artifex Wakes. Father Rothay was also a relative of the nominative head of House Nimea, General Eton Rothay Nimea.

Interface reveals that it reactivated three days prior, due to having charge in its battery. We confirmed that the podium where Melius had placed it was a Servo Skull charging station. We have

removed the charge pack and returned it to the original owner. Research details that Magos Artifex Wakes had not major contributions to history, but unusually was previously a Techsorsist.

-Mechanical noises and scratching sounds, Sector 9-5 (storage and shipping sector). This matter requires no further investigation, and can be remedied through application of further soundproofing.

-Power fluctuations in the grid at night. This is likely related to my own work, and requires no further investigation.

Cultists Infiltrating the Dock

-Kadrin Mephisdo has reported the summary execution of two patrons that she determined were cultists (she researched in advance to ensure that they were not related to any important Asterion noble families.

-She suspects that they are part of a larger conspiracy attempting to infiltrate the Dock and the Hourglass Gang.

-She believes them to be the "pervy kind" of cultists.

-Follow up has confirmed Mephisdo's suspicions and consequent actions to be correct. Autopsy of the two cultists uncovered a number of mutations, heretical symbols, and communications with a larger cult presence intending to make the Dock into a larger base of operation, considering it to have potential as a "paradise."

-Another Cultist was located in the Dock using the Purity Algorithm and interrogation; psychic probes revealed information about where the cult can be found, as well as other members.

-Current plans involve using the cultists to stage an attack on Void Dock 102, thereby gaining cause to enter and learn what Lady von Tarquinius is working on there, either through the expectation of rendering aid to repair damaged voidcraft when possible, or through being temporarily deputized by the Navy. This plan requires the development of the Gloam's small craft cloaking technology. We may also deploy a servo skull or servitor immediately following the crashing craft to transmit additional data, in case we are unable to enter ourselves.

-This Operation has since been successfully completed.

-Major St. Ardentia has seen to the annihilation of the remaining cultists.