Intentions of Lady Tarquinius

The Lady Navigator of the Starlight's Boon has dispatched agents on myriad sinister tasks on Asterion; evidence indicates that she may have succumbed to heretical influences.

- Wynnyf von Bjekt (Location Unknown, Likely Deceased)
- Agent Activities
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- Procuratia
- Arbitrator Abduction Investigation
- Operation on Port Lysander (Void Dock 102)
- Inquisition Tracking

Wynnyf von Bjekt (Location Unknown, Likely Deceased)

-Wynnyf von Bjekt was a friend of Ambassador Lethe who previously worked in the Administratum. Her intellectual and predictive abilities designated her to have a genius level intellect. It was later determined that these skills stemmed in part from latent psychic powers.

-The revelation of her abilities prompted her to flee into Asterion's Underhive; she was pursued by members of the Astra Telepathica, a Sister of Silence and her Handler, and by agents of Lady von Tarquinius, in addition to the local KG-Co team.

-Additional agents of the *Starlight's Boon* have been dispatched to seek Wynnyf since this initial incident, including a set of such individuals capture by KG-Co security, who possessed a device capable of detecting psychic emanations, and under the interrogation and scrutiny of Major Verity and Quinten demonstrated a possible alignment with heretical ideals. It is also likely the unidentified psyker that attacked the Bluehull-92 Headquarters during the Night of Revenge.

-The cause for Lady Tarquinius's interest in Wynnyf is the subject of further speculation.

[Heavy Encryption]

-The agents of the Astra Telepathica were dispatched by use of the Shard Gun.

-Wynnyf was recovered by our team and has had her visage altered via psychic power; a new identity has been assigned to her, Nepheli Havelock. She is an employee of the Keojrah-Glynt company, serving as an administrative executive and tech adept specializing in retrofit of servitors.

Agent Activities

-[Jan 29 2025] Smithers reported that there have been sightings of Clan Pelnikt operatives in the lower hive; given that the Lady Navigator and her agents were thought to have fled the system following the revelation of their activities on Port Lysander, this is a concerning development.

-An Arbites performing an underhive investigation was assaulted by gangers with tattoos matching those previously observed on agents of Lady Tarquinius. This assault occurred in Spire Thor. We have since learned that this was not an isolated incident, and that the Procuratia have been deployed to abduct arbitrators throughout the hive. This information—and instruction for maintaining discretion—have been conveyed to Comissioner Neve Comata, who initially brought the matter to our attention.

-It is likely—but cannot be confirmed—that the Psyker that attacked Bluehull-92 was acting on orders from the Lady Navigator.

-An abandoned fungal farm in the lower mid hive has been co-opted by Voidborn Agents.

-DeWonti Archivist Vek Smekley fled his previous employment following the moral termination of a coworker who had likely discovered secrets about the organization, likely the Procuratia. It is confirmed that this deceased analyst, Londr Scrode, was killed by Voidborn agents, using their standard weapon of choice, a shotgun.

Hypotheses

-Based on the Vision of Truth, the psyker detection device, and the differences between Navigator and Psyker abilities, Quint has hypothesized that Lady Tarquinius is intending to rip a large hole in the Immaterium using (perhaps several) witches.

-Quint has speculated that the Lady Navigator may herself be in possession of one or more Asterii Devices, specifically a Voiddelver and/or a Communior.

-Lazarus believes that the strange text inscribed on the face of the polyhedrons found in Void Dock 102 to be a name.

Procuratia

-During our infiltration of the Fungal Farm turned clandestine DeWonti facility, we encountered a robed and veiled entity that initially bore extreme similarity to a Navigator in appearance and third eye powers (with some additional, less traditional abilities, including levitation, at will adhesion to walls, illusory projections, and incredible speed, precision, and resilience to damage). However, post mortem examination showed the body to be that of an emaciated young woman with ritualistic lesions and a metal rod piercing through her forehead to the back of her head. Based on an overheard vox transmission from one of the voidborn agents, I believe to this creature to be called a "procuratia."

-It is likely, given Vek Smekley's mention of vanishing women from the Starlight's Boon, and the presence of similar prisoners in the same facility, that additional procuratia exist and/or can be created. I believe these creatures to be a physical proxy for Lady von Tarquinius, allowing her to extend her presence and power to locations beyond her ship without risk to herself. The manner of their creation remains a mystery, though it is most certainly a heretical procedure. Examination of the surviving victims has not indicated an initial immaterium sensitivity necessary to the process, but the visual similaries may indicate that the Lady Navigator prefers certain physical traits.

-A second Procuratia was encountered and dispatched during the Arbitrator Kidnapping incident; more was learned about their nature at this time:

1. The embroidered eyes on the face veil of the Procuratia (one red, two blue), take on life like appearance when Lady von Tarquinius assumes complete control. During such episodes, she appears to gain all senses of her host.
2. The Procuratia's psychic nature differs from that of a Navigator, and they seem to possess a more volatile relationship with the Warp, similar to psykers. They can also be detected through psinicience, and leave a potent immaterium signature in their wake.
3. A Procuratia retains individuality after her transformation, and seems to act as an executive officer when not acting as a one-to-one proxy. They also have strong loyalty to Lady von Tarquinius, calling her "mother."
4. A Procuratia can temporarily become a demon host; evidence suggests that the Lady Navigator's direct action is required to instigate such an occurance; it is also possible that an infusion of warp energies can contribute to possession. Severing the link between the Procuratia and Lady von Tarquinius seemed to cause the demon to be banished from the woman's body; however it is also possible that this was the result of heavy damage sustained to its corporeal and spiritual form. A similar question concerns the importance of the veil in maintenance of a Procuratia, as burning it caused the creature great distress, and ultimately death, though this only occured after several major injuries had also been dealt.
5. Under no circumstances should one make eye contact with a Procuratia.

6. The Procuratia seem to be able to siphon blood and energies from humans; which Arbitrators were singled out as victims remains unknown.

Arbitrator Abduction Investigation

-Commissioner Neve Comata contracted KG-Co to locate those behind the kidnappings of her Arbitrators and put an end to their activities. She seconded one of her own special agents, Arbitrator Shiv, to aid us in this endeavor.

-Prior to this request, Comata was granted classified intel concerning the activities of the DeWonti Trade Consortium, specifically those of Lady von Tarquinius and her agents, the Procuratia and Clan Pelnikt. This was due to recorded evidence that her people were being abducted by this group.

-Comata's own investigations and capture of a voidborn thug yielded information concerning their failsafe detonation mechanism; record of the frequency used to detonate the charge was recorded and given to us, allowing us to jam the signal if need be during interrogation.

-Investigation of DeWonti's communications via contacts in the Comutotitron Chapel, decoded by the cryptographic keys gained in the Fungal Farm raid, as well as investigation of the crime scene lead to Spire Sabbat, specifically Distribution Center Tertius 33. Clan Pelnikt agents were identified and neutralized upon arrival; Arbitrator Shiv's incapacitation of one such agent allowed us an opportunity to gain additional information. Given their resistance to interrogation, Ambassador Lethe engineered a false rescue of this individual to learn the location of their base of operations, a defunct arbites facility called the Old Fort.

-The Old Fort contained the captured Arbitrators, as well as a Procuratia. Logis Eizen was able to converse with Lady von Tarquinius briefly via this proxy, though the Navigator was careful to reveal little information beyond affirming her knowledge of the Keojrah-Glynt Company's activities, her interest in gaining psykers, and allusions to greater plans for the future. The Procuratia and the thugs were dispatched; though there were casualties among the abducted arbitrators, and significant injuries dealt to personnel, the operation can be considered a success in halting one of the Lady Navigator's operations on the planet.

-A Field Generator was recovered from the scene, with potential to reproduce the technology and create a working containment field.

Operation on Port Lysander (Void Dock 102)

-Intercepted communications indicated that DeWonti was working on a large project at Port Lysander, in Void Dock 102. This dock had been isolated from the rest of the station, with a large contingent of Clan Pelnikt preventing physical access, and maintenance being taken over from the local mechanicus and servitor contingents by Consortium agents.

-A mass cargo hauler was reported to have entered the void dock, sent from the Starlight's Boon. The purpose of this hauler likely involved transport of supplies for whatever project is being undertaken.

-Specialist Quint detected the presence of a Procuratia somewhere inside the Void Dock (during the operation, she transformed into a demonhost and was summarily annihilated by the Major).

-We have executed an operation using the cultists attempting to infiltrate the Dock to launch an attack and point of access into Void Dock 102; the cultists were lured into a small craft equipped with cloaking technology, which was then rammed into the side of Port Lysander; this allowed our teams to enter the site, overriding DeWonti's demand for privacy with the standard protocol to render aid in the event of a hull breach. Clan Pelnikt Enforcers gave armed resistance, but were dispatched by various response teams under supervision of our agents, all of whom were staged present on or near Port Lysander under plausible pretenses.

-Inside Void Dock 102, we discovered the cargo hauler to be part of an assemblage of a crystalline super structure, using polyhedral objects being constructed from warp infused bones processed by some unknown means through another piece of Asterii Technology, the Hedron Converter.

-Inside the cargo hauler, we discovered cages intended to hold psykers, as well as small craft satellite drones installed with servitors—these devices were outfitted with the crystalline polyhedrons. The bridge of the ship had been converted into a ritual chamber, though it appears as though it was still incomplete at the time of our attack.

-In the Captain's Quarters of the Cargo Hauler, the walls were covered in sheets of paper that depicted a view of the Sanctum Solentium from a strange perspective; Specialist Quint described this perspective to be as though one was "looking at the Sanctum from the Warp."

-After the exposure of their operation in Void Dock 102 and the Navy's subsequent attack on the Starlight's Boon, the ship dropped into the warp and fled the system.

-The cloaked ship used to execute the attack was destroyed by the Navy, leaving no evidence behind.

Inquisition Tracking

-Intercepted communications have revealed that Lady von Tarquinius is actively tracking the identities and movements of Inquisition Acolytes on Asterion.

-We have gained access to a database of picts and names of these acolytes, which may prove useful in identification, though we should not assume that all agents of the Inquisition are present and accounted for.

-Attempts to track Interrogator Saends have apparently proved quite frustrating to the Lady Navigator's agents.