

Exploration of the Aetheric Properties of Lot 002 as seen through Live Testing

This experiment is to determine the properties and effects of Lot 002 has on living subjects, circumstances in which they may change, and to the creation of proper wards to combat onset illness(es) caused by Lot 002s presence. Results will be reached through testing on a small sampling of rodents and insects, both of biological and technical makeup.

Materials Used:

- Lot 002: A sample of crystal taken from the caverns of an unsanctioned island by name of Oniehte Isle. This crystal has aetheric properties to be tested here and will be the focus of the Wards created after main experiment has concluded.
- 6 transparent poly carbonate enclosures, each 17.126x11.417x5.905ilms: Used to enclose specimens over sample of Lot 002. Two enclosures were used as constants, not to be altered and without Lot 002. The remaining three housed either rat, insect, or automaton, aether and non. Each enclosure is fitted with a port near the base to allow access to Lot 002 from outside while not allowing exit by enclosed specimen.
- 80ponze top soil: Used to cover Lot 002, separating it from direct contact with specimens.
- 10 rats: Each 14.1onze, male, of same general size and coloration. Rats are divided between constants, unaltered specimens kept away from Lot 002, and those that will be in close proximity to Lot 002.
- 10 wax moths: Each 1-2ilms in wingspan. Divided between constants, unaltered specimens kept away from Lot 002, and those that will be in close proximity to Lot 002.
- 2 aether powered insectoid automatons: Low quality but reliable build, 4ilms in wingspan. Divided between constants, unaltered specimens kept away from Lot 002, and those that will be in close proximity to Lot 002.
- 2 non-aetheric insectoid automatons: Low quality but reliable build, 4ilms in wingspan. Divided between constants, unaltered specimens kept away from Lot 002, and those that will be in close proximity to Lot 002.
- 1 hand pick: Used to take minimal samples from Lot 002
- Sapphire: Amount to be determined depending on number of wards created
- Enchanted Engraving Tools: To properly polish and set runes into designated sapphires
- Whatever the hell else I will need concerning placement of sapphires because a good degree of you most likely want more than just bracelets for these wards

Results:

Lot 002 has obvious aetheric properties that affect mobile beings in proximity to it. Living specimens near Lot 002 will show gradual signs of aggression and protective behavior. Signs of aetheric sickness only occur when Lot 002 is directly harmed. Harm to affected specimens does not result in aetheric sickness, but specimens will become more aggressive.

Over time, rats showed less interest in food, showing no signs of malnutrition despite lack of feeding. Aggression patterns continue and increase when in close proximity to unaffected life.

Aetheric Sickness onset is quick and intense despite size of Lot 002. It only occurs when damage is done to Lot 002, even during slight collection of samples. Over time with distance from Lot 002, Aetheric Sickness passes. It returns should subject again do damage to Lot 002.

Through extended contact with Lot 002, aether in body of living specimens notably increases.

Automatons in presence of Lot 002 show no changes aside from build up of aether. They continue functions as directed.

Conclusion:

Lot 002 contains a sufficient amount of 'untainted', natural aether. This aether has a conditioning effect on living creatures, causing them to become erratic and aggressively defensive. Conditioned creatures sustain themselves on Lot 002's aetheric presence. Through living specimens change in temperament and onset Aetheric sickness, Lot 002 is capable of defending itself. It 'sees' only to doing so through Aetheric sickness when it meets direct harm. Presence of Aether and intensity of sickness suggests, in larger quantities, Lot 002 has drastic impact on living creatures that come to harm it. It is advised that no damage comes to Lot 002 in order to properly avoid Aetheric Sickness.

All biological life shows susceptibility to conditioning effects of Lot 002. This takes the form of aggressive and protectiveness and fades through time away from Lot 002. The more complex the form of life, the longer it takes to be conditioned. It is highly advised that Wards created from this experiment are in use at all times when on the source island of Lot 002.

Wards of Aetheric Recycling and Aetheric Sickness Prevention - W.A.R.A.S.P s:

Polished Sapphire with rune engravings meant to highlight upon and use the stones natural affinity for clarify and ability to relieve tension.

Using aether given off by Lot 002, WARASPs syphon aether and project proper shielding against both the mind conditioned effects of Lot 002 and Aetheric Sickness. These wards can be attuned to users aether as well, syphoning it to create the same shield.

When in use, WARASPs take in aether from Lot 002 and crystals similar, using this aether to halt aggression, mental conditioning, and aetheric sickness all result by proximity to Lot 002. In the presence of the source of Lot 002, these wards will be in need of maintenance after extended periods of time closer to this source. At further distances, these wards better retain their properties. Upon getting closer to these crystals, their ability to syphon will deteriorate and it is advised that no longer than approx. a bell is spent in close proximity.