Artifacts and Technology

Details concerning the technologies of the Cinquefoils; five exist in the series known as the Asterii Devices, which seemed to have belonged to certain members of society within the Xenos cultural structure.

Note: the interaction between machine and spirit present in these devices is cause for consideration, and has compelling implications under the 16 Universal Laws; fusion with a host seems to occur not merely with the physical form of the host, but with their soul. It is possible that, unlike other xenotechnologies, the Cinquefoils were followers of the Omnissiah and students of the Motive Force and recognized its precepts. If this were determined to be the case, the devices would fall within the bounds of orthodoxy, rather than tech heresy.

Archmagos Wakes has separately arrived at a similar conclusion.

- Artifact: Philotes Device (Communior)
- Artifact: Aether Device (Augmentor)
- Artifact: Nemesis Device (Redressor)
- Artifact: Nyx Device (Voiddelver)
- Artifact: Moros Device (Condemnor)
- Associated Organisms
- Null Singularity Device
- Hedron Converter
- Vigil Device
- Asterii Guardians
- Chemicals
- Worldmind
- The Ember

Artifact: Philotes Device (Communior)

-Light silver backing; its core is a five pointed gem with the appearance of a reflective prism in photo-negative is embedded in the center; embedded in the host's neck with 33 spike anchors.

-The Device is currently bonded with Kelle, giving us valuable insight into its function; this far, she has been able to telepathically communicate with other Champions at will; she has also received imagery from the minds of those she interacts with, seeming to be flashes of their current or past perspective. Finally, she has been able to, while dreaming, astrally project her consciousness into the minds of others, entering their dreams and inducing a lucid state; she seems to be able to further bring those she encounters into other subconsciousnesses (myself excluded, likely due in some form to the psychological and mechanical alterations that have been made to my brain). It further appears that, depending on the willingness of the dream she enters, she is capable of manifesting highly detailed objects and scenarios—these manifestations grow strange in nature, however, approaching certain topics, such as Fort Orpheon. When approaching the location in her dream, she was apparently stopped and opposed by a vision of Anvephone Traquiel in the guise of an Astartes.

-Anvephone's notes indicate that the original purpose of the device was to allow for a melding of mind and body, creating a bridge from soul to soul. She hypothesizes that this was meant to enhance communication, and that assuming control over soldiers may even have been possible. This implies that Solomon's use of the device, engaged with heretical technological interfaces to transfer vitality and illness between two subjects, was not its intended purpose.

-Kelle received a psychic transmission of schematics for a Vigil Device; those equipped with the device share an enhanced connection to the Ambassador, and she is capable of transferring energetic resources between those in the network.

-The device was originally fused with the psyker Solomon, recovered during the Thor Vitality Transference Investigation; similar but not identical appearance to the Nemesis Device predicated an assumption of its function and ability, which has since been dismissed. The Device has since been removed from subject physically and metaphysically bond appears to remain, in the latter form through exposure to the Null Singularity.

When posed Questions/Commands via psychic communication using the Nemesis Device, yielded the following answers:

"Who?"—Provided a unique ID, equivalent of a serial number.

"Location?"—Unknown Limb

"Purpose?"—Communior

"Empty"—Incapable

"Elaborate"—Negative, Condemnor

"Comrades?"—54 Identifiers given; last identified as Quint and the Nemesis Device, marked with a Pentagon that the other entries lack.

"Bond?"—Timestamp provided for approximately one year ago.

Artifact: Aether Device (Augmentor)

-Data initially gathered from Anvephone Traquiel's Personal Logs. Prior to being stationed on Asterion, Major St. Ardentia has reportedly encountered one on a different mission for the Gilded Comet, which has at this point been handed off to the Lord Captain's retinue.

-Described as the simplest in mechanism of the Asterii Devices, enhancing physical abilities. Core is shimmering liquid metal, spinning at variable rate.

-King Quinque gifted us an Augmentor during a meeting with the Ambassador; the device has been bonded to Verity. The Harlequin himself also possesses a bonded Augmentor.

-Thus far, capabilities observed are:
--Restoration of energies and the soul via choreographed movements.
--Enhancement of strength well beyond standard human capacity.
--Enhancement of speed to the point of blurred movement.

Artifact: Nemesis Device (Redressor)

-Xenotech artifact resembling a crystalline 33 pointed star, with a clear, opalescent gem at its core; currently integrated into the hand of Specialist Quint (at time of acquisition, still Quinten Cutter). Recovered during the Lava Tube Xenotechnological Incident.

-The Device has incredible powers of healing, biological manipulation, and purging of corruption (particularly that of a plaguelike nature). Quint himself is now capable of sustaining and recovering completely from fatal damage to his body; this includes regeneration of limbs and organs. He also cannot have his biological form/appearance altered by other means, including elective surgery.

-These observations hold with the research obtained from Anvephone Traquiel's personal logs, which indicate the ability to heal, resurrect and cleanse. It is also indicate that the core gem will darken in the presence of corruption.

-After having been subject to the healing abilities of the Device, the subject will have microscopic inert particles in their blood and bone marrow. These particles do not seem contagious in any form. Similar, but not identical particles, have been found in the bone marrow of the victims of exsanguination found in the Underhive Vampire Investigation—we have since learned that this is due to the bonding of a modified Vigil Device.

-If a subject of healing has been touched by corruption, becoming target by the Device will result in immediate and violent purging of chaos from the body, and seemingly the soul as well, prior to any physical restoration. This can be painful and cause long term damage, up to and including death, as observed in the Purge of Bluehull-92.

-Ownership of the Device seems to have designated Quint as a form of "Champion" (specifically, of the First Order, as he has only bonded with one Asterii Device); he seems to have gained a connection to the Cinquefoils and their relationship with reality.

-The Device appears to have limitations; Quint's analysis of Fex's condition was that he would be unable to heal the hiver without sacrificing a portion of his soul. In addition, it would appear that the Device does not identify True Flesh that was not created by the Asterii as part of the body, and attempts to expel such augmentations. It is unknown whether its frame of reference can be updated.

-King Quinque has a bonded Redressor.

-Lazarus experienced a dream in which a presence similar to Redressor guided him in mastering the device's ability to purge and purify. Whether this information was a training protocol from with the device or a connection to another, external point remains unknown.

When posed Questions/Commands via psychic communication using the Nemesis Device, yielded the following answers:

"Location?"—Limb 3; it is possible that this is not coincidental, and the Redressor is considered the third in the series of Asterii Devices, similar to how Condemnor is the Fifth.

"Purpose?"—Redressor

"Comrades?"—2 Identifiers given; second identified as Solomon and the Philotes Device, marked with a Pentagon. Second entry unrecognized, and has an X marker.

"Enemies?"—Specify

"Sickness?"—Opened a disease database, cannot be translated with clarity, only in broad senses.

Artifact: Nyx Device (Voiddelver)

-Existence reported by the personal logs of Anvephone Traquiel. 3 such devices were obtained at the Asterii Cathedral by Preacher Enoch, who seemed to possess a natural resonance with this particular type of artifact even prior to bonding with one.

-Within the 33 pointed metal star housing is a core gem, crystal clear and containing a painfully bright point of light at its center. Purportedly the rarest of the Asterii Devices, and proportionately most mythological and vague in its function, as most of its abilities were unknown to us prior to acquisition, beyond the general concept of shielding is host from corruption.

-We have since observed the following:
--Instant Translocation over short distances, or longer ones via use of a constructed portal.
--Personal exclusion field generation.

-King Quinque has requested we provide him with one of these devices.

Artifact: Moros Device (Condemnor)

-The existence of this Device had originally been indicated by the responses of the Philotes Device; we have since acquired one of the devices from Fort Orpheon.

-Similar 33-spiked appearance to other Asterii Devices. Core of the device reflects no light, similar to the Null Singularity.

-It's apparent use is in the destruction of souls, and creating null fields. However, Anvephone's research also indicates that hosting the device considerably diminishes one's lifespan, as they too are affected by the soul consuming effects of the technology. There may be methods to prevent this occurrence, though they have yet to be discovered or determined. Archmagos Wakes believed survival of Condemnor might be related to replacement of the Weak Flesh.

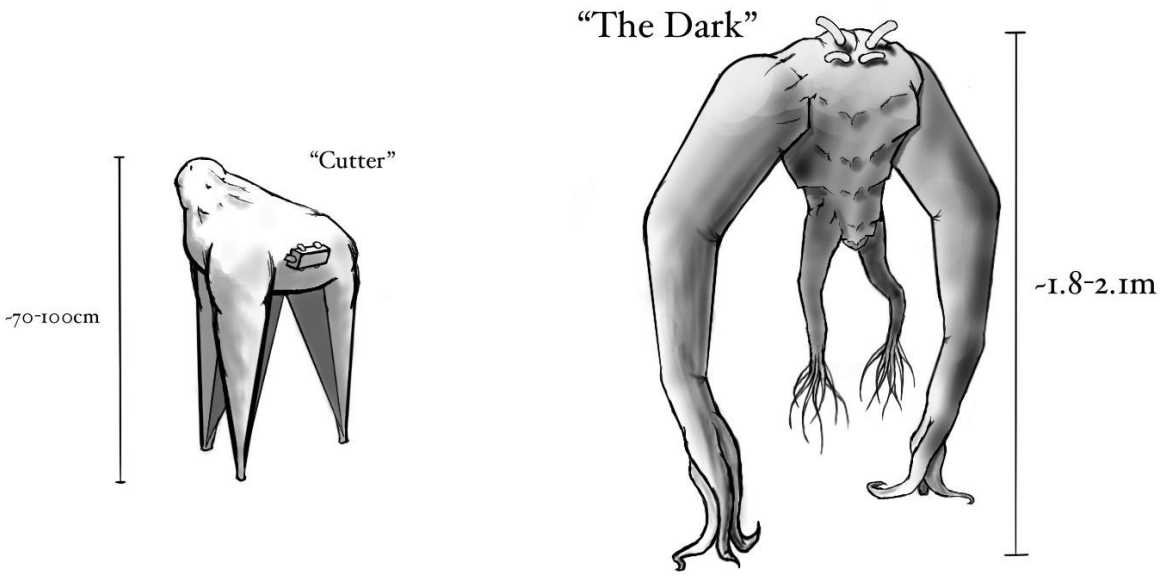
-Evidence from the design of the Asterii Cathedral and testimony of King Quinque indicates that the majority Condemnor Champions were expected to die and/or sentenced to death. However, Anvephone's logs note that other, non-condemned users of this device included "Condemnor Archivists" and "Fifth Order Champions." We have learned that the latter title belonged to members of the Asterii who had bonded with all five of the devices; for the former, we know little about their roles and qualifications.

-King Quinque is bonded to a Condemnor, to spite the God of Chaos that might otherwise have received his soul upon his death. He has indicated that by becoming a 5th Order Champion, he should be able to subvert the slow death the device promises, and that he has some information regarding the methods by which the Condemnor Archivists survived.

-Thus far, focusing the device's power against a foe seems to cause a painful, soul flensing effect.

Associated Organisms

Located in the Lava Tubes Near the 508:



-The Cutters—Small (roughly 40lb) 3 legged creatures with a nub-like structure that appears to serve as a head. Membranous, flexible blades run from the tips of its bony "feet" to the center of its underbelly, their movement and tension controlled by attached muscular and tendon-like structures; the blades are incredibly sharp, capable of cutting through light power armor without sign of resistance, but from off angles are quite fragile. When attacking, the creatures assume a low stance from which they can launch themselves at targets as spinning, bladed wheels; their aim in this shape is remarkably accurate.

Strangely, the Cutters possess no orifices that can be easily identified, giving rise to questions about their methods of sustenance and waste elimination. An cartilaginous organ in their head region produces clicking sounds that may play a role in communication. The skin of the Cutters

provides some resistance to damage, but can be reliably penetrated by both solid projectiles and las fire; it can also be repurposed into garments and light leather armor.

Every Cutter has a metallic device on the left side of its body, which seems similar in design to the blood filtration devices created by Solomon; this may indicate that the modules act as a means of control from another artifact like the Philotes Device. (Indeed, we since have confirmed these to be smaller versions of the Vigil Devices) Though much of the internal anatomy of the creatures has yet to be studied in detail, they are largely filled with a viscous substance that is remarkably nutritious to humans, and possesses similar qualities to Asterion Tonic, including an ability to impart excellent health upon those who consume it regularly, such as the 508.

-As predicted, there are side effects to consumption of the substance; though it does not appear to foster psychological dependency, a physiological dependency appears to occur in which physical ailments cured or bettered by the substance will deteriorate to a worse than starting condition should access to the substance be removed.

-The Dark—Larger, quadrupedal creatures that appear to have a null psychic field. Interaction with these entities has been limited, but they have been observed to fight alongside the Cutters.

-The Brutes—Existence reported by the Chosen 508, yet to be encounter by KGco personnel. Very large and armored, according to description provided.

Null Singularity Device

-A device deep below the main structures of Fortress Orpheon.

-Emits an incredibly potent null psychic field, capable of inflict lethal levels of harm to those in proximity, and especially those in line of sight. The room containing the device is nearly toroidal in shape, with the center region—rather than connecting completely—coming to a lower and upper set of points (like a mirroring stalagmite and stalagmite) between which sits a tiny singularity; this point appears to be absorbing warp energies from shaped, pinhole rifts that sit at the points above and below it. Viewing the device instills a sense of vision and self being inexorably pulled toward the center—possibly, this is the mind's rationalize of the sensation that the soul is being pulled from the body, or possibly devoured in more extreme cases.

-Connection to the Cinquefoils hypothesized due similar material construction to the Reliquary. Furthermore, the Moros Device demonstrates similar properties.

-The Surplus Asterii Devices are currently being stored in proximity to the Singularity, as an extra defensive measure.

Hedron Converter

-A Device discovered in Void Dock 102 during our operation to uncover the machinations of Lady von Tarquinius.

-Resembles a large hourglass tilted on its side, the bulbs roughly 6 foot in diameter at their widest point on the outside (the chambers within are roughly 4 foot in diameter). The structure itself is made of the same material previously encountered in the Cinquefoil Reliquary, and had a similar design of interlocked, radially symmetric, spiraling arms that composed the devices shape.

-It would appear that through some process, the Hedron Device could convert bones infused with warp energies into polyhedrons of black crystal; on each face of these objects is written: "Nayvk'ilus'Matra'fyjr'Olicqw'Fkyrmra." (This word (or, as Lazarus believes, name) has some inherent power, though what kind of power precisely remains unknown.) These crystals were in turn being assembled into some kind of superstructure, likely tied to whatever ritual the Lady Navigator intended to enact.

-The purpose of Hedron Converter and its creations remains a mystery; the Inquisition has taken possession of this artifact, preventing further investigation.

Vigil Device

-Bioaugmetic device that connects the host to a Champion using a Communior.

-This device has previously been encountered during our investigation of exsanguinated victims as related to Solomon; a smaller version was also attached to the Cutters from the lava tubes near the 508.

-Ambassador Lethe seemed to receive blueprints for constructing the device from a dream communication originating from some source code with the Philotes Device. Construction has not entirely elucidated the arcane processes by which the Vigil Device functions.

-Specialist Quint has been outfitted with a Vigil Device, attached to his torso; this has enhanced his connection to the Ambassador, allowing for direct, telepathic communication; he also believes that he can channel his psychic abilities through Kelle. I am uncertain whether the device can be safely removed after having been affixed; Lazarus's enhanced healing factor may make him an exception to this.

-Major St. Ardentia has been equipped with a Vigil Device, following her bonding to an Augmentor.

-Kelle can sense that there are other functions that can be accessed, but cannot determine exactly what they will do. This is somewhat concerning, given other use cases we have witnessed with regard to these devices.

-King Quinque has elucidated that the Vigil Devices are primarily insurance against corruption, as Asterii Warriors could be destroyed through signalling the device were they to fall into enemy hands.

Asterii Guardians

-Though bearing similar anatomical structure to the standard Asterii, data indicates that Guardians are similar to Servitors in terms of function.

-Highly modified with biomechanical augmetics.

-Evidence indicates that they are psychically attuned to the will of Communior Champions, similar to subject races and those equipped with a Vigil Device.

Chemicals

Samples of various chemicals were obtained on the Asterii Cathedral. All require further testing, though some are labeled (so to speak):

Vigil Device Vials: Chemical vials that can be slotted directly into the hardware of a Vigil Device:

-"Sustenance" (bears chemical similarity to Asterion Tonic and the fluids of Cutters)

-"Life"

-"Celerity"

-"Vigil" (Lazarus has reported that he intuitively understands this substance to be dangerous.)

-"Torpor" (Storage empty, no samples obtained.)

Laboratory Chemicals: Assessment Required

Worldmind

-The exact capabilities of the Worldminds are unknown; however, we have been able to ascertain that they were components in the direct attack on Nurgle launched by the Asterii, somehow channeling the souls of an entire race of Xenos into an "Ember" shard fired at the heart of the God of Pestilence.

-The Worldmind, like the Cathedral, is powered by harnessing the energies of a warp entity; this particular warp entity appears to be an ascended incarnation of the so-called Sixth, the Asterii that sought to create a new arm of the Curia and was corrupted by Nurgle.

The Ember

-The consolidated energies of all Asterii souls, shaped into a projectile weapon to be launched by the Worldminds in an ultimate attack against a Chaos God.

-The Ember was unable to kill Nurgle, but apparently remains a toehold of sorts within the realm/being the Archenemy. It is possible that Lazarus encountered this ember in a dream, surrounded and slowly being encroached upon by gargantuan, organic structures shaped similarly to blades of grass. He was able to rejuvenate the Ember's flickering light using his Redressor. In the process, he learned how to use the device's purge protocol more efficiently.

-King Quinque's plan involves creating a larger Ember from the souls spread across the many Worldminds, and launching properly fatal attack against Nurgle.

-Remnants of the psychic attack seem to remain in the Immaterium, as small glowing embers; these residues have some role in containing the entity that powers the Worldmind of Asterion.