

# 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 similarities 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 psinience, 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 occurrence; 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 occurred 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.

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