Major Investigations [Heavy Encryption]

Miscellaneous notes on prior/current missions and mysteries.

[Highest Level of Encryption and Permissions Requirements, Limited to Core Personnel, Barring Specific Exceptions to Certain Files]

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  - Agent Activities
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- Miscellaneous Occurences
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- Closed Investigations
    - 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

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)

-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.

(Soul of) Palinea Traquiel

See Profile on Palinea Traquiel for additional details on the individual in question.

Though her soul has been banished from the matterium, the circumstances surrounding her existence remain intriguing.

(Soul of) Palinea Traquiel

Vision of Truth

Upon being prompted with the concept "Truth," by Quinten via the Nemesis Device, the Servitor Pair containing Palinea's Soul activated without warning and projected a psychic vision of surpassing detail and strangeness into the minds of those present. It has been requested that those subject to these visions record the particulars of their experiences here-in.

Summary:

The scope of the vision involved the participants stepping into the roles and minds of powerful defenders of the Imperium of Man; Ambassador Lethe was reincarnated as a Rogue Trader, Logis Eizen as a Magos Dominus, Lazarus Quint as a Lord Inquisitor, Major St. Ardentia as a Living Saint, and Preacher Mantra as a Blood Angel Astartes. It should be noted that within the context of the vision, many of these specific terms were distorted or expressed through synonymous language.

The events of the vision spanned a great length of time, though temporal concepts were themselves insubstantial and highly subject to shifts in perspective. Over the course of the vision, each of the participants was faced with challenges and decisions; it seems noteworthy that all such decisions demonstrated that sacrifices will always be necessary in defense of the Imperium; however, the culmination of these events seemed to indicate that regardless of winning battles, the war for Asterion's soul would eventually fall under such immense assault that there could be no hope of salvation from even the mightiest of mankind's forces, and that intervention from the most Holy of powers would become necessary.

Among these enemies, nearly all known and major Xenos powers were accounted for in the vision, inexplicably working in an alliance despite all prior evidence contrary to such cooperation. It is of some import that the *Starlight's Boon*, the ship of Captain Jakolight and Lady Tarquinius, was also a recognizable feature within the dream, and acted as a catalyst for tearing a hole in reality through which the forces of Chaos emerged to attack the fleets and eventually the planet itself.

The final section of the vision involved descending into the core of Asterion, where our heroic selves encountered what appeared to be the traitorous firstborn of the Omnissiah. The following chamber contained incarnations of our original/true selves, seemingly connected to a Nemesis Xenos that guarded the next transition point. We were forced to kill these shades in order to proceed.

The final region of the vision showed an inexorable crumbling of the planet; at the end of our road, however, we beheld a holy weapon (its shape was different to each of us), which Major St. Ardentia claimed, ending the vision.

Testimony of Logis Eizen C-53:

Text

Testimony of Ambassador Kelle Lethe:

Text

Testimony of Specialist Lazarus Quint:

Text

Testimony of Major Verity St. Ardentia:

Text

Testimony of Preacher Enoch Mantra:

Text

(Soul of) Palinea Traquiel

Assessment: Heretical or Holy

Evidence of Heresy:

-Most forms of mutation are themselves evidence of corruption. Palinea's mutation are also of a distinctly disturbing nature in several regards, including:

1. Accelerated aging.
2. Needle teeth.
3. Ability to consume only raw meat for sustainable.
4. Warp affinity.
5. A non-symmetrical third eye, positioned on the left side of her forehead.

-The mutations appeared two weeks after her birth, possibly indicating a nefarious plot instigated by an external source.

-The Enemy is cunning, and all evidence of a sanctioned existence may be purposeful fabrication.

Evidence of Holiness:

-Precedent for non-heretical mutants exists in the form of Navis Nobilite, and indeed some scholars believe evidence indicates that the Emperor played a role in the creation of the Navigators. It may be noted that several of the more unsettling mutations present in Navigators are similar to those exhibited by Palinea, such as needle teeth and, obviously a third eye.

-The Nemesis Device shows no animosity towards Palinea, where it has previously demonstrated a powerful and violent reaction towards forces of Chaos.

-Palinea claimed to be a servant of the Emperor, and that her intentions were to save mankind. The Golden claimed similarly.

-Though psychic perceptions of the "color" or warp entities are difficult to codify, it may be noted that none of the more common perceptions of Chaotic presence were associated with Palinea by Quint, who rather described her immaterial presence as "golden."

-Palinea's genetic line stems from the House Traquiel, who according to mytho-historical records were afforded the Planetary Governor Title by an Angel, and thus representative, of the Emperor.

Confounding Evidence:

-The Vision of Truth, difficult to interpret with certainty in most respects, may have been a warning and promise or aid or a threat and promise of destruction; there are no means by which the intention can be confirmed at this point in time.

-Palinea's soul was, according to Quint, held by a powerful entity in the Immaterium, and was perfectly preserved. It was further yielded to him willingly, and thus seems aligned with the intention of restoring the soul to a physical host. The nature of this Entity has not been determined.

-The Prophecy has yet to be verified as a work of the Imperial Canon or the work of a Heretical mind.

-The behavior and nature of the Golden, as sentient creatures bearing a soul in no uncertain terms, could be interpreted as existing in accordance with or against the 16 Universal Laws, depending on whether the Nemesis Device is determined to be a tool of the Omnissiah.

Religious Conflicts

The Clerics Regular and the Eternalites are engaged struggle for dominance over religious philosophy on Asterion; lately, this conflict has escalated from tension to violence, and threatens to burgeon into war. KG-Co has chosen to support the Regulars.

Other possible instances and concerns regarding divergence from the Imperial Creed are also noted in this section.

Religious Conflicts

The Eternalites and the Clerics Regular

-The Maekla Combine attempted to exacerbate the conflict via a False Flag Operation.

[Aug 14 2024]

-In Spire Yarrick, Doran and Yvestina came into conflict with Eternalites; Smythe was injured, and several Eternalites dispatched. The people of Yarrick dislike this behavior of the Eternalites, attempting to put down a rival religious figure, and the Eternalites have lost some standing. In addition, several advisors of Doran have been subjects to shadowy attacks, which have failed in their mission but and has instead caused these priests to come under the protection of zealous mobs.

-Doran's recovery is occurring more rapidly than expected by chirurgeons.

[Sept 27 2024]

-The Eternalites launched an offensive against the Regulars, killing many of the flock, and injuring both Dorran and Yvestina; however, the two escaped and have gone to ground. Dorran was somewhat distressed with his inability to heal Yvestina—unbeknownst to him, due to Solomon's absence—but Preacher Enoch was able to reaffirm that faith is tested and must be held even in darker times. Preacher Enoch has in turn been asked to take a position of leadership in the Regulars while Dorran is in hiding.

-KG-Co's alignment with the Regulars, disagreements with the Eternalites, and desire to assert greater control over the factions of Asterion indicates casting our support adamantly behind the Regulars at this time; failure to do so could also put the security of Bluehull-92 at risk. As such, having secured assurances from law enforcement that our actions shall not be met with punishment, an ultimatum has been delivered to the Abbess that any further violence against the Clerics Regular shall be met with retaliation in equal if not greater kind.

[Jan 29 2025] Sister Yvestina has reported a rift in the Clerics Regular, forming over whether greater aggressive measures should be taken against the Eternalites, or if a defensive position should be strengthened and maintained.

The Maekla Combine's False Flag Operation/Raid

(Note: The Maekla Combine is no longer a major player in Asterion's political scene; this entry remains purely to provide additional context to the conflict at hand.)

-As weapons dealers, the Maekla Combine stood to benefit from an escalation in the conflict between the Regulars and the Eternalites. They took several measures to achieve this, such as:

-Selling weapons to the Clerics Regular

-Fostering rumors of plots by both organizations to strike against the other

-Stealing artifacts and framing the other faction for the theft

-Staging attacks against officials to frame on the other faction, particularly Preacher Doran

-These false flag operations were meant to culminate in an explosive assassination of Preacher Doran during his ministrations of the Ascension Day Ceremony, using one of the Artifacts stolen from the Eternalites. This attack was meant to take place at First Landing, coincidentally (or perhaps not) atop the Volcanic Seal. However, our core personnel were able to thwart this attack; during this process, we also set precedent of promising retaliation against the Combine for their actions if they refused to cooperate. Following through on this threat led to the raid on the Maekla Combine's Headquarters and the annihilation of their leadership.

Details on the Raid have been relocated to Closed Investigations, as only minor details concerning the Seeded Church remain relevant to current priorities.

The Church of Breath

-The Church poses no immediate threat that can be determined; however, it houses an unconventional (and thus suspect) interpretation of the Imperial Creed

-The Preacher of the Church seems open to continued contact; his state of seemingly perpetually altered consciousness and perception seems incompatible with high degrees of suspicion toward those willing to play into his delusions.

Enemies of Humanity on Asterion

A list of forces in opposition to KG-Co and the Imperium, with references as to their confirmed or likely origins.

The Seeded Church (Archenemy)

-Our initial scouting of the Maekla Combine's headquarters prior to executing the raid against them revealed a small church in which Quint sensed a taint of chaos, best translated as a "Seed" of such corruption. Though this was noted in our analysis, no further action could be taken until the Combine's forces had been removed from the area.

-It was further noted that the Headquarters of the Combine involved a defunct Voidship, including a functioning and active Gellar Field. Such measures are not typically required in the Materium, but we deduced that this precaution was likely linked to the same psychic activity Quint had detected in the church.

-During the attack on the Maekla Combine, an EMP caused by the death of a Shard Host deactivated the Gellar Field; as predicted, this cause a rupture to form in the church, through which demonic entities began to invade. These enemies were dispatched and the Field reactivated; however, how the veil of reality was initially weakened in this location has yet to be determined. Concerns of garnering unwanted attention from the Inquisition has prevented further investigation of this phenomenon.

-Quint has indicated that the psychic signature of the demons that emerged from the rupture was similar to those encountered in the Purge of Bluehull-92, and that of whatever force is contained with the Nemesis Seal.

The Nemesis Seal (Xenos, Archenemy)

-Evidence has been discovered of a Psychic and Xenotechnological Seal restraining a chaotic force beneath the surface of Asterion. The construction of this seal appears to be centered on the planet's volcano.

-Quint has indicated, through his psyniscience and connection to the Nemesis Device, that the sealed force feels similar to those encountered in the Purging of Bluehull-92, and the demons encountered at the Seeded Church during the Maekla Combine Raid.

-The Inquisition has been maintaining observation of First Landing, where the seal is located.

Heretical Navigator and Voidborn (Archenemy)

(The following intelligence has been confirmed to be related to actions of Clan Pelnikt, and the plans of Lady von Tarquinius)

(Following the discovery of their operation in Void Dock 102, the Starlight's Boon has entered Warp and not been seen in the Asterion system, taking the Lady Navigator and Clan Pelnikt with it. It would appear that their plans have been disrupted for the time being.)

-The Major's security forces apprehended individuals clandestinely investigating Bluehull-92 using a strange detection device. This device was later determined to indicate the presence of psychic individuals within a short radius.

-Standard and psychic interrogation of these infiltrators indicates heretical sympathies, or at least a lack of faithfulness to Him on Terra and the Imperium of Man. In addition, it has been confirmed that these agents were in the service of Lady von Tarquinius, though due to a psychic "traplock" imposed on the mind of the scanned subject, death now poses a barrier to any external corroboration of this fact.

-The tattoos worn by these and other Voidborn who have expressed interest in finding Wynnyf have come to be regarded as indication of service to DeWonti interests and the Lady Navigator's plots.

-The attack that occurred during the Night of Revenge on KG-Co's headquarters is suspected to have been perpetrated by two independent factions; one appears to be the remnants of the Maekla Combine, though their heavily drugged state could indicate use by a different organization with the intent of leading our assumptions astray. The other infiltrator, a powerful psyker who killed a guard, deployed a thermite charge to knock out the Habblock's power, and dealt significant injury to team members, perished in a warp explosion and left no evidence nor indication of employment. However, there is a solid probability that he was in the service of the Navigator as well, though other enemies of the company naturally cannot be ruled out on speculation alone.

Tech Heresy (Xenos, Archenemy, Blasphemy against the Omnissiah)

-See The Gloam's Research

-See Asterii Devices (Possible Orthodoxy)

-See The Shard Gun

-See Vitality Transference Investigation (Possible heretical use of orthodoxy technology)

-See VIIR (Nature confirmed to not be chaos related)

-See Archmagos Sojourner Wakes (deceased, and therefore no longer a threat)

-See Anvephone Traquiel (deceased, and research has been largely acquired)

-See Possessed Servitors (Possible Orthodoxy)

Known Mutants, Witches, and Possible Cultists

-See Palinea Traquiel (Deceased)

-See Wynnyf von Bjekt

-See the Priest of Breath

-See Procuratia and Lady von Tarquinius

-See Dock Cultists (Nullified)

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

-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.)

Archived Records of Note

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.

Prophecies

Various prophecies encountered directly or indirectly during our time on Asterion.

Prophecies

The Prophecy of Golden Gaze

(From Asterion Folklore)

"Lo, eyes of gold peer through time's misty veil

Where fates do wither that others may bloom.

'Twixt heaven and hell doth hang the scale.

Hark! Whispers of doom none dare avail,

Of choices grim lest all meet their doom.

Lo, eyes of gold peer through time's misty veil.

In mortal vessel, power beyond the pale,

A force to craft and rend, to bless and consume.

'Twixt heaven and hell doth hang the scale.

Where throngs once dwelt, now silence doth prevail,

Yet from this void, new life shall soon loom.

Lo, eyes of gold peer through time's misty veil.

The weight of worlds in each verdict frail,

Pruning the tree of fate, lest darkness entomb.

'Twixt heaven and hell doth hang the scale.

When dust alights on futures curtailed,

And twilight's gambit hath reached full noon,

Lo, eyes of gold peer through time's misty veil.

'Twixt heaven and hell doth hang the scale."

-See Palinea Traquiel and the Soul of Palinea Traquiel

Prophecies

Nepheli's Prophecy

(Delivered to Preacher Enoch by Nepheli, prior to her recruitment and his introduction to the Keojrah-Glynt Company)

"Hear me oh priest, turn here and listen true

You now must heed the call of fate's decree

The holy light of earth now turns to you

It flickers now, faced by eternity.

Seek out a band that hunts me even now

A twofold spirit and a soul transposed

A lady that expects the world to bow

A flame called truth who heresy yet knows

Beware the seekers of unending days!

Their folly risks a fatal fall to doom!

To end their plots you must attract their gaze,

And swiftly cut it off, lest it resume.

To save the light you may be called to sin

Let not the dark that lies without within."

Secret Histories of Asterion

-Several factions on the planet appear to have taken an interest in concealing or exposing the details of certain events in Asterion's history.

Report: First Indication of Inquisition Interest in Secret Histories

-Interrogator Saends is a known, if mysterious quantity, in our operations on planet. However, it would appear that another Ordo of the Inquisition has taken an interest in Asterion. Recently [Feb 2025] the arbites apprehended two individuals who stole the cypher ident of a Navy Official; the two claimed to be acolytes of the Inquisition, and demanded to be released.

-Commissioner Neve Comata turned the matter over to our team, given her wariness of tangling directly with the Inquisition, or those impersonating their acolytes. Our interrogation with these agents, called Tevan and Tess, seemed to indicate that they were telling the truth about their employ. We were additionally able to determine that their intent was to utilize the newly refurbished Augur Array of Port Lysander to scan the planet; this was an aspect of their mission that involved the investigation of a larger conspiracy involving Asterion's history, namely the number of gaps in important information on certain major events (examples given included: the lack of distinct identification of the enemies of humanity fought by Melichdoche Traquiel and the Blood Angels; the identity and deeds of Saint Yontericus the Twice Martyred).

-More information could not be ascertained from the acolytes, due to the interruption of Specialist Ford during the meeting; he killed Tevan to prompt more forthright answers from Tess, and when in conversation information about our own identities was compromised, I neutralized the remaining agent to prevent dangerous secrets from returning to her superiors.

-Though remains were largely disposed of using plasma weaponry, later encounters with acolytes of the same cell indicated that investigators were able to identify the source as the plasma pistol belonging to Magos Eizen; greater precautions will need to be taken in the future.

-I remain interested, however, in the origin and mission of this detachment of the Inquisition, apparently under the jurisdiction of Interrogator Arcelius Montalban.

Logos Historica Verita

-A faction within the Administratum with the apparent mission of locating and preserving records from Asterion's secret histories

-Dispatched Auditor Ordinate Tacitus to protect Archivist Denn and the record he had recovered, such that it could reach administratum officials.

-Appears to be in direct conflict with the Ordo Historica Veritas; the similarity of their names, naturally, cannot be ignored, perhaps indicating the rivalry between the factions may involve schism of some kind.

The Order of Silence/Halcyon

-Allied or synonymous with the Ordo Historica Veritas

-Members first encountered in the Quarantine Zone; cultists of higher rank seem to be equipped with Asterii Devices (thus far we have observed skilled wielders of a Communior, Augmentor, and Voiddelver).

-Members encountered thus far have physically appeared no different to hivers, and no uniform or identifiable symbol of membership has been seen.

-The purpose of these members has been deliberately obscured by those who we've spoken to; some part of their mission seems to involve Ambassador Lethe, at the very least, remaining ignorant of the details of their cause. To do otherwise would be to "break the silence" that they are dedicated to keeping. At this point, it appears likely that their mission relates directly to the secret histories of the planet.

-The mantra repeated by their members is: "The Emperor Protects; Silence is Halcyon." Though this indicates they follow the Imperial Creed, it remains possible that their methodologies are heretical, considering their strange behaviors and clear willingness to engage in hostility with our forces.

-The aforementioned attack occurred almost immediately after Specialist Ford translocated out of their range of vision, into a hidden chamber of their base. This prompted immediate mistrust and violence.

-The hollow space underneath the chapel was observed by Ford to be of Asterii design, constructed of the familiar, obsidian like material seen in others of their locations. A Voiddelver portal was also present (later used to exist the Zone). There was also an odd collection of carapace armor, weapons (modified las pistols), and a dataslate containing encoded information:

TRANSMISSION - HALCYON SECURE CHANNEL
FROM: Sevenstar TO: Agent Mourningtide

Priority Alpha Security Level: Obsidian
Target Document: "Supply Manifests of the Jericho Exchange" Current Location: Secondary Archives, Hive Asterion Level 442 Document Status: Uncovered by Junior Archivist Pellus Denn during routine reorganization.
Archivist Denn has filed a request for document authentication, citing "anomalous trade patterns"

and "inconsistencies with established historical record." Request is currently pending review by senior staff. Timeline of review unknown, act quickly.

OBJECTIVES:
Secure and destroy target document before authentication process begins
Ensure no copies have been made
If Archivist Denn has examined contents in detail, assess contamination level
Apply standard containment protocols as situation warrants, cleansing is authorized

PARAMETERS:
Maintain Halcyon deniability
Stage incident consistent with standard archival accidents
Avoid casualties unless contamination confirmed and cleansing infeasible
Document must not reach Senior Archival staff
The Emperor Protects, The Silence is Halcyon
//END TRANSMISSION//

-The record they sought to destroy can be found here.

-Halcyon appears to be backing Harkan Jharn in his attempts to lead the Regulars into war with the Eternalites (though Jharn himself appears to be unaware of their presence or true nature). Their reasons for doing so are unclear at this time. It is possible that they made contact with Jharn during his pilgrimage to Vallis Decimae.

Ordo Historica Veritas

-Allied or Synonymous with the Order of Silence

-Purpose appears to be concealing the details of specific historical events on Asterion, specifically involving the nature of the adversary's fought by Captain Orpheon, Melichdoche Traquiel, and St. Yontericus. Motivations for doing so are unknown, though extrapolation from existing intelligence might suggest they are acting on orders given by Yontericus following the conflict.

-Employed Ordinate Kef Moevell (unknown whether employment has continued, following their exposure and arrest) to locate and destroy a record uncovered by Archivist Denn. Moevell was accompanied by a Sanctioned Pryomancer equipped with a Vigil Device, networked to a Communior user not encountered as of yet.

-Appears to be in direct conflict with the Logos Historica Verita; the similarity of their names, naturally, cannot be ignored, perhaps indicating the rivalry between the factions may involve schism of some kind.

-A list of local contacts of the OHV was obtained via DNI extraction from Ordinate Kef.

Planetary Governor Dame Melichdoche Traquiel

-First Planetary Governor of the Traquiel Family; close friend and ally of Captain Orpheon of the Angels Encarmine

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

St. Yontericus the Twice Martyred

-Primary Saint of the Eternalites' philosophy; bears an epithet with curious implications.

-Fought alongside Melichdoche Traquiel and Captain Orpheon against an unknown adversary prior to sainthood (rank of Cardinal at time of the battle. A more detailed—if redacted—account of this conflict can be found in the record of Operation Divine Purge.

Record: OPERATION DIVINE PURGE - BATTLE OF THE JERICHO EXCHANGE

ADEPTUS MUNITORUM

FORMAL REPORT: OPERATION DIVINE PURGE - BATTLE OF THE JERICHO EXCHANGE

Asterion Campaign - □□□□□□□ Suppression

Date: 567.M41
Classification: ALPHA TERTIUS
Ref: AST-567-FNT-3392
Author: Lieutenant-Logistica Varil Hectus, Adeptus Munitorum, Asterion Branch

+++BEGIN REPORT+++

By order of acting Planetary Governer Dame Melicdoche Traquiel, this report documents the military action against the heretical House □□□□□□□ on the planet Asterion. This document serves as official Imperial record of these events. Unauthorized dissemination will result in immediate censure.

PRELUDE TO ENGAGEMENT

The initial evidence of heresy within House □□□□□□□ was presented by Dame Melicdoche Traquiel to Ecclesiarchal authorities on 552.M41. Following thorough investigation, Cardinal Yontericus authorized military action after witnessing the compelling evidence presented.

Prior to deployment, Captain Orpheon of the Angels Encarmine addressed the assembled forces at Port Lysander. His speech, transcribed partially below, proved instrumental in raising morale:

"Sons and daughters of the Imperium, the rot of heresy has taken root in the heart of Asterion. House □□□□□□□ has betrayed not only our trust but the sacred covenant with the God-Emperor Hims march not merely to punish, but to cleanse. The Emperor's light shall be our banner, His righteous fury our sword. Every heretic purged is a testament to our devotion. Every beast cut down a prayer in His name. Dame Melicdoche has shown us the path, and we shall dutifully follow. By her guidance and the Emperor's will, the traitors and their foul creations shall die at our hands! For Asterion!"

Recommendation has been made to preserve this inspirational address in the Asterion Archives for future generations of Imperial servants.

OPERATIONAL SUMMARY
The combined forces, comprising one company of Angels Encarmine Astartes, three regiments of Asterion Planetary Defense Forces, and Ecclesiarchal militant orders, engaged heretical House [redacted] forces at 0600 local time on 567.M41.
Initial resistance proved significant, with enemy forces employing capabilities consistent with xenos influence. Captain Orpheon led from the vanguard, his tactical acumen proving decisive in the western advance from *Gasfield Steppe. When [redacted] reinforcements threatened to flank our east positions, Dame Melicdoche provided critical intelligence that allowed for a successful counter-maneuver.

Notable heroic actions included:
-Cardinal Yontericus personally led a blessing of the troops during artillery bombardment, his unwavering faith providing supernatural protection to three squads under heavy fire
-Captain Orpheon's breakthrough at the [redacted] Ancestral Keep, where he personally vanquished th traitorous Lord [redacted] and his bodyguards
-Dame Melicdoche's infiltration of enemy communications, which prevented a coordinated counter-attack that would have resulted in significant Imperial casualties

By 1445 local time, all primary objectives had been secured. Cleansing operations continued for 72 hours to ensure complete eradication of heretical elements.**

CASUALTIES AND AFTERMATH
Imperial Forces sustained losses within acceptable parameters:
Angels Encarmine: 4 battle-brothers
Asterion PDF: 5,891 confirmed KIA, 517 wounded
Ecclesiarchal Militants: 2,092 confirmed KIA, wounded unknown
Command Personnel Losses:
Captain Orpheon, Angels Encarmine (KIA) — Posthumously awarded the Laurel Imperialis Note: Captain Orpheon fell during the final phase of operations. While leading the assault on a hidden sub-level beneath the [redacted] Keep, he triggered an unknown archeotech device. The resulting exp collapsed the chamber. His gene-seed was successfully recovered, but his armor and remains were irrecoverable. Dame Melicdoche has requested permission to erect a memorial statue in his honor at the Traquiel ancestral grounds.
Enemy forces were completely eradicated, with an estimated 1,200+ heretics cleansed from Imperial records. All [redacted] holdings have been redistributed according to planetary governor's de with primary estates transferred to House Traquiel as compensation for their service to the Imperium.
Cardinal Yontericus has ordered all historical documentation regarding House [redacted] to be collecte sealed within the Ecclesiarchal vaults. Dame Melicdoche has been appointed to oversee this process to ensure complete compliance.

+++END REPORT+++

The Emperor Protects

**Note; annotation within the document, made by an unknown individual, underlined Gasfield Steppe*

***Note; Note; annotation within the document, made by an unknown individual, inscribed "Fontarri" in the marginal field of the Operational Summary. Contextual evidence from Captain Orpheon's speech indicates this may be the name of the missing third noble house of Asterion.*

-This record was discovered and reported by Junior Archivist Pellus Denn, an act for which he was "silenced" by those factions seeking to conceal the secret histories of Asterion—the Ordo Historica Veritas and the Order of Silence (which may be synonymous organizations)

-Copies of this report were afforded to Ordinate Tacitus, for transportation to the Logos Historica Verita, and to the Acolytes of Arcelius Montalban, as prelude to cooperative relations.

Report: Quarantine Event of Level 77-K

-During our meeting with Interrogator Montalban, Level 77-K of the midhive entered a state of automatic quarantine lockdown. It was determined that this had occurred when air filtration sensors in the area detected foreign contaminants in circulation. These particulates appeared to be concentrated near the central region of Lv 77-K.

-Our team chose to further investigate the incident and render aid if possible, while the Inquisition team remained at the Chapel. Scans revealed that the contaminants were not biological, but rather radioactive isotopes, which further complicated analysis due to the interference they generated in Auspex devices. The source of these isotopes was discovered to be a large explosive, hidden in one of several identical crates. Had it detonated, the blast would have destroyed the entirety of Lv 77-K, and would have damaged all surrounding blocks as well. Fortunately, Magos Eizen and Major Verity were able to defuse the bomb before this could occur.

-Fortunately, the bomb was also discovered and defused before a group of servitors were able to complete instructions to arrange the crates in such a manner that locating and accessing the explosives would have been more difficult. We discovered that this instruction had been programmed into the Quarantine Protocol subroutines at the local PDF security station, where a number of troopers had been killed. Postmortem analysis of the wounds indicates strongly that the killer was an Augmentor Champion; thus, it follows that the entire plot was enacted by Halcyon. However, their plan failed to account for interference by our team, who have demonstrated both the action bias and skills required to do so.

-Based on this evidence, we have concluded that the intended target was not our team, but Interrogator Montalban, a more established enemy of Halcyon whose bias towards caution would in this case have been his undoing. In the interested of cooperation, we have informed Montalban of this conclusion, and advised him to look for moles in his operation.

Theories on Secret Histories

-Margin notes in the Record of Operation Divine Purge indicate that the missing third noble house of Asterion may have been House Fontarii. This theory is shared by Interrogator Montalban, who says that House Von Vardang—a noble house in the same region as Fontarii would have previously held territory—has legends of a much larger noble house that was exiled for heresy. It appears that House Von Vardang are the descendants of those that remained; they seem not to have inherited any heretical tendencies, and indeed, one of Montalban's Acolytes was from this lineage (regrettably, this was one that we killed).

-Thus far, evidence indicates that House Fontarii was accused of heretical activities in their Manufactorum operations; this led to the conflict of Operation Divine Purge. The heretical activity in question appears to concern Xenotechnology, rather than consorting with the Archenemy. Experiences with the planet lead to the conclusion that this involved the Asterii Devices.

-Interrogator Montalban believes that Fontarii was framed for heresy by Melichdoche Traquiel, and that she betrayed Captain Orpheon, resulting in his death during Operation Divine Purge. He further believes that Halcyon may still have ties to House Traquiel, benefitted by the House's possession of psychoconditioning technologies (acquired long ago from the Mechanicus). Indeed, if his theory is correct, keeping treachery a secret would be sufficent motive to employ such an organization as Halcyon.

Miscellaneous Occurences

Miscellaneous Occurences

Battle on the Spinward Front

-Ongoing conflict occurs against the arch enemy. Reports always claim decisive victory of the Asterion Guard.

-[Aug 14 2024] Celebrations of a great victory on the front has been reported, with no Imperial Navy ships lost and a great number of enemy Tau forces destroyed and routed. Admiral Trakkyr proclaims this as a victory for all of Asterion. The Imperial Navy group has returned and is Port Lysander. This is taking up a great deal of docking space, prompting the Penance Guild to charge higher prices for space at the Port. This has caused grumblings, and the DeWonti Trade Consortium believes they are being targeted with particularly exorbitant rates.

-[Oct 23 2024] House Nimea has been publicizing/promoting the news that the Immortals 99th Armored Division, the 798th Kallastin Lancers, and the 32nd Jotungarth Grimfangs, all under the command of newly appointed Lord General Eton Rothay Nimea have deployed to the Aolean system to invade Aolean II. One of Rear Admiral von Trakkyr's Battlegroups is preparing to support them.

-[Jan 29 2025] The increased presence and activity of the Imperial Navy forces on Port Lysander, likely resulting from the election of Archmagos Dominus Voltaire 19-A, has caused friction between the military and merchant factions aboard the station; mediation may be necessary. In addition, House Nimea has been meeting frequently with the Archmagos, and are attempting to earn favor through an array of gifts.

-[3/12/25] To support the war effort, House Nimea informed us they would need to reduce amount of Asterion Tonic provided to KG-Co for our trade arrangements; though they offered to pay compensation for the breach of contract, we declined the offer, to prevent any perception of our faction as not supporting the war effort.

Miscellaneous Occurences

Astra Telepathica Movements

-Agents of the organization have been observed in Spire Yarrick, seemingly to establish a stronger presence on the planet's surface.

-Upon advertising the availability of Section 3 of Bluehull-92, we were contacted by representatives of the Astra Telepathica seeking to rent the real estate, offering a large amount of profit. Due to the possible detection of Controller Havelock, we declined the offer, siting the known tensions between Preacher Doran and Witch-Breaker as cause for concern, given our protection of refugee Regulars.

-Commissioner Comata has requested intelligence on the movements of the Astra Telepathica, as she is apparently keeping an eye on the situation herself.

Miscellaneous Occurences

House Traquiel Conflicts

Espionage

-Mehvon Traquiel organized an attempt to steal the formula for Asterion Tonic from the Magos Biologis

-What they managed to acquire was records of the operations of the device that composes the tonic based on the inputs of chemicals; this could be useful in reverse engineering the formula

-Unfortunately, the team was discovered, some were killed, and the implications of House Traquiel's involvement are quite clear.

Personnel

-Barracks supplies appear to have been tampered with; tainted food was caught, but the situation has caused lower morale among the troops.

-Kelle has concocted a plan to later send the men on a low(ish) risk but high profile mission that can be celebrated with a feast.

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.

Closed Investigations

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.