The Asterii/Cinquefoils/Nemesis Xenos [Heavy Encryption]

[Highest Level of Encryption and Permissions Requirements]

The presence of the Cinquefoils on Asterion has become an investigation of great importance.

"Asterii" is the terminology used by Anvephone Traquiel and the Wakes cognomen lineage to indicate the Xenos, seemingly a reference to the planet itself. "Nemesis" was the descriptor given by agents of the Archenemy in reference to the Xenos. "Cinquefoil" has been established as the shorthand for referencing these beings, given their notable anatomy of possessing five radially symmetrical appendages, similar to the plant-life bearing a similar name.

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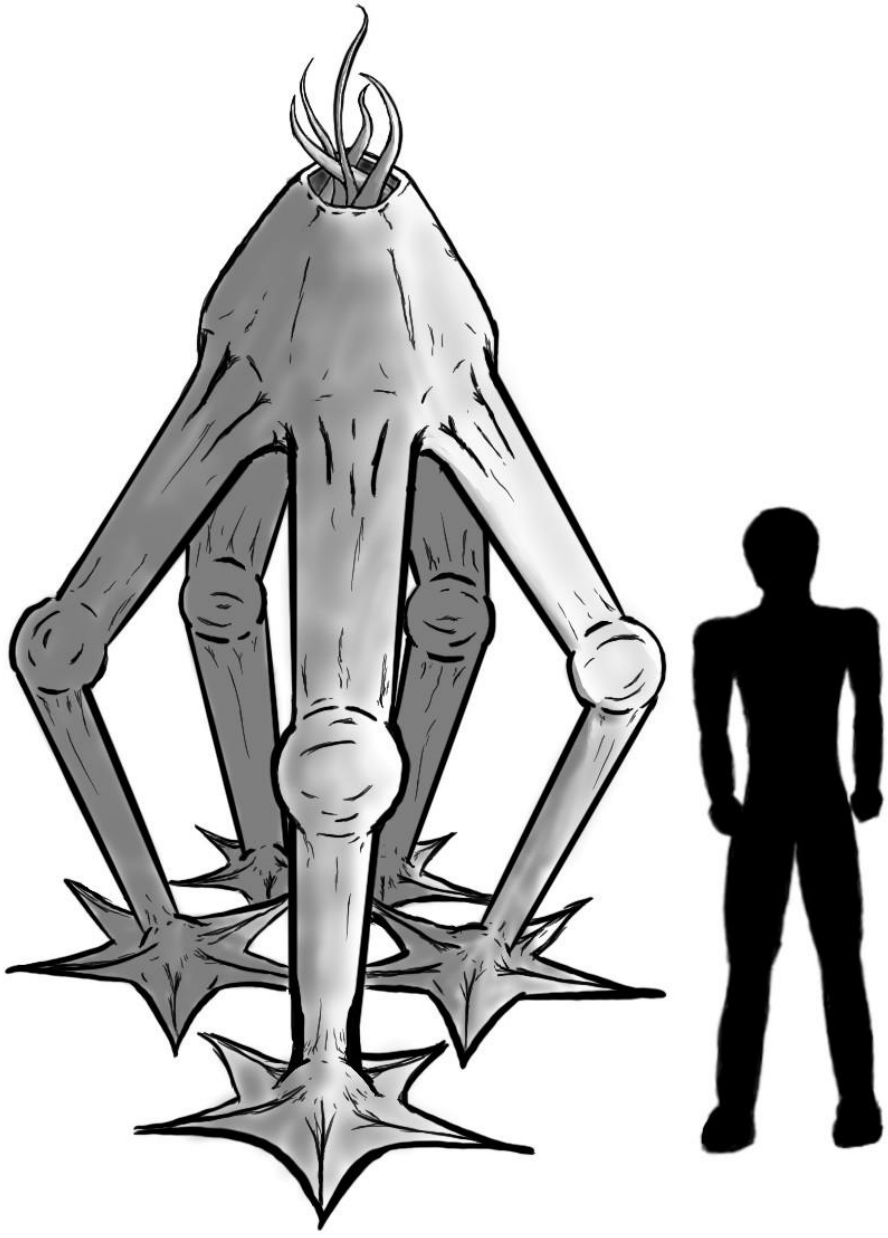
- Associated Factions
    - Mentors of King Quinque
    - The Curia(s) and the Sixth

Traits

A limited assessment of the behaviors and anatomical traits of the Cinquefoils, deduced largely through speculation on observations in absence of proper specimens and records.

Traits

Assessment: Asterii/Nemesis Xenos/Cinquefoils



-Anatomy (taken from recollections of singular encounter with a specimen—as such, many approximations have been used by necessity): the Nemesis Xenos, hereafter referred to at times in the shorthand "Cinquefoils" are non-humanoid, appearing most closely analogous to squid in their basic shape, standing 2-3x the height of an average human. They have five limbs in radially

symmetrical alignment; similarly, their limbs end in five radially symmetric digits. This form factor appears to have influenced many aspects of their design sensibilities, particularly in technology (where they also display an interest in the number 33; it is possible that this is actually a representation 33.33 repeating, to add to a total of 100, representing a 1/3 fractional component of a whole).

Smaller tendrils or tentacles emerge from an orifice on the top of the main body, possibly for more fine manipulation. Having never autopsied a Cinquefoil, their organ structure is unknown, but one might hypothesize that it shows similar radial symmetry to their exterior, with most vital organs appearing down a verticle centerline. Given, however, that the interior organs of humans are less reflectively symmetric than our exteriors, it is similarly possibly that the arrangement of Xeno internals is differently organized.

The only encountered Xenos of this race showed extensive cybernetic augmentation and potent combat capabilities. Based on their technology, it can be assumed that most if not all of the Nemesis Xenos possessed psychic capabilities/Immaterium affinity.

-See Artifacts and Technology for details concerning their inventions and methods.

-Current Society Status: Unclear. Though a surviving Cinquefoil was found along side the Nemesis Device, other evidence of their ongoing existence has not been substantiated. It is possibility that the species is largely extinct.

Traits

Evidence of Conflict with Powers of Chaos

-That Xenos races have come into conflict with the forces of Chaos and largely avoided association is well established in evidence gained through communication with Explorator and Rogue Trader Fleets permitted to converse with such creatures. Indeed, there are remarkably few cases in which the non-human organisms of the known Galaxy have culturally allied themselves with the Chaos Gods or other Demons, demonstrating that whatever other forms of heresy they may commit on a regular basis, Xenos are possessed of some capacity for self preservation and rationality.

-The Cinquefoils seem to have been among those to more directly challenge the forces of the archenemy, rather than merely avoiding contact. It is in fact due to this aggressive opposition that I had initially termed them the "Nemesis Xenos," as Quint informs me this is the most accurate translation of how the Plaguebearer encountered in the raid to reclaim Bluehull-92 referred to him, upon recognizing the presence of the Artifact embedded in his hand.

-This assessment is further confirmed by the physical and psychic seals holding back a similar "seed" of chaos with Asterion's volcano; all examination of this construction indicates that it was designed and implemented by the Cinquefoils.

-Though this clear animosity has offered some alleviation to my concerns in using the Nemesis Device, it does not exonerate the artifact of potential tech heresy, nor does it entirely contraindicate dangers that may arise from the Device or its creators in the future.

-The Dark Xenos organisms observed fighting alongside the Cutters seem to produce a Null field; if we assume that they too are a race associated with the Cinquefoils, who as psychically active entities would be expected to avoid Blanks on principle, we might conclude that use of such beings is further evidence of action taken against immaterium creatures.

-What we know of Asterii technology and behaviors has led myself and Archmagos Wakes to separately conclude that the Xenos were followers of the Omnissiah, and therefor maybe considered allies to humanity.

-King Quinque has also noted the animosity between the Asterii and the forces of chaos, specifically the plague god Nurgle.

Dreams

Asterii Memories recovered from Dream Storage on the Cathedral; additional memories have been logged but not yet translated. Memories notated as:

Descriptor: [Device] [Location] Description of emotion and sensation.

The First Memory: [Communior] [Heart] Sense of overwhelming joy and accomplishment; building of entourage; coming to a place of holiness and conflict.

Hold the Line: [Augmentor] [Planetside] Part of team of warriors; fighting horrific creatures; hold the line.

Hatred Distilled: [Voiddelver] [Hatred] *(Note: dream is* "*odd*" *to experience)* Observing a projection of tendrils alongside two other delvers; sense of distilled hatred; "what they've been telling us is true."

Failed Operation: [Redressor] [Purity] Disastrous operation on fellow Asterii, or former Asterii; no longer comrade, corrupted, needs to die; others begin the blaze, body consumed by translucent flames.

Maintenance: [Communior] [Heart] Central chamber, while active and lit; commanding the Guardians to perform maintenance; discomfort, unwillingness to remain in the Heart chamber for long.

Nearing End: [Communior] [Unity] End is nearing, message of finality; the war is probably over; the last attack; conflicted; not going to let them win.

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)

-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.

Artifacts and Technology

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.

Artifacts and Technology

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.

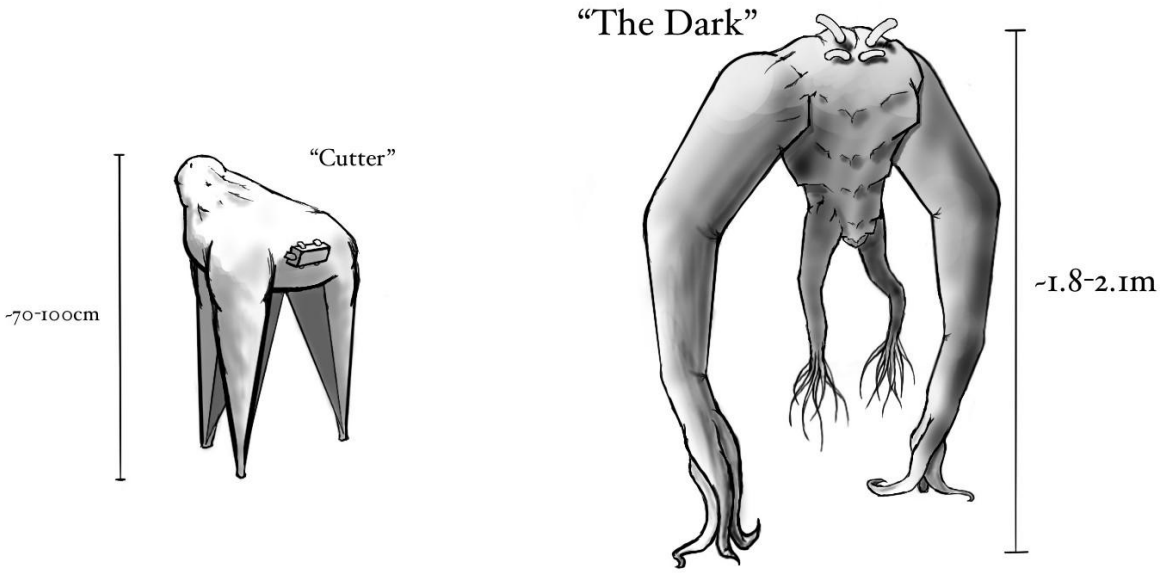
-Evidence from the design of the Asterii Cathedral and testimony of King Quinque indicates that the majority Condemnor Champions were expected to die and/or sentenced to death. However, Anvephone's logs note that other, non-condemned users of this device included "Condemnor Archivists" and "Fifth Order 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.

Artifacts and Technology

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.

Artifacts and Technology

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.

Artifacts and Technology

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

Artifacts and Technology

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.

Artifacts and Technology

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.

Reports

Reports of Investigations and Incidents in which the presence of the Cinquefoils played a prominent role.

Reports

Assessment: Evidence of Heretical Vitality Transference

First Encounter

-During the Maekla Combine False Flag Investigation, Preacher Doran survived a church bombing due to being absent from a ceremony he'd been meant to perform. Investigating the cause of his absence, we discovered that he had stopped in an Underhive neighborhood to perform a miracle that saved the life of a dying man. Follow up with the saved individual showed he had healed from all injuries with (accurately) miraculous speed and lack of complication.

-However, in the same time frame and same area, an unknown hiver was discovered dead in a nearby alley, disposed of in a trash bin, and given to the local clinic for examination. His body had been drained of blood, and there was evidence that a device of some kind had been attached to his torso.

-This device was later recovered from children who had taken it from the corpse, intending to sell it. Though its exact purpose has yet to be determined, it bears similarities to blood exchange units such as dialysis machines. (We have since learned more about the nature of this technology: see Vigil Device)

-Though the victim remains unidentified, his physical appearance, including naturally pallid skin and dark hair, were noted at the time.

Second Encounter

-An attack on Preacher Doran in Spire Yarrick lead to moderate injury, including lacerations and a broken arm. Upon hearing rumors that Smythe was recovering much faster than the Chirgeons had anticipated, Logis Eizen requested an opportunity to perform a physical out of curiosity. I assessed that the Preacher was in remarkably good health, with vitals similar to those of a man several years younger. In addition, his healing factor proved to be nothing short of miraculous, with his broken bone already having healed within days of the attack. Doran acknowledged that his

condition, while in part due to his own dedication to health, was a gift of the Emperor, to aid him in his mission of spreading His light.

-Upon exiting the church, my auspex alerted me to irregularities it had detected in a nearby waste pile. Investigations revealed a body similar to the first; bloodless, of the same phenotypes in hair and skin pigmentation, and with the modified dialysis device still attached to his side. In addition, this body had sustained injuries identical to those reported as having been dealt to Preacher Doran in the attack.

-After recovering the body, a full autopsy I had not been afforded the opportunity to perform on the first victim revealed the presence of inert, inorganic particles in the subjects bone marrow. These particles are similar but not identical to those that remain as traces in the bloodstreams of individuals healed by the Nemesis Device.

-It should be noted that no such particles were found in the blood samples taken from Preacher Doran.

Third Encounter

-Commissioner Neve Comata reported that one of her Arbites had been assaulted by hivers bearing tattoos of the same design as those worn by agents of Lady von Tarquinius; the attack occurred with no known provocation in the underhive of Spire Thor.

-Investigating the location in which this assault occurred revealed that the observed phenotype of dark hair and pallid skin was prominent in the local populace. Following this lead to the local hospital, Logis Eizen was able to obtain samples of blood from a living hiver that contained the same inert particles as those in the bone marrow of one (and likely both) of the prior victims. The subject also believed that he recognized the one of the dead men, though not with any personal familiarity.

Initial Conclusions

-The evidence indicates that the exsanguination procedure results in a transfer of vitality between a healthy sacrifice a injured/ailing target, who is restored/healed by the process.

-Presence of witnesses to the healing of these individuals suggests that there is no perceivable indication of the procedure affecting the restored target. Alternatively, such indicators may be detectable, but arouse no suspicion, or are perceivable only through utilities not available to the general public.

-The procedure involves a modified dialysis machine, and seems at least partially predicated on the presence of inert particles linked with the healing abilities of the Nemesis Device. Whether the Spire Thor phenotype is also a prerequisite to the success of the procedure is unknown. *(Update: it is likely that phenotype was coincidental to availability of subjects in localized region.)*

-The complicity of Preacher Doran in these events is at this time unknown *(update; uninvolvement confirmed)*, but casts significant suspicion on his intentions and subsequently those of the Clerics Regular. Given the current tensions surrounding the religious disputes between the Regulars and the Eternalites, the results of this investigation may prove pivotal to Asterion's public safety and ultimate salvation.

Notable Questions:

1. Why, in the cases of both victims, was minimal effort given to hiding and/or relocating the bodies of the victims? Similarly, why were the devices not removed by the perpetrator?
   (Update: Solomon was unable to provide answers to either question, though given circumstances it may be safe to assume a lack of time or opportunity.)
2. Is the presence of DeWonti agents in the same regions from where the victims were taken coincidental or connected to the matter at hand? *(Update: it remains unknown whether Solomon was attacked for being a psykers; however, the two incidents may be entirely unrelated, as Clan Pelnikt was also kidnapping arbiters under command of a Procuratia.)*
3. Why do the inert particles appear in the victims, but not in those restored by the transference? Does the presence of the particles themselves indicate the existence of another Nemesis Device? *(Update; Device responsible is Communior, but the use itself appears far removed from its intended function.)*

Reports

Report: Investigation of Spire Thor Level Epsilon Zeta

[Aug 21, 2024]

-Initial Follow-Up involved another interview with the patient Jaem Tesserak, the Spire Thor hiver that Eizen sampled and was discovered to have inert particles in his blood. Located in Spire Thor Level Epsilon Zeta (Levepszet); works at a Las Gun Pack Manufactorum, along with his brother Fex who he lives with.

-Discussion with Jaem yielded knowledge that Doran was scheduled to speak a few levels down in Spire Thor later in the day. He also disclosed that he previously had an illness that had improved into his current state of excellent health.

-Fex had apparently gone missing for the past several hours, and his brother was concerned, given his recent strange behavior. Jaem noted that he might be visiting his friend Madeliene, and/or her romantic partner Medicae Estagon Wheetle, who worked at the clinic. He also showed us a picture of his brother in a group of Spire Thor phenotype individuals, wearing athletic clothes for the game "Furnace Ball." In the picture, Fex was outfitted with a modified blood filtration machine, apparently provided by the clinic that Eizen previously visited. (We have since gained more insight about these machines: see Vigil Device)

-Quint's psychic abilities were somewhat distracted by the sense of psychic cleanliness in the general area.

-Estagon was in possession of an odd card device that had been given to him by Fex. He had no knowledge of the blood filtration machines being equipped in such a manner to any patients of the clinic, and had not seen Fex since the previous day. He indicated that Madeleine could be found at either the local slop house or with a fortune teller that she has been spending time with, Ysme. Locating this woman, of remarkably poor posture, we founds her using cards similar to the one held by Estagon, though these are painted with the Emperor's Tarot. Quint detected no psychic emanations from her or her customer.

-She was speaking to Madeleine, who was apparently experiencing relationship difficulties, and seeking advice. Verity approached to learn more about the situation, including more intelligence about Fex's possible location (like the others, she had not seen him since the day prior, and confirmed Jaem's mentions that he'd been behaving oddly). She also mentioned that he occasionally went to speak to Preacher Osten.

-The Church was built within retrofitted Legio Cybernetica facility. Preacher Enoch was able to connect with the priest of the Church, and gain further insight into the movements of Fex. We noted that a slot for cards containing written prayers was installed in the altar, with dimensions matching those of the previously noted devices; supposedly this was attached to an incinerator (though indication would later prove that the prayers were deposited elsewhere). Behind the church we located prayer booths, one of which had a similar slot installed. The movements of Fex, as well as predicted structural/storage elements of such a facility, indicated that one of these might have a hidden chamber attached.

-Preacher Osten further explained the sentiments of the Spire with regard to Preacher Doran (largely positive), including a particularly zealous follower, an arbites called Solomon (unusual, given that the arbites usually are referred to only by designation codes to remain anonymous to the public. Follow-up with Ysme indicated that some knew Solomon as a priest.

-After confirming that the cards previously encountered were used as a sort of premium prayer card, we requisitioned Estagon's card. Interfacing with the prayer booth's mechanisms and utilizing the card opened—as expected—a secret room. Previously a Cybernetica Dataforge, the chamber was now entirely dedicated to a Shrine to Preacher Doran, demonstrating massive obsession with Smythe. There were also a number of the blood filtration devices. Quinten was detected a psychic aura, as well as a "smell" that he recognized as something from a time-span of several thousands of years ago. Combined with the presence of the inert particles, it was predicted that something similar to the Nemesis Device might be involved.

-We also found:

1. Drafts of litanies about "St. Doran the Kind." The poetry was somewhat amateur in its design, but the concepts evocative enough to prompt further analysis and synthesis.
2. A many times folded letter that clearly contains a code within it contents, signed by a Brother Gideon. It has been written over in Solomon's handwriting with the words "coward" and "betrayer." The identity of this individual is uncertain; however, it is possible that this is a cover identity of Interrogator Gideon, similar to Interrogator Saends's identity of Brother Sands.
3. A calendar of events marked in correlation with the miracles that occurred. These events seem to have begun a year and a half ago, similar to the time of Preacher Doran's meteoric rise. There were 26 x marks, and roughly 60 circles. Some dates were marked with circles without x marks, but none of the reverse circumstances were noted to have occurred.

4. The aforementioned prayer cards, some tacked to the wall, signifying particular interest or importance.

-All evidence was confiscated prior to leaving the area.

-Solomon was likely to be present at Doran's sermon; our team went to the location—Thor Level Epsilon Theta—to apprehend the target. Upon our arrival, Quint located two key points of psychic emanation to be investigated. One proved to be Fex, currently experiencing the process of vitality transference and thus a rapid deterioration of his health. The other was Solomon, posing as a beggar with the name "Old Saul."

-Under Ambassador Lethe's direction, Quint and Logis Eizen were able to sever the psychic connection between the two targets and stabilize Fex's condition. Preacher Enoch and the Major were able to successfully apprehend Solomon without causing collateral damage, though not without causing some discord in the crowd of the assembled faithful. The psyker was also deal an injury that under most circumstances I would consider fatal; however, investigation of Solomon's affects and body yielded the predicted discover of a prismatic five pointed star device is embedded in his neck; this is almost certainly a variant of the Nemesis Device—however, the distinct differences in its design and apparent capabilities warrant an alternative designation, and it shall hereafter be referred to as the Philotes Device.

-While the patient and the prisoner were transported back to Bluehull-92, Kelle liaised with Sister Yvestina to explain the conflict, utilizing a cover story that we had learned of a potential threat to Preacher Doran and moved to apprehend the target. Avarast was understandably displeased that we had not sent her a communication to inform her of the possible assassin, but Ambassador Lethe was able to provide both an explanation and gain additional insight by claiming that we had evidence of possible traitors to Preacher Doran within the Clerics Regular, and inquired after her knowledge of Brother Gideon. She has no knowledge of this individual, though an absence of acquaintance is itself a possible lead. Kelle eventually managed to calm the crowd enough for Doran's sermon to continue as planned.

Conclusions:

-The miracles performed by Preacher Doran are likely all caused not by holy intervention of the Emperor but use of the Philotes Device by Solomon, an obsessed and dedicated zealot. It would appear that Smythe is entirely unaware of this fact. Through the Nemesis Device, we should be able to continue providing the illusions of these miracles and aid the Clerics Regular in maintaining their growing popularity over the Eternalites. It should be noted, however, that the Nemesis Device has been known to purge certain individuals as well as heal them, and that this addition to the miracles may prove to alter the perception of Doran and possibly the philosophies of the Clerics Regular.

-Other variants of the Nemesis Device may exist and be present on Asterion *(Update: Existence confirmed)*; it will be of paramount importance to learn where Solomon acquired the Philotes Device, and whether others are aware of its existence. The possible link between Solomon and the Inquisition is disturbing, as is a hypothesis that the psyker may have once served on an Inquisitorial Retinue. At the time of writing this report, Solomon's status as a sanctioned psyker has yet to be determined, but evidence indicates enough control over his abilities to suggest such training.

-The assault on an arbitrator in Spire Thor may be linked to Solomon's presence; whether he was the individual that fell under attack by Lady von Tarquinius's agents has not yet been determined, but the Navigators interest in acquiring psykers is compatible with such a hypothesis. Should this be the case, it may well be true that Solomon is an official member of the arbites, or that a different arbitrator was attacked due to incorrect identification conflated with false intelligence of the psyker's occupation, or that the attack was unrelated and solely motivated by the Procuratia who ordered the Arbitrator Abductions.

Reports

The Lava Tube Xenotechnological Investigation and Incident

Context:

-During a soiree at the Traquiel Estates, Archmagos Sojourner Wakes entered the premises uninvited and demanded to see the Planetary Governor (Anvephone Traquiel), who was not present and had been absent for some time due to her own investigations. Archmagos Wake was only swayed to leave due to a separate incident involving a heretical device that cast a blood-like image of an Aquila upon the wall—he and Sister Yvestina Avarast attempted to pursue the owner of the device deeper into the Palace, after which the Archmagos apparently was persuaded to return to Mechanicus Headquarters.

-Dehvon revealed that he too was concerned over his sister's absence; Ambassador Lethe was prompted to open an investigation into her whereabouts.

Inciting Lead:

-Some weeks after this initial event, a man wearing the uniform of the Traquiel Guard emerged from the Lava Tubes near the Dock in the Underhive. Notably, despite his ability to walk, the man was brain dead. His serial number indicated that he was a member of the Planetary Governor's personal guard.

-Dehvon provided us with a deployment of the Guard to further investigate the Lava Tubes.

Within the Lava Tubes:

-Spiral cut patterns were noted on the walls of the cavern; each displayed a grouping of three score marks, equidistant and precise. These markings are considered irregular and not within expected parameters of natural formations nor known drilling methods.

-Eventually we arrived at the Governor's encampment (well secured with provisions and armaments), stationed next to a "wall" of energy. Viewing the wall was uncomfortable due to unidentifiable properties of its energetic spectrum; this likely correlates with the massive amount

of energy present, as indicate by other sensors. The wall also appeared to be psychically active, reacting to the presence of Quinten; this may also be connected to the discomfort experienced in viewing.

-The Governor explained that the was studying the wall and attempting to bypass it. During their studies, through accident of volunteer, members of the exploration that had touched the wall went mad—one was shot, and another fled (being the individual we had discovered near the doc).

-Her next plan of action was to attempt an overload of the field by shooting it with a las cannon, providing a large spike of energy.

-Upon determining that the wall did interact with inorganic materials, a pict recorder was affixed with improvised extensions and pushed through to take images on the other side. These images revealed a xenotech device on a pedestal (See Nemesis Device), a 33 pointed star of crystalline material. Anvephone seemed to have research indicating that the device had healing properties.

-Images also showed what could be a Xenos figure in an alcove; this was later confirmed to be a living specimen of a Cinquefoil.

Extraction:

-The wall's responsiveness to Quinten's presence prompted an additional test of its psychic nature prior to firing the las cannon at the barrier. According to the psyker, the wall "scanned" him when he reached out, testing for some variable of purity. He responded by reciting litanies learned in his training. This seemed to be acceptable, and an aperture of Quinten's exact silhouette dimensions—scaled up by 1/33—opened at the base of the wall. Traquiel ordered him to retrieve the device on the other side, but not to touch it.

-Quinten entered the aperture and engaged in a psychic dialogue with the Cinquefoil. Such interactions are difficult to translate into gothic, but I am given to understand the essential themes of the conversation was in establishing Quinten as a champion of sorts, thus allowing him to take the Device without resistance.

-However, upon returning, Quinten touched the Device with his bare hand, causing it to instantly fuse with his body. This prompted the Planetary Governor to shoot him—fatally—in the chest, and the Cinquefoil to attack her and her guard in turn.

-Quinten miraculously recovered from his injuries within minutes of sustaining them.

Official Story:

-Despite our efforts to defeat the Xenos and protect the Planetary Governor, Anvenphone was killed, and the Cinquefoil retreated behind its field once again. Explosives were thrown through the barrier, but it is unknown whether they affected the creature in any way.

-Following this occurrence, Quinten was dispatched by Gamma Star and left for dead, along with the artifact and the Xenos, to burn in an explosion of Prometheum fire to cleanse the location of all heresy.

-The survivors returned to the surface with those bodies we could recover, and the tube collapsed to prevent further dangerous encounters.

Accurate Portrayal of Events:

-Quinten was shot by Gamma, but not killed, and used his abilities to escape undetected prior to the Prometheum detonation. He has taken on a new persona, Specialist Lazarus Quint, in the wake of these events, to allay suspicion.

-Anvephone's death was not unsatisfactory to the desires of the Company, and was aided by the efforts of Gamma Star, who assessed that the team was already under threat of neutralization for simply having been witnesses to the Planetary's Governor's efforts. In addition, her passing has allowed Ambassador Lethe to move into a position of power as the consort to Anvephone's successor, her brother Dehvon.

-It is the opinion of Logis Eizen that neither the small ordnance nor the Prometheum explosion are likely to have caused significant damage to the wall, the Cinquefoil, or the technology within the Lava Tubes. Re-opening the investigation in the future may prove prudent.

-Archmagos Wakes was willing to exchange an endorsement of the Magos Biologis to serve as his temporary successor for the location of this incident; it is likely the he investigated the site, as he immediately summoned Logis Eizen for interrogation upon his return. However, the method of his interrogation being direct neural interface has apparently compromised his memories of his discovery, due to the contracting the scrap code of VIIR, whose behavior suggests a vested interest in the survival of the company, or at least Logis Eizen.

-It is likely that the Archmagos recovered the body of the Guardian Asteri during his initial investigation, and during his experimentation converted it into a servitor, which he used as part of his combat retinue during his attack on Fort Orpheon in the final throws of scrap code degradation.

Reports

The Personal Logs of Anvephone Traquiel

Entry 1: Discovery of the Traquiel Mausoleum

By the Emperor's grace, I have found it! The hallowed halls of the Traquiel mausoleum stand before me, a testament to our lineage's greatness. The strange devices that control the gates still open for my blood. As I walk these corridors, I can almost feel the presence of Melicdoche Traquiel herself. The very air seems charged with the echoes of her command, when she led a Company of Astartes against the foul Archenemy. My heart swells with pride and purpose. This discovery will change everything.

Entry 2: Astartes Records and the Null Field

Today's findings have left me in awe. I uncovered records from an Astartes Captain Orpheon, detailing a dire period of the war and the fortress's construction. The attached document speaks volumes of the sacrifices made. But what truly struck me was the null field permeating this place. It brought back memories I thought long buried – the feeling when Palinea was in my womb, and just after her birth, before her... Changes manifested. I must confess, I've never understood others' revulsion towards Blanks. Here, in this field, I feel a strange connection to her. Not as she is now, but how she was and may yet be again.

Entry 3: The Condemnor Device

In the first chamber of the Descent, we found it – a Condemnor device. My initial excitement was tempered with disappointment; While this discovery is great, my need for this device is much less than that of a Redressor. The Condemnor is a curious thing, a five-sided gemstone set in a 33-pointed metallic star, absorbing all light around it. Its power is undeniable, yet terrifying. I'm hesitant to install it in any of my underlings. Who among them is both loyal enough to trust with such power, yet expendable enough to potentially lose to its effects? The device creates null fields capable of destroying souls, and its users face a limited lifespan unless... Well, there are clues toward a method that the Condemnor Archivists and the Fifth Order Champions utilized to survive, but the lack of details on this technique leaves our research wanting. The implications are concerning to say the least.

Entry 4: A New Lead

Incredible news! I've found a lead on a Redressor device, of all places, beneath Hive Asterion. I'm setting out immediately. The power to heal, to cleanse corruption... it could change everything. For Palinea, for our bloodline, for the Imperium itself. The Emperor guides my path, and I will not falter.

Supplementary Notes on the Asterii Devices

During my research, I've gathered some information on these enigmatic artifacts. Some information is from my Mentor, other pieces of information I have recovered myself or traded for with Archmagos Wakes. Their true purpose and even their very workings are presently beyond my comprehension. It sometimes feels like trying to understand the mechanisms of a god's tools.

The Communior: Can be known by its prismatic visage, reflecting its surroundings in negative. It is said to allow for a melding of minds and bodies, creating a bridge from soul to soul. I hypothesize that its intent was for communication, possibly even granting control over soldiers.

The Augmentor: Can be known by its core of shimmering liquid metal, spinning at a variable rate. The simplest of the devices, it apparently enhances the bound user's physical abilities.

The Redressor: Can be known by its clear gem with an opalescent center. It's gemstone darkens near corruption. It heals, resurrects, and cleanses. This is what I need to regain Palanea's status as my heir.

The Voiddelver: Can be known by its crystal clear gem with a painfully bright point of light within. Legends tell that it shields its bound user from the taint of corruption and seems to have other mysterious abilities for dire situations. According to my Mentor's research it is the rarest of all.

The Condemnor: As mentioned, it reflects no light. Its soul-destroying capabilities are as terrifying as they are alluring. My Mentor cautioned that, once bonded, they will drink deep of the soul's very essence.

Reports

Research of Archmagos Sojourner Wakes

-We have traded knowledge of the Asterii with Archmagos Wakes (who has in addition revealed that his cognomen is an indication of his dedication to seeking and comprehending their technology. So far, we have learned:

-The Archmagos has independently reached the conclusion that, based on their technology and philosophies, the Asterii were followers of the Omnissiah.

-He has collected an array of probabilities on where to find other artifacts; he has yet to supply us with coordinates, but has expressed interest in collaboration.

-All remaining intelligence will need to be parsed from the data recovered from his mind after his death.

Reports

Report: Exploration of the Asterii Cathedral

-Preparations were made to travel to the Asterii Cathedral via Warp Travel; to act expediently without alerting unwelcome authorities, we contracted an independent vessel anchored on Port Lysander: the Absence of Decorum, captained by Mallie Krallendi. Though we had initially intended to maintain full secrecy regarding our own identities, Krallendi proved difficult to deceive—however, we were able to establish a positive relationship via the charismatic abilities of the Ambassador and Preacher Enoch, and she agreed to entering into an ongoing contract with the company. That said, she also stipulated that she be able to record our endeavors on the Cathedral, to use as defensive blackmail. I remain concerned about this element of the agreement.

-King Quinque encouraged our mission to the Cathedral, adding an intriguing and concerning element to our exploration. He has specifically requested that we retrieve, for him, a Communior and a Voiddelver, the two Asterii Devices that he currently lacks.

-Warp transit to the Cathedral took 3 subjective days; we disembarked from the Absence of Decorum by shuttle. Ambassador Lethe signaled the station via her Communior device, and was given permission to dock via an apparently automated system. See primary documentation of the Cathedral for detailed blueprint and descriptions of assorted structures.

-Through the course of our investigation, the "voice" of the station became increasingly conversational, purportedly due to accumulating understanding of our language. Initial communications indicated that the Heart chamber could not be accessed until the other chambers had been activated; lacking a Voiddelver champion at the time, we were able to activate three of the four chambers, which proved sufficient for the Heart's Iris to be partially opened and allow entrance.

-The Station's voice implied that it was a cybernetic organism of Asterii origin, and an ally that viewed us (humanity) as a successor race to the Asterii. For it to properly aid us, it required that the central controls be brought online.

-Doing so proved to be a mistake; the reactor shielding had prevent the demonic nature of the entity from being recognized until, upon the activate of main systems, it began to break containment and attempt to seize control of the Cathedral. Techsorcist protocols slowed its advance somewhat, as did the aid of VIIR, but it sent out a warp signal that summoned a chaos

ship to its aid.

-By taking manual control of the Cathedral's systems, we were able to evade destruction, protect the Absence of Decorum, and ultimately destroy the demon. This latter task was almost entirely due to the efforts of Preacher Mantra, who—despite his adamant refusal to engage with xenotechnology prior to that point—bonded with a Voiddelver and seized control of the Exclusion Field and Portal systems, allowing him to contain the demon's presence and, with the aid of the Guardian units activated by Ambassador Lethe, cast it into the heart of a star. Major St. Ardentia also managed to use the Cathedral's weapons to destroy the chaos vessel; however, the incurred weapons damage combined with this shrapnel and debris necessitated immediate evacuation.

-Several Asterii Devices and a great deal of knowledge were acquired during this operation. Our obtaining of a Redressor and Communior has been reported to Lord Captain Keojrah-Glynt.

-Preacher Enoch's demands that the technology be reported to the Ordo Xenos following this mission required his execution.

Reports

Report: Lazarus Dream/Vision of Redressor Capabilities

[April 16 2025]

-Lazarus experienced a strange dream seemingly related to the capabilities and nature of Redressor.

*Note: The Golden was psychically present during the course of the dream, but seemed unfamiliar with it contents.

-Began by falling into an alien landscape, grey-mudded ground surrounded by a forest of gargantuan blades of grass (60-100 stories in height). These growths undulated not with wind, but apparently under their own power/direction, and specifically bent toward a more distant point, where Lazarus glimpsed a red glow. Approaching this point gave him the sense of undergoing time dilation, with the world moving slower around him.

-The source of the glow shifted in color upon approach, and resolved as a large (boulder sized), jagged cinder with a flickering pearlescent core and crystalline shell. This description matches that of the Nemesis Device, though considerably larger. Lazarus has previously noted that his device's core flickers in the presence of corruption, as the Cinder was currently doing, and that this seemed to be correlated with the grass structures reaching toward it.

-Lazarus touched the Cinder and communed with its presence; it greeted him "warmly" and "with relief." The empathic connection enabled Lazarus to be guided into a more effective mastery of the Purge/Purify Protocol, using an internalized mantra/thought process/meditation that would allow him to "become flame." Lazarus was able to use this enhanced power to destroy the grasses around him and the Cinder, for which the presence thanked him,

-A final sense imparted that a foothold remains. I am uncertain at this time whether this means that an Asterii foothold against the Archenemy remains, or that the Archenemy managed to gain a foothold within the Asterii technology.

Locations

Points of interest for further study of the Cinquefoil presence on Asterion or in other systems.

Locations

The Volcanic Seal

-Investigation of structures in the lower hive indicate the existence of a Xenotechnological/Psychic seal holding a seed of chaos at bay below the planet's surface.

-This seal was discovered at an existing holy site, First Landing, at which the annual Ascension Day Ritual takes place. Despite the regular pilgrimages and attendance to the location, its additional history is not easily detectable without prior knowledge of the Nemesis Xenos and their signature methodologies.

-The integrity of the seal appears to be stable, though we have no means beyond Quint's psyniscience and unique connection to Nemesis Tech of confirming this assumption.

Locations

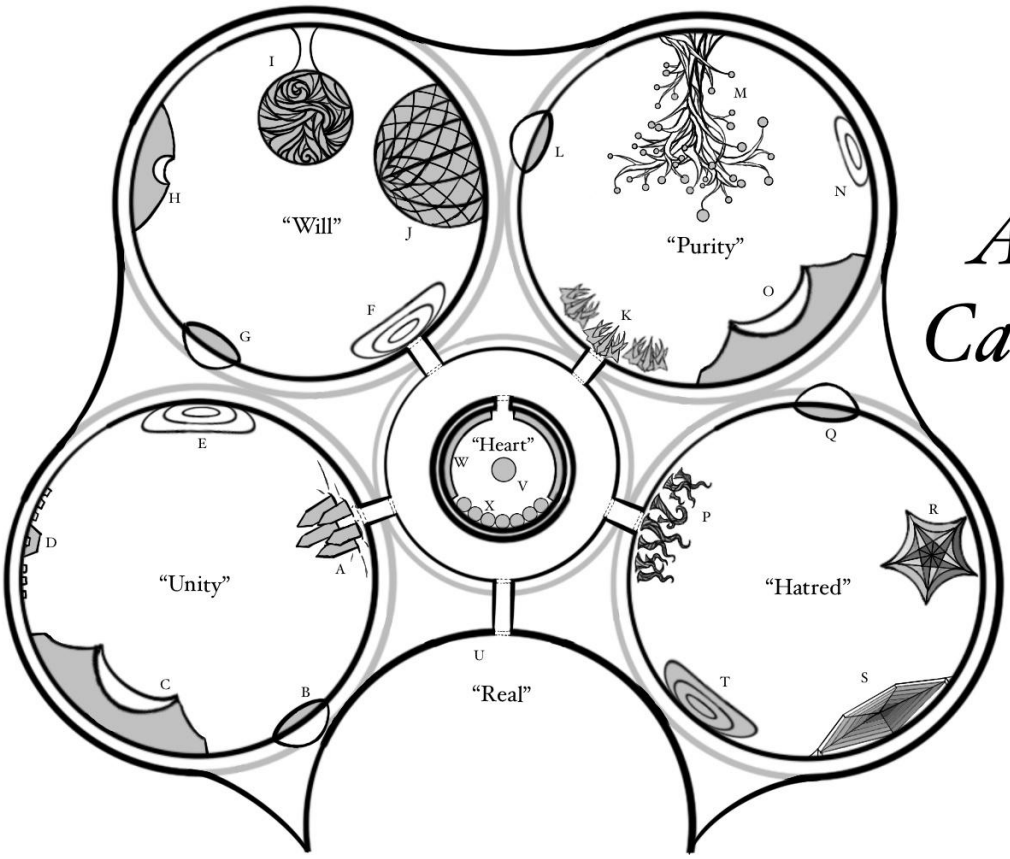
Subterranean Facilities/The Lava Tubes

-The Reliquary (discussed in the Xenotechnological Incident) and the front line defenses of the 508 indicate that the Lava Tube network in Asterion's subterranean reaches is likely to hold additional locations with evidence of Cinquefoil presence.

-The subterranean Null Singularity bears hallmarks of Cinquefoil Construction

Asterii Cathedral

Asterii Cathedral



Key

A. Isolation Altars
B. Communior Reliquary
C. Dream Storage
D. Amphitheater
E. Comms/Monitoring
F. Battle Stations
G. Augmentor Reliquary
H. Objective Simulation
I. Restoration Dance
J. Combat Simulation
K. Treatment Pods
L. Redressor Reliquary
M. Laboratory
N. Life Support
O. Chemical Storage
P. Exclusion Field Generator
Q. Voiddelver Reliquary
R. Projection Table
S. Portal
T. Navigation
U. Docking Port
V. Warp Reactor
W. Networked Console
X. Guardian Pods

-A space station located in deep space, between the systems of Asterion and Persepolis, that was constructed and occupied by the Asterii.

-The location of the Cathedral was known to Sojourner Wakes, determined in his research or the research of a prior Wakes. Data indicates that Explorator fleets have attempted to approach the station, but that automated defenses immediately destroy any vessels that come into range. It is possible that a correct IFF signal—perhaps from any Champion, or more specifically a Communior Champion—could deactivate these armaments. This was confirmed during our approach.

-The Cathedral is divided into five sections; 4 spheroid chambers connected by a central, toroidal hallway that rings a central chamber, connected by hallways that seal with iris apertures. The docking bay occupies the space where it would seem a fifth exterior chamber would sit, and includes an extending arm that clamps to and properly orients approaching vessels. Material composition matches that of previously observed Asterii structures; method of illumination was ambient, with no easily discernible source. The general station exists in zero gravity, and all constructions are clearly meant to interface with Asterii anatomy. Holo-like projected signage indicates the purpose of each room, the meanings of which are intuitive to any individual bonded with an Asterii device; these are linked with crystal structures that can be psychically or technologically interfaced with (such crystals are used as access points in others of the station's constructs). Use of a modified Hexagrammic Interface can also accomplish some measure of translation.

-"Heart": contains the cathedral's power source, apparently a warp powered reactor. A demonic entity attempted to breach this reactor's containment during our exploration, and was summarily destroyed by being ejected into the heart of a star. The Heart chamber also contains a console that networks with the rest of the facility, and several pods holding Guardian variant Asterii. It should be noted that access to the Heart required "activating" three of the four surrounding chambers via interface with a Champion. The fourth was likely meant to be necessary, but protocols could at that point be subverted.

-Each chamber is intrinsically linked to the function of one of the Asterii Devices; "Unity" with Communior, "Will" with Augmentor, "Purity" with Redressor, and "Hatred" with Voiddelver. Notably absent is a chamber linked with Condemnor; this, combined with the evidence provided by King Quinque of his own inability to approach the cathedral, indicates that those bearing a Condemnor Device bore a different status to other Champions, and may have been directly shunned. (The demon, whose testimony must naturally be called into question, said that the Condemnor Champions were viewed as "undesirable.)

-All chambers have two similar structures; a force fielded Reliquary (B, G, L, and Q) that dispenses Asterii Devices appropriate to the chamber in question, and a control console for a primary system that also properly "activates" the chamber; Unity holds communications and surveillance (E), Will holds weapons control (F), Purity holds life support (which doubles as a purifying weapon array) (N), and Hatred holds an Exclusion Field Calibration array (T) that seems to also control the Portal (S); observations indicate that the ultimate purpose of the field and its users may have been similar

to that of a Gellar Field and Navigator respectively.

-It should be noted that initially, each chamber appeared to be locked, and required the contact and/or presence of a Champion with the appropriate device to open the iris. The partial exception to this is the Hatred sphere, which responded to the presence of Preacher Enoch even prior to his bonding with a Voiddelver—he was able to traverse the force field to enter the Reliquary, and seemed to have a natural affinity for the chamber's control console. This may indicate that bonding with a device requires a natural resonance of the soul or psychic energies between Asterii technology and its wielder; retrospective evidence seems to support this conclusion, given the high degree of compatibility between devices and champions observed thus far (ie, Ambassador Lethe's aptitude for communication, the Major's warrior identity, Specialist Quint's ingrained internal litanies against the forces of chaos, and Preacher Mantra's natural ire). It is even possible that an inexorable magnetism may exist in such cases, perhaps explaining the impulsive behavior that led to Lazarus bonding with Redressor.

-All logs of station personnel refer only to First Order Champions.

-Notes on Structures:

A. Isolation Altars; 5 altars, each with 32 seats in the attached section. The exact purpose of these were not determined, but it appears that around each altar and linked seating section is a minor exclusion field that isolates each group from the others.

C. Dream Storage; several memories of the Asterii were accessed via Communior and modified interface. Dreams were labeled primarily according to device of the Champion in question.

D. Amphitheater; purpose remains uncertain. At the focal point rests "the Seat of Hatred."

E. Comms/Surveillance; includes tactical level battle simulation programs, and recorded footage of an array of planets, including an ancient Asterion. These records include annotations of important and strategic locations, however, identifying the planets they belong to as well as geographical/tectonic shifts will require time. Points on Asterion have been logged for such calculations.

F. Battle Stations; 33 seats with crystalline access points, arrayed in concentric circles. Controls the stations weaponry as well as movement. The exact mechanics of the weapons, shielding, and thrusters are as of yet undetermined, but I submit a hypothesis of gravitic manipulation.

H. Objective Simulation; programs may be selected for training soldiers, which modular, snake like structures composing the room's walls rearrange to configure. Tested programs include transportation of goods and damage avoidance.

I. Restoration Dance; the structure produces frequencies that resonate with Augmentor Champion, seeming to restore and enhance via linked choreography. The "notes" of the "song" are

comparable to brainwaves frequencies.

J. Combat Simulation; projects a highly realistic simulation of battle against a corrupted Asterii (and possibly other foes) into the minds of those that enter. Damage incurred is either entirely hallucinated during the program, or reversed at the end. Notably, the dome also simulates gravity.

K, M, and O. Treatment Pods, Laboratory, and Storage; chemicals required for treatments are routed between these structures. Samples were taken, and several vials (filled from the storage apparatus) that appear compatible with the hardware of Vigil Devices.

N. Life Support; 7 seats and access points.

P. Exclusion Field Generator; tendrils (roughly 4 meters in height) shift orientation to shape exclusion fields. Quint reports that the field instills a sense of psychic isolation and containment.

R. Projection Table. Reportedly used to project detailed images and navigation information directly into the mind.

S. Portal; was capable of creating a stable wormhole into the heart of a star; material is highly exotic, defying several conceptual understandings of the physical nature of reality. Silver alloy used in psychic circuitry was also present.

T. Navigation; 15 seats with crystal access points arranged in concentric circles. Unlike similar consoles, seats had a "shrouded" appearance.

Locations

Residual Infection Regions

-Encounters with demonic entities in certain locations may be linked to the history of the Cinquefoils; the encounter with the Plaguebearer in the veritable garden of decay, as well as the vegetation like invaders that appeared in absence of a Gellar Field, seem to among the enemies of the Nemesis Xenos.

-See Bluehull-92 Reclamation

-See the Seeded Church

Fort Orpheon Underground

-See Fortress Orpheon

-See Null Singularity

Associated Factions

Associated Factions

Mentors of King Quinque

-Little is known of those that have initiated King Quinque into the mysteries of the Asterii, save that they exist.

-Comments from the Harlequin indicate that we should not attempt to make contact with them, as they would either respond poorly to us, or we to them.

Associated Factions

The Curia(s) and the Sixth

-Interpretation of statements and intelligence gathered indicates that a Curia consists of five entities, each represented by one of the Devices and/or their core protocols (ie, Hate, Will, Purity, etc.) It may also be interpreted that this pattern is somewhat fractal in nature, with larger governmental and spiritual structures of Asterii society consisting of a similar fivefold foundation.

-According to King Quinque, the fall of the Asterii civilization occurred due to a "Sixth Wing," or forbidden sixth member of a Curia. Conflict followed, in which the Sixth gained the sponsorship of the forces of Chaos, specifically Nurgle. This initial war ended with the Curia's discovery of how to harness the "tools of the sixth" (ie, warp entities) as energy for powering their larger structures and technologies, including the Cathedrals and the Worldminds—with this knowledge, they were able to trap the Sixth in the engine of the Asterion Worldmind.

-This "theft" caused Nurgle to launch its own war of vengeance against the Asterii, which culminated in their last, desperate attack to directly strike at the heart of the Chaos God in the Immaterium, using the combined souls of all their populations, channeled into an Ember and fired by the Worldmind. Alas, this attack only succeeded in leaving a toehold upon the God of Pestilence.