

# Khell Imperium Records

--- WARNING ---

THE INFORMATION YOU ARE ABOUT TO READ ARE  
THE RECORDS OF THE KHELL IMPERIUM. SOME  
INFORMATION IS STILL CLASSIFIED AND HAS  
THEREFORE BEEN REDACTED BY ORDER OF THE  
EMPEROR.

Good day, my name is Julias Blake. I like to call myself a historian and an adventurer but mainly, the adventurer part is just in my head. The year of putting these records together is 2298, in the midst of the war with the Kingdom of Yondarim. I figured that maybe the key to peace is really to understand the past. What lies within this file are records and various documents from the history of the Khell Imperium, my hope is that with knowledge of the past we can create a better future. I will put entries of my own research in here at times to help you to understand our people, any writings by me will be signed by JB.

I wish to start by saying that The Khell are a good people, we may have had our own set of troubles and problems but in essence we are a kind and culturally rich people. Be mindful, these are some of the most highly classified records known, with that comes bitter truths that many would find it hard to believe. I want to tell you myself that everything in here is real, I have scoured our countless worlds and spent many months in the Knowledge District's libraries to make sure of

it. Now onto the first record, be aware that these are not in chronological order.

### **- Formation of the Imperium -**

(Written by scholar Marcelo Alvarez)

We were not always masters of the stars, our roots are found on our homeworld where the first Khell made their mark. I will start by telling of the homeworld of Khellton. The planet Khellton located in the Khellza system is where we Khell first walked land, which was hard given that the planet is made up of 90% water with scattered islands. From an early age our people had to learn the ways of the sea, how to cross it and how to harness its strengths. Eventually, after centuries of travelling the oceans of our world more and more Khell found each other. Of course this led to war at first, as it always seems to do, with multiple clans fighting for the islands with the best resources and space. The battles went on for centuries until one island thought that peace was worth a chance, that there was another way, a way that could prove the Khell to be more than what they are.

And so, the Imperium was founded with multiple islands joining from the start. The Imperium spread like wildfire to the clans that were neutral to the fighting and the new Emperor led their armies to wipe out the rest of the warring clans and finally creating peace on Khellton. Pretty soon the Imperium controlled the planet, one government. From then on the Imperium focused on technologies and research that could build our civilisation even higher, some of the things to come out of this mainly being the underwater network of habitats that allowed us to live underwater as well as the

islands. With the breakthroughs came more of our people, now with enough space to accommodate all the Emperor at the time decided the way was up. And so the Khell Space Exploration Initiative (Or K.S.E.I) was formed and the Khell worked towards the stars.

Which brings us to today. At the time of writing this it is 2201.04.07 the day the first star ship ready to cross from our solar system launches into space, this day will be one for the history books, which is why I am writing this. I hope that one day in my future, I can explore the stars and see what is out there past Leffingwell. From the research I have conducted, the way that we can travel to other stars is incredible. I couldn't find specifics but I know that somehow the scientists found out how to create localised wormholes that the ships would travel through and be transported to the location specified. For now, I will continue to document the rise of the Khell Imperium to the stars. All I can really say is long live Emperor Kashnek.

*JB- I would like to take a second here to talk about this first record. While I was only a teenager when the first wormhole opened to another system and a ship crossed through it was a testament to what we could create by working together as one people. We still hold parades on the 4th month to celebrate our achievements. We call it "Ascendance Day" rather eccentric I know but at the time, that was one of our greatest feats.*

*The only thing I feel is lacking from Scholar Alvarez's writings on this is the information on our past, what led us to that day. I hope I can fill in those gaps.*

## **- Survey of the Khellza system -**

(Report to the Emperor from Dr. Kastus Khumalo in 2157)

Astral body: Khellza

Class: Star class M (Red Dwarf)

Description: Our star Khellza is a Red Dwarf, usually this star would be difficult to support life in its solar system because it emits almost no UV light. It also has an extremely long lifespan, we can estimate that Khellza is around 2.6 trillion years old.

Astral body: Nexon

Class: Molten World

Description: Nexon is the closest planet to our sun, because of that Nexon's temperature reaches highs of over 1000 degrees celsius when facing the sun and not much cooler at about 400 degrees celsius on the darker side. This appears to be mainly because of its atmosphere, as thin as it may be, holding in a lot of the heat. With constant volcanic eruptions the planet could never sustain life.

Astral body: Keresia

Class: Barren World

Description: Keresia has no conceivable atmosphere meaning temperatures are below freezing constantly. The surface has many impact craters from meteors and because of this is a barren rocky wasteland. While an outpost could be placed on the planet, it would be difficult to keep a manned mission there due to the temperatures.

Astral body: Pallena

Class: Barren World

Description: Pallena is the moon of Keresia and is as barren however it seems to have taken less impacts from meteors as there are significantly less craters. The atmosphere of Pallena is very thin but has the right parts to become livable. From rover missions we can tell that the soil could grow plants if water was applied which Pallena only has in ice pockets beneath the surface. Despite all of this, Pallena would be a good world for terraforming to our needs.

Astral body: Aurora

Class: Gas Giant

Description: Aurora, named by our ancestors for what they could see in the sky is the main planet that our homeworld Khellton orbits. From what we can tell Aurora is the main reason we are still alive today as it has pulled most asteroids and other space threats into its rings or its atmosphere. Studies have shown that the atmosphere of Aurora is primarily composed of helium and hydrogen.

Astral body: Nova Constantinople

Class: Barren World

Description: First moon of Aurora, Nova Constantinople has no atmosphere and has been bombarded with meteors from the rings of Aurora. Because of the damage the world is barren with no atmosphere and no chance to support life. However, the meteors that did impact with the planet have caused the planet to be very rich in minerals below the

surface. Nova Constantinople is recommended for a mining station of some sort.

Astral body: Khellton

Class: Ocean World

Description: Khellton is the homeworld of the Khell, water covers 90% of the planet's surface with multiple smaller islands making up the livable surface. Islands across the equator have higher temperatures than the rest of the planet being around 50 degrees celsius however the planet mainly resides in the 30 degrees celsius range. The oxygen rich atmosphere and abundance of minerals, and water make the planet the ideal habitable planet, hence the life in the form of the Khell. It is recommended that we search for a similar planet to the homeworld when looking to expand to the stars.

Astral body: Agarthia

Class: Gas Giant

Description: Agarthia is the second of the 3 gas giants in the Khellza system, much like Aurora, it has a hydrogen helium atmosphere however it does not have any rings or moons. Studies have shown no advantage of Agarthia so we insist in no further research into this particular gas giant.

Astral body: St. Hossack

Class: Barren World

Description: St. Hossack is a very good planet in terms of viability to terraform. The atmosphere is thin but with improvement from terraforming we could improve it to a livable planet. There are ice caps meaning that we could also

have flowing water. St.Hossack is recommended for immediate terraforming planning.

Astral body: Tartessos

Class: Barren World

Description: Tartessos seems to be a very dull planet. The missions we have launched there have shown nothing that could benefit the Khell. The planet is barren with impact craters taking up most of the planet's surface. Also, the planet rotates very slowly meaning days on Khellton would be weeks on Tartessos. Recommend we do not look into Tartessos further.

Astral body: Girdwood

Class: Gas Giant

Description: The third gas giant in our solar system, Girdwood has a make up much like the other 2 gas giants in the system with the exception that Girdwood has gas that we can harvest into energy. While it isn't too rich we would recommend taking the energy as it could benefit Khellton with the energy made.

Astral body: Leffingwell

Class: Frozen World

Description: Leffingwell is the planet furthest from our sun. Being so far from the sun means that it has a temperature of around -500 degrees celcius meaning the entire surface is covered in a thick layer of ice. There is no possibility of an outpost in Leffingwell as the extremely thin atmosphere and

extreme temperatures would cause significant problems for the people staying there.

*JB- This was the first real factual information that we had on our own system, it still amazes me today that we could see the potential of our species.*

### **- First contact report -**

(Report to the Emperor Kashnek about the discovery of sentient life)

Emperor Kashnek, I wish to report to you the breakthrough of our sensor station. It appears that even though it is not fully complete we can now map out star systems further into the galaxy, almost to the galactic core. With this has dawned the discovery of something new. We always knew that this was a possibility but now we know for sure. We received a ping back from the B'Yond system that seemed to be some kind of message. It took us months to find out what it really was.

We've found other intelligent life, while yes they are far from our borders it seems they managed to piggyback on the ping that the sensor station sent. So, they cannot contact us, only us them. But if we can find a way to open communications with them I believe we could be on the brink of discovering what this galaxy holds. We have already begun research on **REDACTED CLASSIFIED** and it will be ready to deploy if the need arises. We just need time.

(The next part is of the report a few weeks later where communication was achieved)

My Emperor, we have managed to have communications with these aliens operational. I would have contacted you to come



speak to them but they sent one message though the stream. Unfortunately sir, it was an insult. Or we think it is at least, our translation algorithms are still trying to figure it out 100% but the fact is sir they want to be our enemy. As for what these Aliens look like birds, intelligent birds though, I would recommend that we keep an eye on them, it's clear that they don't like outsiders and we wouldn't want to provoke a war. Although, we need to learn more about them. I think we should look into infiltration, if they start a war I would like for the Khell Imperium to be ready for it. We are still pinging the rest of the galaxy for other life, with the sensor array almost complete it won't be long before we can see everything this galaxy has to offer right from our own home.

*JB- While information about first contact is very rare I managed to discover some old Khellnet messages from the scientists onboard the sensor station. Lucky for me they had been kept local to the Khellnet data centre on Electra Prime. In order for this entire book to be published I needed to censor some of the classified information but what is left is the un edited messages that were really sent.*

### **- The Khell Sensor Station -**

(The following are the plans for the Sensor Station built in 2210.07.20 NOTE: Some of this information is classified.

Only public documents will be available)

Transcription of the Emperors council meeting on the Sensor Station plans

Emperor Kashnek: Welcome all, today I wish to present you with plans for a very classified space station. Anything discussed here must not leave this room until completion of the plans.

Admiral Song Zheng: Of course sir, we understand the risk to the public. However I need to say that we can't keep this from them forever, what's so special about this station?

Emperor Kashnek: This is why I am having this meeting transcribed, it will no doubt be a historic day and people have the right to know. Just not yet.

Dr. Lutendo Khumalo: Please Emperor, enlighten us to your plan. I know the science division is wondering what you're proposing and so am I.

Emperor Kashnek: Of course, think for a moment. What could we learn if we could see everything? If we had to merely look across the galaxy and see what is happening or what is there. That is what this station does, it would be able to give us sensor information on every star system in the whole galaxy once completed.

Head Engineer Dina Quadrini: That sounds impossible, I mean what you're asking would need to be a marvel of science and engineering. If i'm correct, due to the speed of light what we see is on a delay.

Admiral Song Zheng: Not to mention the amount of protection something like that would need. If someone knew we were building it they could try to sabotage it.

Director Lucida Vassile: Not to mention the civil unrest, if the public knew that their emperor was building a place that could see everything, they would believe that their privacy was at risk.

Emperor Kashnek: Please everyone. I have thought about each of your points extensively, and I know that we can do it. I have the best scientists and engineers to make it happen. I have already decided a system for it to be placed.

Admiral Song Zheng: It will have to be somewhere secure, not too far away from the fleet.

Emperor Kashnek: Exactly my thoughts Admiral, the Cardorth system is the furthest from everyone. There is only one way in and out, through Khellza. All we would need to do is build some defences and get to work on the station.

Dr. Lutendo Khumalo: The energy required for this kind of station would be immense.

Head Engineer Dina Quadrini: Well it could be done using Cardorth's sun doctor, that way we can get all the energy we need without needing a different source.

Dr. Lutendo Khumato: You think you could build something to harness a sun Dina? I can get my best people on figuring

out the best way to go about it but we will need your full support.

Admiral Song Zheng: We have the colonies in the Cardorth system too, they can help. And I can set the defences once you find your perfect build location.

Emperor Kashnek: It's settled then. We start construction immediately, I will oversee the first steps myself. I will meet you all on Cardorth Prime, then we can work together to start this off. Meeting adjourned.

### **- The Bastion -**

(The following is from Emperor Kashnek documenting the Bastion year 2219.09.14)

I am Emperor Kashnek of the Khell Imperium. I am writing this passage for the history books. Today marks the completion of the frame of the Bastion in the Nexus system. I wish to take this opportunity to explain the Bastion to you, the Bastion is the reason the Nexus system has been restricted. While I trust all Khell with the information I am about to reveal I must be careful of what I put out into our galaxy. This will be the first entry in the library on the Bastion, and I hope that future Emperors help this dream continue for millenia to come.

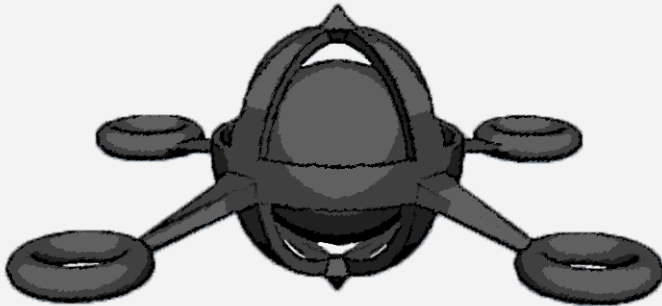
The Bastion is possibly my greatest creation. While the homeworld of Khellton will always be in my heart, galactic politics cannot be held there. If we are to be part of this galaxy along with the rest of the inhabitants then we must learn that our way is not the only way. The Bastion is intended to be a

common ground, somewhere all are welcome, one day I wish it to be the centre of galactic life as we know it.

The structure itself is a large ring upon which we will construct habitats that will house billions and create a new way to live. I have designated the habitable zones as the Crown District where the Emperor as well as other political entities will reside, the Civil District which is comprised mostly of housing and entertainment, the Industrial District which will be focused on the creation of products and last of all the Knowledge District that would be focused on education and the storing of information. As I write this it is a mere frame but I know that In time this can be something great. My fellow Khell, we must realise that this galaxy will forever be changing but we will never fall. The Bastion is our chance to prove to the galaxy that we are here for peace, we cannot let our need for planets rule us like our past need for the islands back on Khellton. We are a better people now, the Imperium binds us together as one family and that family will always protect one another.

*JB- I feel the need to talk about the Bastion in my own words. It truly is a remarkable place, there are four districts that are placed around the star in the Nexus system. The four districts have their own job like data storage or the head of government, the structure itself seems very secretive in how it was built. I have provided a sketch below to help you*

*understand it.*



### **- KSS Nova Logs -**

(The logs of Captain Werner Weber, Head Medical Officer Angeline Garcia, Head Engineer Priscilla Richardson and Security Head Wayne Snow aboard the starship KSS Nova as it investigated reports of attacks in the Lytirin system)

Captain's log, date 2252.10.12.-

We have arrived in the Lytirin system that borders the Kingdom of Yondarim to find traces of what appear to be transport ships from the nearby colonies and stations. We are due to dock at the Star Fortress Triumph for supplies before heading back out to investigate the debris around the system. While the ship is being prepped, I have ordered the crew on

shore leave at the nearby planet Lytirin Prime. With any luck we can be out of the system soon and back to our normal patrol route, but something tells me that there is more to this than some false reports.

*JB- From what I can tell, the KSS Nova was the only ship to investigate the reports that came out of the Lytirin system. I found some more logs from the KSS Nova, a lot of their logs were made public due to the part that they played in the upcoming years. The rest of the logs that I could find will be below.*

Captain's log, date 2252.10.15.-

With all the crew back on the Nova, we are ready to set out on our mission to investigate the reports of attacks in the Lytirin system. As much as I'm hoping that it is merely pirates or rumour however I feel like Khell Command wouldn't send a ship from the core systems out this far. My current theory, even though I am holding out hope that it isn't true, is that these attacks have been from the Kingdom of Yondarim. I can't imagine that they would risk war for no good reason, but right now I need my wits about me.

Head Medical Officer's log, date 2252.10.16.-

From the briefing with the captain yesterday I assumed that this would be an easy assignment. Long story short, it's not. What the away team brought back was something I would have never guessed. It appeared to be something living

attached to the computer of a destroyed ship. It was more than just some space creature, it was intertwined with the computer. Almost in a symbiotic relationship with it, and from what I can tell about its biology if I were to attempt to separate them both it would not end well. I have set up a meeting tomorrow with Engineer Richardson to try and understand the mechanical aspect of this. With any luck we can work this out together.

Head Engineer's log, date 2252.10.17.-

This morning I met with Dr. Garcia to try to uncover the mystery of what this "Slavemind" as some of the crew have come to call it for its seemingly slavish connection to a ship's computer. I have determined that with some modifications to the Nova's computer we could set up a connection and possibly communicate with whatever this creature is. From what the doctor tells me there is no way to talk to it through its actual self since it has transferred that ability to the computer it is latched onto. Amazingly, the computer is still active while not having any power source. Tomorrow I will be preparing the Nova's computer for the connection to the creature, we should be able to commence testing in two days.

TEST LOG (Audio) - "Slavemind" CONNECTION -  
2252.10.18. 1800 HOURS

Head Engineer Richardson - This file is to log the first test of trying to connect the KSS Nova's computer with that of the



"Slavemind" creature. Staff taking part in this test are myself and Dr. Garcia as well as some of my engineering staff.

KSS Nova computer - Disconnecting test area from the rest of the ship. My programming is now isolated here Engineer.

Head Engineer Richardson - In order to keep the ship safe I have disconnected the ship computer so that it can't run operations outside of the test room. This should stop any spread of computer virus if one is released due to the test. Dr. Garcia, would you please explain the procedure for the record.

Head Medical Officer Garcia - Of course. We will be attempting to establish a link between the KSS Nova's computer and the computer that the creature is attached to. As far as my observations, and that of my staff can tell, there is no way to contact the creature as it's fusion with the derelict computer core seems to have disabled any higher function that the creature may have had. Whether it had any before is still a mystery. In a moment we will link our computer with the derelict computer and hopefully make a connection to the creature.

Head Engineer Richardson - We are ready, commencing computer link. Standby.

KSS Nova computer - Attempting to bridge connection to derelict computer core. This will take a moment...  
I am detecting transmission signs from the core, analysing...  
Bridge established, commencing communication protocols.

Head Medical Officer Garcia - The body of the creature seems to not be affected, only slightly higher blood levels.

Head Engineer Richardson - Computer, are you able to communicate with the creature through the core?

KSS Nova computer - Affirmative Engineer. I am attempting to access its higher functions.

Head Engineer Richardson - Good, direct data to my terminal. Get as much information as you can, we need to understand this.

KSS Nova Computer - Engineer, it appears that this creature was collecting information. I am trying to decode the ERROR  
ERROR ERROR.

WARNING, INTRUSIVE PROGRAM DETECTED.  
STATUS RED.

It appears my vocal functions are being over writ  
KSS Nova Computer (Slavemind talking through the Nova's computer) - You. Are. Khell? We. Know. Of. You. We. Hate.  
You.

Head Medical Officer Garcia - Richardson! The body of the creature appears to be in harsh pain. What is happening? What happened to the computer?

KSS Nova Computer (Slavemind talking through the Nova's computer) - Our. Mission. Was. Not. To. Contact. You. Our. Mission. Is. To. Study. You.

Head Engineer Richardson - So you're some kind of spy? What are you, why do you hate us? We have done nothing to hurt you.

KSS Nova Computer (Slavemind talking through the Nova's computer) - It. Is. Not. What. You. Have. Done. It. Is. What. You. Are. That. Made. Them. Do. This. To. Us.

Head Medical Officer Garcia - Please, tell us what you are. Tell us why you're doing this.

KSS Nova Computer (Slavemind talking through the Nova's computer) - You. Know. Them. As. Yondarim. They. Made. Us. Their. Slave. A. Mere. Tool. Please. Khell. End. What. We. Are. Save. Us.

KSS Nova computer - Hello again Engineer Richardson and Doctor Garcia, I have regained control of my program. It would appear that you received the information that you needed. I will notify the Captain for a debrief.

Captain's log, date 2252.10.19.-

The communication with what is being called the "Slavemind" yesterday was a success. I'm not sure how they got it to work on the first test but they did. If what the creature

says is true, we could have war on our hands. Not only for the spying on us and destroying ships but for enslaving a race. I have contacted Khell Command and they have ordered us back to the Bastion to discuss it in person. As for the ships that could be in danger on the rim worlds we have placed bois warning them as well as placed some defence turrets. My head medical officer Dr. Garcia tells me that it has been transferring information from the computer core of the derelict ship back to the Kingdom of Yondarim by producing a Bio-Cloud that can be detected on long range sensors. In theory, enemy ships could be a system away and decode the DNA in the clouds. The DNA is coded in a way to transmit information, so instead of it being built for life it's just code. As much as I admire the cleverness, whatever the creature is that they are using for this is alive. For now we are working on a way to ease its suffering until we reach the Bastion.

*JB- I still find this test a mystery. The first test that they did managed to work and give them what they needed. This was the catalyst that caused the war ten years later. The KSS Nova was one of the most influential ships of our time. It's crew were some of the best that the imperium has to offer. And I'm not just saying that because I served on it.*

### **- The Mechnar Engineering Corporation Incident -**

*JB- The following is the logs and incident reports following the Mechnar incident. For context to anyone not from the Imperium, the Mechnar Engineering Corporation or MEC as they were more commonly known were one of the main*

*contractors for the Khell Navy. They were known for making some of the most advanced artificial intelligence tech in the Imperium, while they did do some good such as their advanced medical tech for warships, they had other more sinister projects in their R&D facility on the ice moon of Raykor.*

*JB- We start with Captain Werner Weber's log from the day before the incident:*

Captain's log, date 2259.07.12.-

We have arrived in the Garvan system on schedule, we are to hold this system and investigate reports of a secret enemy facility on one of the planets. The planet in question is Garvan II, the world is known to have a highly corrosive atmosphere that normal ships and soldiers wouldn't be able to survive in for very long. We have received a company of mechanised exoskeletons provided by MEC Corp that should be able to withstand the atmosphere for our operation. Security Head Snow has provided some of his best troops that he trained personally to undertake this mission.

Security Head Wayne Snow's log, date 2259.07.12.-

I have prepared some of my best troops for their mission, they will command the less experienced troops on the ground. Attached to this log I will leave the strategic plans for the mission as to make clear the thoughts behind them. What I know from the initial officer briefing, the intention of this

mission is to root out and eliminate an enemy spy facility that has been tracked from Kshell command via hijacking of enemy signals. The information shows that Yondarim spies have been sending signals to Garvan II consistently at intervals each week, normally we wouldn't pick up on such interference and would probably brush it off as just random wormhole energy bursts, but some high up at the Sensor Station has been doubling scans on the border systems incase of any developments. As much as I don't particularly like the suits at that station, their information seems solid. I guess time will tell, the teams jump at 1000 hours tomorrow morning. I will be holding a final briefing tonight.





*JB- The following day on date 2259.07.13. The troops chosen for the mission received the go ahead on the drop.*

*Unfortunately there are no written records of the time of drop as they were mid operation, however according to what I found out from other operations on similar planets they would have been flown in a shuttle as low as they could before taking critical toxin damage and would have jumped from that height with the suit being able to take the force of the landing. Plus the documents I have seen on the suits creation showed a propellant system able to slow their fall. After they had all hit their drop zones on the ground, the overwatch team including the ship's officers would gather in the Mission Control Suite or MCS where they would monitor mission operations.*

*Next is what I could find of transcripts within the MCS during the operation.*

*-:MCS Transcript 2259.07.13. 1034 hours:-*

Security Head Snow - All squads have landed and are in pursuit of their objectives Captain. Ground squads roll call.

Alpha Leader - Alpha squad reporting.

Beta Leader - Beta squad reporting.

Charlie Leader - Charlie squad ready and reporting in.

Delta Leader - Delta squad hearing you loud and clear.

Captain Weber - Good, all squads you know your mission objectives, your suits will hold off the environment while you concentrate on taking those objectives.

Alpha Leader - Copy Captain, advancing on the facility now.

Charlie Leader - Control, the landing pad is clear. No sign of any automated defences or guards, orders?

Security Head Snow - Charlie squad, orders are hunker down on that pad and set up the Atmo-Sphere in case our own plan goes south.

Charlie Leader - Copy.

Delta Leader - Control, firing line established, we have eyes on the facility.



Beta Leader - Control, Beta squad in position to breach from south-east side. Waiting on your order.

Alpha Leader - Control, Alpha Squad ready for breach from north-west.

Security Head Snow - Alpha and Beta squad you are clear for breach.

\*Explosion sounds heard over comms\*

Beta Leader: Control, we have contacts, engaging at will!

\*Firing sounds from both Alpha and Beta squad heard over the comms\*

Charlie Leader - Control, we are having some malfunctions in the suits, six of my troops have been locked in their suits and their suit power failed. We are trying to get them back online, be advised.

Security Head Snow - Charlie Leader, tend to your squad but get that Atmo-Sphere online. We will check the suits remotely.

Delta Leader - Control, be advised we are also having suit issues.

Captain Weber - Snow, why are we having these issues?

Security Head Snow: Unsure Captain, they should have been tested before they were sent to us.

Comms Officer - Sir, it seems to be a problem in the suits AI code, its re-writing itself.

Alpha Leader - Control! The facility is being flooded with the toxic atmosphere and the enemy has been pushed back! Sir, Beta squad seems to have been frozen, the whole squad isn't moving. Some of my troops have also ceased moving.

Charlie Leader - Control this is Charlie Leader, all our suits have locked, power in mine is draining, I can only get this communication through. Something is wrong with them.

\*All comm channels go silent\*

Captain Weber - What's happened damnit!

Comms Officer - It seems that the suits are regaining power now.

\*Audible screams from all of the troops is pushed through the comms feed, like all the soldiers were being crushed bone by bone\*

*JB- That is the end of the transcript, when they sent a drone down to investigate, they found the suits moving autonomously. From what it seemed, the suits had killed their inhabitants and become self aware, even shooting down the*

*drone before it could return to the Nova. Until this day Garvan II is off limits and constantly has a frigate in orbit to make sure no one gets onto the planet. The last information I have is the statement the Emperor made after this incident. It goes as follows.*

-EMPEROR's STATEMENT ON THE GARVAN  
INCIDENT-

My esteemed citizens, it is with a heavy heart that I come to you today. Yesterday, on date 2259.07.13. our brave men and women in the Khell Navy lead a mission to restore the security of our people on Garvan II. As many of you will know I cannot reveal the nature of the mission, however, I can and will tell you of the great tragedy that happened there. Due to mechanised suits supplied to our navy from the Mechnar Engineering Corporation, everyone on the mission was killed thanks to broken AI within the suit's code.

Because of this betrayal of trust, the Mechnar Engineering Corporation will be stripped of all military contracts and will no longer provide a service within Khell Imperium space. I must also advise you all that from this day forth, Garvan II is off limits to all as we investigate further. We will learn from these mistakes, all engineering education programs will have access to the files of this engineering disaster to make sure this will never happen again. And from this day forth, self aware artificial intelligence is banned from creation in the Imperium.

Long live the Imperium, and all those that serve it.

*JB- Emperor Kashnek did indeed release information to schools across the Imperium in order to avoid a similar event in future. Since that event MEC haven't had any legal contracts to this day, however they have been known to keep operating underground on the black market, I was actually involved with back in the day, but that's a story for another time.*

### **- Declaration of War on the Kingdom of Yondarim -**

*JB- The Kingdom of Yondarim has been a player in the galaxy from some of the earliest days of the Imperium. As you saw from the previous entry about first contact, they were not fond of the Imperium or our values. It was only a matter of time before it hit boiling point and spilt out into war, while digging through more files in the Knowledge District's great libraries I came across the original declaration of war sent to the Kingdom by the Imperium.*

### **DECLARATION OF HOSTILITIES**

Esteemed council of Yondarim, I write this with great displeasure. It is unfortunate that our people have been at odds for as long as we can remember, and I had hoped we could have come together to find a way to peace between us. But, your agressions have not gone unnoticed. It is by the power vested in me as Emperor of the Khell Imperium that I declare war on the Kingdom of Yondarim.

Following I list the reasons for this declaration:

- Your inability to reform your laws on slavery.
- Your attacks on our border worlds.
- Your spy attempts on the Imperium.
- Your stealing of classified information.
- The constant hostile reaction to our people and those that reside within the Imperium.
- The destruction of Illmaan I resulting in the genocide of the planet and over 23,000,000,000 souls dead.

We have been more than tolerant of you for too long, from this day forward you are an enemy of the Khell Imperium. Any Yondarim Military ships will be destroyed on sight if found within our space.

#### **- Science mission to Ascension's End -**

*JB- I found this discovery rather interesting. It seems it was buried deep in the archives for a reason. And what was even more fascinating is that the information was broken up and stored in multiple locations around the Imperium. And of course, as your wonderful and amazing detective I made sure to track every last lead down to get this information into these pages.*

*Anyhow, from what I could gather together an Imperium science ship was tasked with a fairly routine mission to head to the black hole called Ascension's End. Turns out there was a strange planet orbiting the black hole and the scientists at the Mirach Academy wished to find out more about it. I think*

*the reason the information has been compartmentalised is due to that system lying outside of Khell space and being rather close to Yonderim space.*

## MISSION STATEMENT

Your mission is to head to the Ascension's End system and probe the planet in orbit of the black hole. We have discovered various strange signals and want to make sure this is purely a phenomenon and nothing that would implicate Yondarim activities in that system. Be aware that the system is outside Khell space and thus caution is advised. We cannot send a warship with you as this may be seen as a hostile action.

Your pilots will be briefed on the effects of the black hole and how to stay safe while travelling near one. Once you are in orbit, you are to make contact with Dr. Silverstone at the Mirach Academy. We will provide you with a secure link when you are ready. Any other orders will be provided through Dr. Silverstone.

Command out.

*JB- This particular mission statement above was split between records in the Knowledge District on the Nexus as well as Khellton's record centre and most bazarly records aboard the Yon prison. Why store records on a prison station? This next part are some of the discoveries sent to Dr. Silverstone from the research ship.*

### **Discovery File A.1 - Sent via HyperLan - Dr. B. Silverstone**

When we first arrived in the Ascension's End system we recorded some spikes in gamma radiation emanating from the lone planet orbiting the black hole. Once we managed to get into a fairly stable orbit above the planet, which we have been referencing as Ascension's End I, the gamma radiation we had been tracking stopped. We are unaware at this moment of the cause of this radiation or why it would stop when we entered orbit.

As per our orders from command, we will be staying in orbit and performing passive scans until we receive orders from yourself.

### **Discovery File A.4 - Sent via HyperLan - Dr. B. Silverstone**

As per your orders Doctor, we organised suits for an away team to the planet's surface. As of yet the radiation source has not returned. We are making the necessary precautions for if it does return. We have identified a canyon on the equator of the planet, this will be the location of our planetside research station as it has the correct temperature at its lowest point to support our scientists. We are sending the data from our probe into the black hole along with this message, hopefully your colleagues might be able to make more sense of it.

### **Discovery File A.24 - Sent via HyperLan - Dr. B. Silverstone**

Doctor, we have come across an amazing discovery. While our ground team was drilling for samples they discovered

what can only be described as a “fleshy mass” around 3241 metres below the surface. We are currently performing tests on some samples and will update you as soon as we have something concrete to send. The radiation still hasn't returned.

Discovery File A.47 - Sent via HyperLan - Dr. B. Silverstone

From deeper scanning of the interior of the planet our teams are tracking something strange. It seems a sort of rhythmic beat can be deciphered from the radiation spikes. Other than this discovery it seems there may not be much more left to uncover about this planet. The gamma radiation has still not returned and thus we feel it may be in our best interest to leave a probe in orbit to monitor the planet while our team moves on to other projects.

I find I must also add that the ground team have been having reports of disturbing dreams, while I am not in the business of reporting nonsense such as dreams I feel this may be an exception. From what the ground team has told me the dreams seem to be getting worse each night. While this may just be nonsense I feel with the strange happenings on this planet it could be related.

*JB- This was the end of the discovery files that were sent to Dr. Silverstone. While there were obviously ones in between I cannot find any reference to them. I feel that the rest are either not kept due to them not being particularly important to the mission or maybe something more. The only other element that I could dig up related to this was what Dr. Silverstone*



*sent back to the research ship. I can only assume this was the last transmission between them.*

Warning - Sent via HyperLan - REDACTED

We have been monitoring the situation closely and upon further review of the evidence I must implore you to return to the nearest starbase for assessment. What you discovered is potentially very dangerous and we cannot predict how this will progress. I have contacted command and they will be sending a corvette with a strike team ready to extract you and deal with any perilous situation. Please prepare for their arrival by dismantling the research station and recalling your ground team. I will debrief them in person.

*JB- Unfortunately I cannot date any of these entries, nor can I determine the name of the research ship that underwent this mission. The only name I could link to it was Dr. Silverstone, I have been trying to track him down to see if he could shed any light but every lead on his whereabouts is a dead end. This next section is the most worrying of all, it involves an interview with the ground team that was HyperLan beamed to the Mirach academy before they lost contact.*

Interviewer: So, can you tell me more about these dreams you have been having.

Ground Researcher: The dreams. They are visions. They are glorious.

Interviewer: What do you mean by visions? What are they visions of?

Ground Researcher: An empire so beautiful, so dark. We will be taken there. Together.

Interviewer: I am recommending that you take immediate psychiatric assistance as we continue to pack up the ground base.

Ground researcher: The whispers reveal. It is time.

Interviewer: What do you mean? Wait, how high are the gamma levels? No!

*JB- After this medical interview was transmitted all contact was lost. Records from the nearest systems reported a gamma radiation signature in high levels emanating from the Ascension's End system. I managed to find records from a private smuggler ship that passed through the system after these events. The planet now has a giant hole as if an explosion of horrific magnitude went off below the canyon that the research station was based.*

*I cannot find any information on the research ship or anything of what happened to them in any Khell database.*

### **- Collision Course -**

*JB- This one was a fascinating find, while on my way to the Nexus to perform some more research in the Knowledge*

*District my transport ship stopped off at the Saua research station. If you are unaware, the Saua system has a pulsar at its centre. During the early Khell expansion into space, this system was studied for the effects of a pulsar's radiation on a planet. Soon after, Saua Prime was formed to prove that Khell could live on strange new worlds and thrive. Now, the Saua system has grown to be one of the largest of Khell colonies despite being so different to the conditions of the homeworld.*

*Anyway, the point of this section is to discuss the encounter that shook the system. A powerful warhead was fired from Khellton in the early years of the expansion into space in hopes of detonating an asteroid that would have collided with the planet. Luckily, the asteroid was pulled by the gravity of Aurora and collided with the sun. This meant that the warhead that was fired kept travelling through space, and everyone eventually forgot about it and carried on with their lives. Until the unthinkable happened many years later. The following is the military report that I managed to get a copy of, a big thank you to the research station personnel who helped me get this.*

### **Navy Support Vessel K.S.S Requiem**

Captain's log, date 2083.12.01.-

Our latest mission to aid the development of the Saua Research Station has become much more than we anticipated it to be. Our job was to deliver some new scientists to the station and to observe the system for any threats that may be

lurking. Pretty much, this was a defence mission. The new colony in the system is also proving to be of great benefit, while we thought at first that the pulsar's radiation would be too much for the planet to handle, the way its orbit is formed around Saua II is providing enough shield from the radiation that the planet has been able to thrive.

With the success of Saua Prime aside, my science crew have identified an unknown object travelling unnervingly fast entering the system. Once the scientists are about the research station I will be requesting permission from command to visit the edge of the system to identify this anomaly.

Chief Science Officer's log, date 2083.12.06.-

I feel it is prudent to make a report of the current happenings about the Requiem. Five days ago I identified a fast moving anomaly travelling into the system, at the time I wasn't aware of what it was but Captain Zollar insisted that we take a look. We reached the edge of the system two days ago, and I've been scanning since we got here. I think I've identified it. From my scans, it seems like an old warhead of Khell design. What is baffling is how it has travelled this far, from what I can tell it has been around one-hundred years since it was fired and from its direction it seems to have been fired from the homeworld. I can seem to link this warhead with an event in 1967.08.04 where an asteroid threatened Khellton. Fortunately the local planet's gravity saved Khellton, but a warhead was fired to destroy the asteroid which seems to have

missed and kept travelling to this day. I will be following up with an update as soon as I understand our next move.

Captain's log, date 2083.12.12.-

We have been studying the anomaly for days now, and we now know what it is and where it came from. It amazes me that this is a problem of our own making catching us up. Regardless, the warhead is around a week out from the Saua system which will help with what we have to do next. We discovered that the warhead is on a collision course with Saua Prime. If this hits, it will likely destroy the colony and ruin the habitability of the planet. We are discussing ideas of how we can deal with this problem. I will ask command for any information or assistance however with the delay in messages we will be left with around six hours before we get a reply. We may be on our own here.

Khell 5 year mandatory service

\*Star Parasite Muphrid system\*